

Dungeons & Dragons 3.5 Edition Index – Races

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Humanoid Races

Human Subraces

Humanoid (human)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Human (PH p12)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Standard Vision • 1 extra feat at 1st level • 4 extra skill points at 1st level • 1 extra skill point at following levels
Aventi (Storm p34)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Standard Vision • 1 extra feat at 1st level • 4 extra skill points at 1st level • 1 extra skill point at following levels • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 30' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. • Have the (aquatic) subtype. • cast [water] spells at +1 caster level
Death-Touched (a person with some type of Undead on his/her ancestry. Often pale, which dark hair, & some undead-like feature, like sharp canine teeth, a ghoul-like tongue, or the smell of a graveyard) (DR313 p166)	-2 Con +2 Wis +4 Cha	Sorcerer	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Darkvision 60' • +2 Racial bonus on Intimidate and Move Silently checks. • Cold Resistance 5. • Electricity Resistance 5. • <i>Chill Touch</i>, 1/day at Character level. • Level Adjustment +1
Deep Imaskari (Und p9)	+2 Int -2 Dex	Wizard	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • +4 bonus on Hide checks when underground • Spell Clutch – may re-prepare one 1st level spell that he/she prepared and cast that day.
Human, Aquatic (UA p8)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Standard Vision • Low-Light Vision • 1 extra feat at 1st level • 4 extra skill points at 1st level • 1 extra skill point at following levels • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 20' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.

<u>Humanoid (human)</u>	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Illumian (RoD p52)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Luminous Sigils – glowing, insubstantial sigils float around an Illumian's head, giving off light as bright as a candle. May be suppressed as a Standard Action and restored as a Free Action. Gains one Sigil at 1st level and another at 2nd. A power is gained from each (see page 49), and the two form a 'word' which grants additional abilities. • Glyphic Resonance – if the Illumian comes in contact with a Glyph, Rune, Sigil, or Symbol –and– his/her character level is greater than or equal the spell's caster level, he/she is immune. If the character level is less, then the Illumian receives a –4 Racial penalty on any saving throw. • Final Utterance – when an Illumian dies, "words" trapped in his/her body are released for 1 round per HD. Although often gibberish, sometimes the words are curses and/or prophetic. • +2 Racial bonus on saves vs. spells with the 'shadow' descriptor. • Superior Literacy – always Literate and Speak Language is always an in-class skill. • Not restricted in returning to Paladin and/or Monk after cross-classing.
Mongrelfolk (RoD p98)	+4 Con –2 Int –4 Cha	Rogue	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Emulate Race – qualify as <u>any Humanoid</u> race for purposes of activating magic items. Receive a +4 Racial bonus to Use Magic Device checks to emulate non-Humanoid races. • Sound Imitation – able to mimic any voice or sound he/she has heard. The Listener must make a Will save vs. DC 16 to realize that the sound is fake. • Immunity to magic sleep • +2 Racial bonus on save vs. spells that target and/or ignore a race that is part of the Mongrelfolk's general ancestry (i.e., Human, Halfling, Dwarf, Elf, Gnome, Goblin, or Orc). • +1 Racial bonus to saves vs. Enchantments & Illusions • +1 Racial bonus to saves vs. Poison • +1 Racial bonus to Appraise, Climb, Jump, Listen, Move Silently, Search, & Spot checks. • +4 Racial bonus to Hide & Sleight of Hand checks.
Neanderthal (Frost p37)	+2 Str +2 Con –2 Dex –2 Int	Barbarian	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Primitive Weapon Mastery – +1 Racial bonus on attacks with Bolas, Club, Dart, Greatclub, Goad, Harpoon, Luak, Javelin, Longspear, Quarterstaff, Ritiik, Shortbow, Short spear, Sling, Spear, Sugliin, Throwing Axe, & Tigerskull Club. • +2 Racial bonus on Listen, Spot, & Survival checks. • Climate Tolerant – Can comfortably assist in conditions of 'severe cold' to 'severe heat' without needing a Fortitude save. They are considered to have the feat <u>Cold Endurance</u> for purposes of a prerequisite for classes & other feats. • Illiteracy – a Neanderthal must spend a Skill Point to become literate not matter which class he/she takes (with the exception of Wizard)

Humanoid (human)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Sea Kin (RoD p100)	—	Druid	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Swim speed 30'. • 4 extra skill points at 1st level • 1 extra skill point at following levels • +2 Racial bonus on Escape Artist checks. • Hold Breath – able to hold his/her breath for a number of rounds equal to (8 x Constitution score). • Weapon Familiarity – treat Tridents and Nets as Simple weapons. • Water Dependency – must immerse his/her entire body in water at least once per week or take 1 point of Constitution damage (Constitution check to negate, DC = 10 + 1 per additional day). While immersed in water, this Constitution damage heals at the rate of 1d4 per hour.
Sharakim (RoD p102)	+2 Str +2 Int –2 Dex –2 Cha	Wizard	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Darkvision 30' • +1 Natural Armor bonus to AC. • Shadow Affinity – in area of darkness or shadowy illumination, +2 Racial bonus on Hide, Move Silently, Search, & Spot checks. • Light Sensitivity – receive a –1 penalty when in sunlight or <i>Daylight</i>. • +1 Racial bonus on attacks vs. Orcs & Half-Orcs. • Level Adjustment +1
Skulk (RoD p105)	+4 Dex –2 Wis –4 Cha	Rogue	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • 2HD Humanoid (skulk), which grants skill points, Feats, BAB, & Base Save Bonuses. • +8 Racial bonus on Move Silently checks –and– +15 Racial bonus on Hide check. Lost if the Skulk is wearing Medium armor or heavier. • Peerless Camouflage – may move at full speed and run without taking a penalty on Hide checks. • Innate Nondetection – any attempt to use Divination magics on a Skulk requires a Caster check vs. DC 20 to succeed. • Trackless Path – any Survival check used to track a Skulk has its DC increased by 10. • +1 Racial bonus on attacks vs. Orcs & Half-Orcs. • Level Adjustment +1
Underfolk (RoD p108)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Darkvision 30' • 4 extra skill points at 1st level • 1 extra skill point at following levels • +1 Natural Armor bonus to AC. • +2 Racial bonus on Listen checks. • Weapon Familiarity – treat Light Picks and Heavy Picks as Simple weapons (instead of Martial). • Camouflage – +4 Racial bonus on Hide check –and– +10 Racial bonus on Hide check in rocky terrain. • Light Sensitivity – <u>Dazzled</u> when in sunlight or <i>Daylight</i>.

Half-Elf Subraces

Humanoid (elf & human)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Half-Elf (child of an Elf & a Human raised in a Human community) (PH p18) (MM p102)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks.
Half-Elf, Aquatic (child of an Aquatic Elf & a Human raised in a Human community) (UA p10)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks. • +2 Racial bonus on Survival checks • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 40' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Half-Elf, Aquatic' (child of an Aquatic Elf & a Human raised in a Human community) (Storm p45)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks. • Swim speed of 15' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10. • Sea Longing – if an Aquatic Half-Elf remains out of sight of the sea for more than a week, he/she receives a –1 penalty to Wisdom-based checks until in he/she returns to the shore.
Half-Elf, Arctic (child of an Arctic Elf & a Human raised in a Human community) (UA p10)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks. • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure • +2 Racial bonus on Survival checks
Half-Elf, Desert (child of a Desert Elf & a Human raised in a Human community) (UA p12)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks. • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure • +2 Racial bonus on Sense Motive checks

<u>Humanoid (elf & human)</u>	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Half-Elf, Fire (child of a Fire Elf & a Human raised in a Human community) (UA p18)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks. • +1 Racial bonus on attacks vs. creatures with the (water) subtype. • -1 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (water) subtype or are generated by creatures with the (water) subtype.
Half-Elf, Jungle (child of a Jungle Elf & a Human raised in a Human community) (UA p14)	—	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • +2 Racial bonus on Diplomacy & Gather Information checks. • +2 Racial bonus on Bluff & Sense Motive checks.
Half-Human (child of an Elf & a Human raised in an Elf community) (DMG p171)	—	Wizard	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on saves vs. Enchantments • +1 Racial bonus on Listen, Search, & Spot checks. • Able to use “elf only” items • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier.

Half-Orc Subraces

<u>Humanoid (human & orc)</u>	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Half-Orc (PH p18) (MM p204)	+2 Str –2 Int –2 Char	Barbarian	• Medium size • 30' movement	• Darkvision 60' • Able to use “orc only” items
Half-Orc, Aquatic (UA p8)	+2 Str –2 Int –2 Char	Barbarian	• Medium size • 30' movement	• Darkvision 60' • Able to use “orc only” items • +2 Racial bonus on Diplomacy & Gather Information checks • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 20' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10
Half-Orc, Arctic (PH p18) (MM p204)	+2 Str –2 Int –2 Char	Barbarian	• Medium size • 30' movement	• Darkvision 60' • Low-Light Vision • Able to use “orc only” items • +2 Racial bonus on Diplomacy & Gather Information checks • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.
Half-Orc, Desert (UA p12)	+2 Str +2 Con –2 Int –2 Char	Barbarian	• Medium size • 30' movement	• Darkvision 60' • Low-Light Vision • Able to use “orc only” items • Gain Feat: <u>Run</u> .
Half-Orc, Jungle (UA p14)	+2 Str –2 Int –2 Char	Barbarian	• Medium size • 30' movement	• Darkvision 60' • Low-Light Vision • Able to use “orc only” items • +2 Racial bonus on Climb & Jump checks
Half-Orc, Scab-Lands (Sand p43)	+2 Str –2 Int –2 Char	Barbarian	• Medium size • 30' movement • Gain Feat: <u>Heat Endurance</u> .	• Darkvision 60' • Low-Light Vision • Able to use “orc only” items • Able to 2 days plus (Constitution score) hours before beginning to experience the ill effects of thirst.
Half-Orc, Water (UA p18)	+2 Str –2 Int –2 Char	Barbarian	• Medium size • 30' movement	• Darkvision 60' • Able to use “orc only” items • +1 Racial bonus on attacks vs. creatures with the (fire) subtype. • –1 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (fire) subtype or are generated by creatures with the (fire) subtype.

Dwarf Subraces

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Hill (PH p14) (MM p91) Dwarf, Mountain (MM p91)	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects
Dwarf, Aquatic (UA p7)	+2 Con -2 Cha +2 Str -4 Dex	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 20' & can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Dwarf, Arctic (UA p9)	+2 Con -2 Cha +2 Str -4 Dex	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +1 Racial bonus on attack rolls vs. Kobolds • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone and ice • +2 Racial bonus on Craft checks for metal & stone and ice • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure. • Ice Cunning – as 'Stonecunning', but it applies to structures and natural features made from ice.

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Badlands (Sand p42)	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Waterwise: <ul style="list-style-type: none"> - +2 Racial bonus on Search or Survival checks to find water or water conduits - Automatic Search check if a Dwarf passes within 10' of water-related construction or hazard - Can search for water-based traps as a Rogue 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • Gain Feat: Heat Endurance. • Able to 2 days plus (Constitution score) hours before beginning to experience the ill effects of thirst. • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground.
Dwarf, Deep (MM p91)	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 90' 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +3 +2 Racial bonus on saves vs. poison • +3 +2 Racial bonus on saves vs. spells & spell-like effects • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light
Dwarf, Desert (UA p11)	+2 Con -2 Char -2 Dex	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +1 Racial bonus on attack rolls vs. Dragons and Humanoid (reptilian). • +4 Dodge bonus to AC vs. Giants • +4 Dodge bonus to AC vs. Dragons • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on Knowledge (architecture & engineering), Knowledge (dungeoneering), and Profession (miner). • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure.

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Dream (RoS p88)	+2 Con -2 Char -2 Dex	Fighter Druid	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. 	<ul style="list-style-type: none"> • Darkvision 90' 60' • +1 Racial bonus on attack rolls vs. Ores & Goblinoids • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell like effects • +4 Dodge bonus to AC vs. Giants • +1 Caster level with Divination spells • +1 Racial bonus on Diplomacy check with creatures of the [earth] subtype. • Dream Sight – able to see Ethereal creatures without difficulty
Dwarf, Frost (Planar p113)	+4 Con -4 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Extraplanar (native to the Abyss) • always Chaotic Evil • Darkvision 120' 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • Cold Resistance 10 • +4 Racial bonus on Move Silently checks • Light Sensitivity – Dazzled in bright light & the Daylight spell. • Able to cast the following spells 1/day at Character level + 2 (minimum of 3rd): <i>Chill Touch</i> <i>Obscuring Mist</i> • Level Adjustment +1
Dwarf, Earth (a dwarf with an ancestor from the Elemental Plane of Earth) (UA p16)	+2 Str +2 Con -2 Dex -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +4 +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +8 +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Ores & Goblinoids • +4 Dodge bonus to AC vs. Giants • +4 +2 Racial bonus on Appraise checks for metal & stone • +4 +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell like effects • +1 Racial bonus on attacks vs. creatures with the (air) subtype. • -2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (air) subtype or are generated by creatures with the (air) subtype.

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Glacier (Frost p34)	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • StoneIcecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stone icework - Automatic Search check if a Dwarf passes within 10' of unusual stone icework - Can search for stone ice-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone ice, snow, & other frostfell materials • +2 Racial bonus on Craft checks for metal & stone ice, snow, & other frostfell materials • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • +2 Racial bonus on saves vs. cold damage & cold-based effects • Can comfortably assist in conditions of 'severe cold' to 'hot' without needing a Fortitude save. They are considered to have the feat Cold Endurance for purposes of a prerequisite for classes & other feats.
Dwarf, Gold (DMG p171)	+2 Con -2 Char -2 Dex	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Aberrations • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids
Dwarf, Gray (Duergar) (MM p91) (Und p11) (DR325 p66)+	+2 Con -2 Char -4 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 120' 60' • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrashes are considered Martial Weapons. • +4 Racial bonus on Move Silently checks • +1 Racial bonus on Listen & Spot checks • Immune to Paralysis, Phantasms, & Poisons • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light • Able to cast the following spells 1/day at 2*Character level (minimum of 3rd): <ul style="list-style-type: none"> <i>Enlarge Person</i> (self only) <i>Invisibility</i> (self only) • Level Adjustment +1

Humanoid (dwarf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Gray (lesser) (i.e., Duergar (lesser)) (duergar that do not have a level adjustment) (PGF p190)	+2 Con -2 Char -4 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgrashes are considered Martial Weapons. • +2 Racial bonus on Hide & Move Silently checks • +2 Racial bonus on saves vs. Paralysis & Phantasms • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light • Able to cast the following spells 1/day at 2*Character level (minimum of 3rd): <i>Enlarge Person</i> (self only)
Dwarf, Jungle (UA p13)	+2 Con -2 Char	Fighter Ranger	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Low-Light Vision • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • +2 Racial bonus on Heal, Knowledge (nature), Spot, and Survival checks.
Dwarf, Seacliff (Stomp p44)	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement, but speed is not reduced if wearing Medium or Heavy Armor, or if carrying a Medium or Heavy Load. • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. 	<ul style="list-style-type: none"> • Darkvision 60' • Weapon Familiarity – Dwarven Waraxes & Dwarven Urgrashes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Orcs & Goblinoids • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • +2 Racial bonus on saves vs. poison • +2 Racial bonus on saves vs. spells & spell-like effects • Strong Swimmer – +2 Racial bonus on Swim checks & able to hold breath for 2 * Constitution score

Elf Subraces

Humanoid (elf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Elf, High (PH p15) (MM p101)	+2 Dex -2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments
Elf, Aquatic (MM p103) (Storm p39) (UA p7)	+2 Dex -2 Int -2 Con	Wizard Fighter	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door • +2 Racial bonus to saves vs. Enchantments 	<ul style="list-style-type: none"> • Low-light Vision • Improved Low-Light Vision (4x human in dim light) • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • Automatic proficiency with Trident, Longspear, & Net • Have the (aquatic) subtype. • Gills able to survive out of water for 1 hour per Constitution point before suffocation begins • Swim speed of 40' & can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Elf, Arctic (UA p9)	+2 Dex -2 Str -2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure • +2 Racial bonus on one Craft skill (chosen at character creation time). • +2 Racial bonus on Survival.
Elf, Dark (Drow) (MM p103) (Und p10)	+2 Int +2 Cha +2 Dex -2 Con	Wizard (males) -or- Cleric (females)	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door • +2 Racial bonus to saves vs. Enchantments 	<ul style="list-style-type: none"> • Low-light Vision • Darkvision 120' • Light Blindness – daylight blinds the drow for 1 round; then a -1 to Attack rolls, Spot checks, & Search checks in bright light • +2 Racial bonus to saves vs. Enchantments • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • Automatic proficiency with Hand-Crossbows, Rapier, & Shortsword. • +2 Racial bonus on Will save vs. spells & spell-like abilities • Spell Resistance of (11 + Character level) • Cast the following spells 1/day at Character level: <i>Dancing Lights</i> <i>Darkness</i> <i>Faerie Fire</i> • Level Adjustment +2

Humanoid (elf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features												
Elf, Dark (lesser) (i.e., Drow (lesser)) (drow that do not have a level adjustment) (PGF p191)	+2 Dex -2 Con	Wizard (males) -or- Cleric (females)	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door • +2 Racial bonus to saves vs. Enchantments 	<ul style="list-style-type: none"> • Low-light Vision • Darkvision 60' • Light Blindness – daylight blinds the drow for 1 round; then a -1 to Attack rolls, Spot checks, & Search checks in bright light • +2 Racial bonus to saves vs. Enchantments • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • Automatic proficiency with Hand-Crossbows, Rapier, & Shortsword. • +2 Racial bonus on Will save vs. spells & spell-like abilities • Cast the following spells 1/day at Character level: <i>Dancing Lights</i> <i>Daze</i> <i>Touch of Fatigue</i> 												
Elf, Desert (UA p11)	+2 Dex -2 Str -2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Short Bows • Automatic proficiency with Longsword Scimitar and Rapier • +2 Racial bonus to saves vs. Enchantments • +2 Racial bonus on Handle Animal and Ride checks. 												
Elf, Fire (an elf with an ancestor from the Elemental Plane of Fire) (UA p17)	+2 Dex +2 Int -2 Con -2 Cha	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments • +1 Racial bonus on attacks vs. creatures with the (water) subtype. • -2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (water) subtype or are generated by creatures with the (water) subtype. • Resistance to Fire 5. 												
Elf, Ghost (DR313 p73)	+2 Dex +2 Int -2 Con -4 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments • Automatic proficiency with Shortswords & Scimitars • Glow as bright as a Candle (5' radius). Can be suppressed as a Free Action (Concentration check vs. DC 10 to maintain). • Knowledge (the planes) is a Racial Class skill. • Ethereal Power – usable 1/day <table border="1"> <thead> <tr> <th>Lvl</th> <th>Power</th> </tr> </thead> <tbody> <tr> <td>1st</td> <td>Slip Binding – +10 Enhancement bonus to Escape Artist checks for 1 minute per level Bonus goes up to +20 at 5th & +30 at 9th</td> </tr> <tr> <td>4th</td> <td><i>See Invisibility</i></td> </tr> <tr> <td>6th</td> <td><i>Blink</i></td> </tr> <tr> <td>14th</td> <td><i>Ethereal Jaunt</i></td> </tr> <tr> <td>18th</td> <td><i>Ethereal Shift</i></td> </tr> </tbody> </table> <ul style="list-style-type: none"> • Level Adjustment +1 	Lvl	Power	1 st	Slip Binding – +10 Enhancement bonus to Escape Artist checks for 1 minute per level Bonus goes up to +20 at 5 th & +30 at 9 th	4 th	<i>See Invisibility</i>	6 th	<i>Blink</i>	14 th	<i>Ethereal Jaunt</i>	18 th	<i>Ethereal Shift</i>
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18 th	<i>Ethereal Shift</i>															
Elf, Gray (MM p103)	+2 Dex +2 Int -2 Str -2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments 												

Humanoid (elf)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Elf, Jungle (UA p14)	+2 Dex -2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Short Bows • Automatic proficiency with Longsword Handaxe, Shortsword, and Rapier • +2 Racial bonus to saves vs. Enchantments • +2 Racial bonus on Knowledge (history).
Elf, Painted (Sand p42)	+2 Dex -2 Int -2 Con	Wizard Druid	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments
Elf, Snow (Frost p34)	+2 Dex -2 Cha -2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments
Elf, Umbragen (drow infused with darkness, from the Eberron campaign setting) (DR330 p45)	+2 Int +2 Cha +2 Dex -2 Con	Wizard Warlock	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door • +2 Racial bonus to saves vs. Enchantments • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier 	<ul style="list-style-type: none"> • Low-light Vision • Darkvision 120' • Light Blindness: daylight blinds the drow for 1 round; -1 to Attack rolls, Spot checks, & Search checks in bright light • +2 Racial bonus on Hide and Move Silently checks. • Spell Resistance of (11 + Character level) • Cast the following spells 1/day at Character level: <i>Dancing Lights</i> <i>Darkness</i> <i>Faerie Fire</i> • Level Adjustment +2
Elf, Wild (MM p104)	+2 Dex -2 Int -2 Con	Wizard Sorcerer	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments
Elf, Wood (MM p104)	+2 Str +2 Dex -2 Int -2 Con	Wizard Ranger	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 Racial bonus on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • +2 Racial bonus to saves vs. Enchantments

Gnome Subraces

Humanoid (gnome)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Gnome, Rock (PH p16) (MM p131)	+2 Con -2 Str	Bard	<ul style="list-style-type: none"> • Small size¹ • 20' movement • Low-light Vision • +2 Racial bonus on Listen checks • +2 Racial bonus on Craft(Alchemy) checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i>
Gnome, Air (a gnome with an ancestor from the Elemental Plane of Air) (UA p16)	+2 Con +2 Dex -2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +2 Racial bonus on Listen checks • +2 Racial bonus on Craft(Alchemy) checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i> • +1 Racial bonus on attacks vs. creatures with the (earth) subtype. • -2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (earth) subtype or are generated by creatures with the (earth) subtype. • Breathless – does not need to breathe, so is immune to drowning, suffocation, & attacks that require inhalation. • +4 Dodge bonus to AC vs. creatures of at least Large size which have the (earth) subtype.
Gnome, Aquatic (UA p7)	+2 Con -2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +2 Racial bonus on Listen checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +2 Racial bonus on Craft(Alchemy) checks • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i> • Well-Traveled – +2 Racial bonus on Sense Motive and Gather Information checks. • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 20' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Gnome, Arctic (UA p9)	+2 Con -2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +2 Racial bonus on Listen checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +2 Racial bonus on Craft(Alchemy) checks • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i> • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure. • +2 Racial bonus on Sense Motive checks.

¹ Small: +1 AC, +1 to hit, +4 on Hide checks, Must use smaller weapon, Lower carrying limits.

Humanoid (gnome)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Gnome, Chaos (RoS p86)	+2 Dex +2 Con +2 Cha -2 Str	Bard Sorcerer	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +2 Racial bonus on Listen checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +2 Racial bonus on Craft (Alchemy) checks • +2 Racial bonus on save vs. Illusions • +1 Caster Level on [chaos] spells • Luck of Chaos – may reroll a roll, 1/day • Immunity to <i>Confusion</i> effects • Able to cast the following spells 1/day at 1st level: <ul style="list-style-type: none"> <i>Dancing Lights</i> <i>Daze</i> <i>Flare</i> <i>Entropic Shield</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i> • Level Adjustment +1
Gnome, Deep (Svirfneblin) (MM p132) (Und p18)	+2 Dex +2 Wis +2 Con -2 Str -4 Char	Bard Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +1 DC to any Illusion spell cast • +2 Racial bonus on save vs. Illusions • +1 Racial bonus on attack vs. Kobolds & Goblinoids. 	<ul style="list-style-type: none"> • Darkvision 120' • +2 Racial bonus on all saving throws • +2 Racial bonus on Hide checks (+4 if underground) • +4 Dodge bonus to AC vs. all creatures • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon • <i>Nondetection</i> at Character level, always on. • Spell Resistance of (11 + Character level) • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Svirfneblin passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Able to cast the following spells 1/day at 1st level Character level (DC have a +4 Racial bonus): <ul style="list-style-type: none"> <i>Blindness/Deafness</i> <i>Blur</i> <i>Disguise Self</i> <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i> • Level Adjustment +3
Gnome, Deep (lesser) (Svirfneblin (lesser)) (PGF p191)	+2 Dex +2 Con -2 Str	Bard Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +1 DC to any Illusion spell cast • +2 Racial bonus on save vs. Illusions • +1 Racial bonus on attack vs. Kobolds & Goblinoids. 	<ul style="list-style-type: none"> • Darkvision 120' • +2 Racial bonus on saves vs. spells & spell-like abilities • +2 Racial bonus on Hide checks (+4 if underground) • +1 Dodge bonus to AC vs. all creatures • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Svirfneblin passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • Able to cast the following spells 1/day at 1st level ½ Character level: <ul style="list-style-type: none"> <i>Daze</i> <i>Resistance</i> <i>Lullaby</i> <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Prestidigitation</i> <i>Speak with Animals (burrowing mammals only)</i>

Humanoid (gnome)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Gnome, Desert (UA p12)	+2 Con –2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +2 Racial bonus on Listen checks • +2 Racial bonus on Craft(Alchemy) checks • Able to cast the following spells 1/day at 1st level: <ul style="list-style-type: none"> Dancing Lights Ghost Sound Prestidigitation Speak with Animals (burrowing mammals only) • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure. • +2 Racial bonus on Bluff, Diplomacy, and Sense Motive checks.
Gnome, Fire (Planar p126)	+2 Con –2 Str	Bard Sorcerer	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • Darkvision 60' • +2 Racial bonus on Listen checks • +2 Racial bonus on Craft(Alchemy) checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • Humanoid (gnome, fire, extraplanar) – immunity to Fire damage, vulnerability to Cold damage. Native to the Elemental Plane of Fire. • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +2 effective Caster level when casting a spell or using a spell-like ability with the [fire] subtype. • Able to cast the following spells 1/day at 3rd +st level: <ul style="list-style-type: none"> Heat Metal Produce Flame Ghost Sound Prestidigitation Speak with Animals (burrowing mammals only) • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue
Gnome, Forest (MM p132)	+2 Con –2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +2 Racial bonus on Craft(alchemy) & Listen checks • +1 DC to any Illusion spell cast • +2 Racial bonus on save vs. Illusions • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +1 Racial bonus on attack vs. Orcs & Reptilian humanoids. • +4 Racial bonus on Hide checks • +8 Racial bonus on Hide checks in wooded areas. • <i>Pass without Trace (self only), always on.</i> • Able to cast the following spells 1/day at 1st level: <ul style="list-style-type: none"> Dancing Lights Ghost Sound Prestidigitation Speak with Animals (burrowing mammals only)
Gnome, Ice (Frost p35)	+2 Con –2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +2 Racial bonus on Listen checks • +2 Racial bonus on Craft(Alchemy) checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • Able to cast the following spells 1/day at 1st level: <ul style="list-style-type: none"> Dancing Lights Ghost Sound Prestidigitation Ray of Frost Speak with Animals (arctic burrowing mammals only)

Humanoid (gnome)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Gnome, Jungle (UA p14)	+2 Con –2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +4 Dodge bonus to AC vs. Giants. • +2 Racial bonus on Listen checks • +2 Racial bonus on Craft(Alchemy) checks • Able to cast the following spells 1/day at 1st level: <ul style="list-style-type: none"> Dancing Lights Ghost Sound Prestidigitation Speak with Animals (burrowing mammals only) • +2 Racial bonus on Climb, Craft(shipbuilding), Swim, and Use Rope checks.
Gnome, Wavecrest (Storm p44)	+2 Con –2 Str	Bard	<ul style="list-style-type: none"> • Small size • 20' movement • Low-light Vision • +2 Racial bonus on Listen checks • +2 Racial bonus on Craft(Alchemy) checks • +4 Dodge bonus to AC vs. Giants • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • +2 Racial bonus on save vs. Illusions • +1 DC to any Illusion spell cast • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • +1 Racial bonus on attack vs. Locathah & Sahuagin. • Able to cast the following spells 1/day at 1st level: <ul style="list-style-type: none"> <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Know Direction</i> <i>Prestidigitation</i> <i>Speak with Animals (sea birds burrowing mammals only)</i>
Gnome, Whisper (RoS p94)	+2 Dex +2 Con –2 Str –2 Cha	Bard Rogue	<ul style="list-style-type: none"> • Small size • Low-light Vision • +2 Racial bonus on Listen checks • +4 Dodge bonus to AC vs. Giants • +1 Racial bonus on attack vs. Kobolds & Goblinoids. • Weapon Familiarity – Gnome Hooked Hammer is considered a Martial Weapon 	<ul style="list-style-type: none"> • 30' 20' movement • Darkvision 60' • +1 DC to any Illusion spell cast • +2 Racial bonus on Craft(Alchemy) checks • +2 Racial bonus on save vs. Illusions • +2 Racial bonus on Spot checks • Able to cast the following spells 1/day at 1st level: <ul style="list-style-type: none"> <i>Dancing Lights</i> <i>Ghost Sound</i> <i>Mage Hand</i> <i>Message</i> <i>Prestidigitation</i> <i>Silence (self only)</i> <i>Speak with Animals (burrowing mammals only)</i>

Halfling Subraces

Humanoid (halfling)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Halfling, Lightfoot (PH p19) (MM p149)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size¹ • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks
Halfling, Aquatic (UA p8)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • Improved Low-Light Vision – 4x normal Human vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 20' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Halfling, Arctic (UA p10)	+2 Dex -2 Str	Rogue Ranger	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure. • +2 Racial bonus on Swim checks.
Halfling, Deep (MM p149)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Darkvision 60' • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • +2 Racial bonus on Appraise checks for metal & stone • +2 Racial bonus on Craft checks for metal & stone • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Deep Halfling passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue
Halfling, Desert (UA p12)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure. • +2 Racial bonus on Hide & Sleight of Hand checks.
Halfling, Jungle (UA p15)	+2 Dex -2 Str	Rogue Barbarian	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • +2 Racial bonus on Fortitude saves vs. Poison. • Poison Use – a Jungle Halfling never accidentally poisons herself/himself when wielding a poisoned weapon • Automatic proficiency with Throwing Axe, Handaxe, and Shortbow.

<u>Humanoid (halfling)</u>	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Halfling, Shoal (Storm p45)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • Aquatic subtype • Amphibious – able to breath air or water at will • Swim speed of 20' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Halfling, Tallfellow (MM p149)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • +2 Racial bonus on Search, & Spot checks • Automatic Search check if a Tallfellow passes within 5' of a secret or concealed door
Halfling, Tundra (Frost p36)	+2 Dex -2 Str	Rogue Ranger	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, Move Silently, & Survival checks
Halfling, Water (a halfling with an ancestor from the Elemental Plane of Water) (UA p18)	+2 Dex +2 Con -2 Str	Rogue	<ul style="list-style-type: none"> • Small size • 20' movement • +1 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • +2 Morale bonus on saves vs. fear • +2 Racial bonus on Listen checks 	<ul style="list-style-type: none"> • Standard Vision • +2 Racial bonus on Climb, Jump, & Move Silently checks • +1 Racial bonus on attacks vs. creatures with the (fire) subtype. • -2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (fire) subtype or are generated by creatures with the (fire) subtype. • Swim speed of 20' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.

Shapechanger Races

Humanoid (shapechanger)	Ability Mods	Favored Class	Racial Features
Changeling (Eb p12) (RoE p41) (MM3 p24)	—	Rogue	<ul style="list-style-type: none"> • Humanoid (shapechanger) • Medium size • 30' movement • Standard Vision • +2 Racial bonus on saves vs. Sleep and Charm effects • 'Speak Language' is always in-class. <ul style="list-style-type: none"> • +2 Racial bonus on Bluff, Intimidate, and Sense Motive checks. • Minor Change Shape (Su) – <i>Disguise Self</i> at will as a Full Round Action. This is a Transformation, not an Illusion. The Changeling's body changes, but not its possessions. The change is permanent until willingly changed. Use of this ability grants a +10 Circumstance bonus on Disguise checks.
Shifter (Eb p18) (MM3 p150) (RoE p26)+	+2 Dex –2 Int –2 Cha	Ranger	<ul style="list-style-type: none"> • Humanoid (shapechanger) • Medium size • 30' movement • Low-Light Vision • +2 Racial bonus on Balance, Climb, and Jump checks. <ul style="list-style-type: none"> • Shifting (Su) – As a Free Action, the Shifter becomes animal-like for (3 + Constitution modifier + 1 per Shifter feat) rounds. Usable 1 + (Shifter feats/2) times per day. Choose one Shifter trait: <ul style="list-style-type: none"> - <u>Beasthide</u> - +2 Constitution & +2 Natural Armor - <u>Longtooth</u> - +2 Strength & a Bite attack that does 1d6 + 1 per 4 levels. - <u>Cliffwalk</u> - +2 Dexterity & Climb speed of 20'. - <u>Dreamsight</u> - +2 Wisdom & <i>Speak with Animals</i> and +2 on Handle Animal & Wild Empathy always - <u>Gorebrute</u> - +2 Strength & a gore attack on a Charge only that does 2d6 + 1 per 4 levels. - <u>Longstride</u> - +2 Dexterity & +10' movement. - <u>Razorclaws</u> - +2 Strength & two Claw attacks that do 1d4 + 1 per 4 levels. - <u>Swiftwing</u> - +2 Dexterity & Fly 20' (average) - <u>Truedive</u> - +2 Constitution & Swim 30' and can hold breath for 5 x Constitution score always. - <u>Wildhunt</u> - +2 Constitution & Scent ability and +2 bonus on Survival checks always.
Saurian Shifter (DR328 p62)	+2 Con –2 Int –2 Cha	Ranger	<ul style="list-style-type: none"> • Humanoid (shapechanger) • Medium size • 30' movement • Low-Light Vision • +2 Racial bonus on Balance, Climb, and Jump checks. <ul style="list-style-type: none"> • Shifting (Su) – As a Free Action, the Shifter becomes dinosaur-like for (3 + Constitution modifier + 1 per Shifter feat) rounds. Usable 1 + (Shifter feats/2) times per day. Choose one Shifter traits: <ul style="list-style-type: none"> - <u>Beasthide</u> - +2 Constitution & +2 Natural Armor. - <u>Broadwing</u> - +2 Dexterity & can reduce falling damage by 40'. - <u>Junglerunner</u> - +2 Strength & Land speed +20'. - <u>Longtooth</u> - +2 Strength & a Bite attack that does 1d6 + 1 per 4 levels. - <u>Raptorleap</u> - +2 Strength & +4 on Jump checks, and always treated as having a 'running start'. - <u>Razorclaws</u> - +2 Strength & two Claw attacks that do 1d4 + 1 per 4 levels. - <u>Widetail</u> - +2 Constitution & one Tail Slap attack that does 1d6 + 1 per 4 levels.
Slyth (Und p17)	+2 Dex +2 Wis –2 Str	Druid	<ul style="list-style-type: none"> • Humanoid (shapechanger) • Medium size • 30' movement • Able to breath underwater indefinitely • Sonic Resistance 5 • Immune to Polymorphing & Poison • +4 Racial bonus on Disguise, Escape Artist, & Survival checks • Weapon Familiarity – treat Flutter Blades as Martial weapons. • Level Adjustment +2 <ul style="list-style-type: none"> • Alternate Form – as a Standard Action, a Slyth may take an amorphous form. All his/her equipment is absorbed into this mass, though any magic items are suppressed. While in this form, the Slyth has a Swim speed of 30', cannot be Flanked, Stunned, is immune to Critical Hits, loses all Supernatural abilities, cannot attack or cast spells. The amorphous form may pass through an opening as small as 2". Retuning to normal form is a Full Round Action. The Slyth may remain in the amorphous form for up to 10 minutes per character level. Once he/she has returned to normal form, the Slyth may not take amorphous form for as long as he/she was in amorphous form.

Goblinoid Races

Humanoid (goblinoid)	Ability Mods	Favored Class	Racial Features
Bugbear (MM p29)	+4 Str +2 Dex +2 Con -2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +3 Natural Armor bonus to AC <ul style="list-style-type: none"> • 3HD Humanoid (goblinoid), which grants skill points, Feats, BAB, & Base Save Bonuses. • +4 Racial bonus to Move Silently checks • Level Adjustment +1
Goblin (MM p133)	-2 Str +2 Dex -2 Cha	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +4 Racial bonus on Ride checks.
Goblin, Air (a goblin with an ancestor from the Elemental Plane of Air) (UA p16)	-2 Str +2 Dex +4 Dex -2 Cha -2 Con	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +4 Racial bonus on Ride checks. • +1 Racial bonus on attacks vs. creatures with the (earth) subtype. • -2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (earth) subtype or are generated by creatures with the (earth) subtype. • Breathless – does not need to breath, so is immune to drowning, suffocation, & attacks that require inhalation.
Goblin, Aquatic (UA p7)	-2 Str +2 Dex +2 Con -2 Cha	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' <ul style="list-style-type: none"> • +2 + Racial bonus on Move Silently checks. • +2 + Racial bonus on Ride checks. • +2 Racial bonus on Disable Device & Sleight of Hand checks. • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 30' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Goblin, Arctic (UAp9)	-2 Str +2 Dex +2 Con -2 Cha	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • Low-Light Vision <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +4 Racial bonus on Ride checks. • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure • +2 Racial bonus on Bluff & Sleight of Hand checks.
Goblin Bhuka (Sand p39)	-2 Str +2 Dex -2 Cha	Rogue Druid	<ul style="list-style-type: none"> • Small Size • Medium Size • 30' Movement • Darkvision 60' • Gain Feat: Head Endurance • Glare Resistance – never Dazzled by the Bright sun. • +2 Racial bonus on Knowledge (nature) checks & Knowledge (nature) is always a class skill. <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +4 Racial bonus on Ride checks. • +2 Racial bonus Constitution checks & Fortitude saves to resist the harmful effects of heat & dehydration. • Sure Feet – able to travel over ‘shallow sand’ as normal terrain & ‘deep sand’ as ‘shallow sand’. • Water Sense – able to detect drinkable water within 100' by making a Survival check vs. DC 10 (if on the surface). If the water is below the surface, the DC is higher.
Goblin, Desert (UA p12)	-2 Str +2 Dex -2 Cha	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • Low-Light Vision <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +4 Racial bonus on Ride checks. • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure • +2 Racial bonus on Gather Information checks.

Humanoid (goblinoid)	Ability Mods	Favored Class	Racial Features
Goblin, Forestkith (MM3 p64)	+2 Dex –2 Int	Rogue Barbarian	<ul style="list-style-type: none"> • Small Size • 30' Movement, Climb 20' • Darkvision 60' • +1 Natural Armor bonus to AC • +2 Racial bonus on Jump checks. • +4 Racial bonus on Hide checks in the forest • +4 Racial bonus on Craft (weaving) checks to make Nets. • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks in forest • Weapon Familiarity – treat Nets as Martial weapons • Tree Shape – <i>Tree Shape</i> at 12th. Usually activated at dawn to avoid sunlight. Cannot be dismissed. Ends when the Forestkith Goblin takes damage or the sun sets. • Discordant Frenzy – creatures with up to 2HD within 30' of three (or more) Forestkith Goblins are Shaken for 1d4 rounds (WillNeg, DC9). On a successful save, the target is immune for 24 hours. • Level Adjustment +1
Goblin, Jungle (UA p14)	–2 Str +2 Dex –2 Cha	Rogue Barbarian	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • Low-Light Vision <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +4 Racial bonus on Ride checks. • +4 Racial bonus on Jump. • Climb speed 20'. Climb checks based on Dexterity, not Strength (as usual).
Goblin, Snow (Frost p136)	+2 Dex –2 Int –2 Cha	Rogue Fighter	<ul style="list-style-type: none"> • Small Size • 30' Movement • 20' Climb speed • Darkvision 60' <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +4 Racial bonus on Ride checks. • +4 Racial bonus on Intimidate. • Level Adjustment +1
Hobgoblin (MM p153) (DR309 p52)+	+2 Dex +2 Con	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • Level Adjustment +1
Hobgoblin, Fire (a hobgoblin with an ancestor from the Elemental Plane of Fire) (UA p17)	+2 Dex +2 Con +2 Int –2 Cha	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Low-Light Vision <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • +1 Racial bonus on attacks vs. creatures with the (water) subtype. • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (water) subtype or are generated by creatures with the (water) subtype. • Resistance to Fire 5. • Level Adjustment +1
Norker (DR343 p53)	+2 Dex +2 Con –2 Int –2 Wis –2 Cha	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +5 Natural Armor bonus to AC <ul style="list-style-type: none"> • +4 Racial bonus on Move Silently checks. • Natural Weapon – 1 bite (1d4).
Varag (MM4 p168)	+4 Str +4 Dex +2 Con –4 Int	Scout	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Darkvision 60' • +3 Natural Armor bonus to AC • Scent special ability • Gain Feat: <u>Run</u> and Feat: <u>Spring Attack</u> <ul style="list-style-type: none"> • 3HD Humanoid (goblinoid), which grants skill points, Feats, BAB, & Base Save Bonuses. • +8 Racial bonus to Move Silently checks and can always “Take 10” • +4 Racial bonus to Survival checks when tracking by scent • Level Adjustment +2

Reptilian Races

Humanoid (reptilian)	Ability Mods	Favored Class	Racial Features
Kobold (RotD p39) (wRotD2)+ (MM p161)	-4 Str +2 Dex -2 Con	Sorcerer	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +1 Natural Armor bonus to AC • Craft (trapmaking) always in-class <ul style="list-style-type: none"> • Also has the (dragonblood) subtype. • Natural Weapons – 2 claws (1d3) & 1 bite (1d3). • Automatic proficiency with Light & Heavy Picks. • Weapon Familiarity – Greatpick is considered a Martial Weapon. • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks. • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light
Kobold, Aquatic (UA p8) (RotD p39)+ (wRotD2)+	-4 Str +2 Dex -2 Con	Sorcerer	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +1 Natural Armor bonus to AC • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks. • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light • Craft (trapmaking) always in-class <ul style="list-style-type: none"> • Also has the (dragonblood, aquatic) subtypes. • Natural Weapons – 2 claws (1d3) & 1 bite (1d3). • Automatic proficiency with Light & Heavy Picks. • Weapon Familiarity – Greatpick is considered a Martial Weapon. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 40' & can "run" when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Kobold, Arctic (UA p10) (RotD p39)+ (wRotD2)+	-4 Str -2 Str +2 Dex -2 Con -2 Wis	Sorcerer	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +1 Natural Armor bonus to AC • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light <ul style="list-style-type: none"> • Also has the (dragonblood) subtype. • Natural Weapons – 2 claws (1d3) & 1 bite (1d3). • Automatic proficiency with Light & Heavy Picks. • Weapon Familiarity – Greatpick is considered a Martial Weapon. • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks. • Craft (trapmaking) always in-class • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure.
Kobold, Desert (UA p13) (RotD p39)+ (wRotD2)+	-4 Str +2 Dex -2 Con -2 Wis	Sorcerer Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +1 Natural Armor bonus to AC • Craft (trapmaking) always in-class <ul style="list-style-type: none"> • Also has the (dragonblood) subtype. • Natural Weapons – 2 claws (1d3) & 1 bite (1d3). • Automatic proficiency with Light & Heavy Picks. • Weapon Familiarity – Greatpick is considered a Martial Weapon.² • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks. • +2 Racial bonus on Survival checks. • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light
Kobold, Earth (a kobold with an ancestor from the Elemental Plane of Earth) (UA p17) (RotD p39)+ (wRotD2)+	-4 Str -2 Str -2 Con	Sorcerer	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +1 Natural Armor bonus to AC • Craft (trapmaking) always in-class • +4 Racial bonus on Craft(trapmaking), Profession(miner), & Search checks. • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light <ul style="list-style-type: none"> • Also has the (dragonblood) subtype. • Natural Weapons – 2 claws (1d3) & 1 bite (1d3). • Automatic proficiency with Light & Heavy Picks. • Weapon Familiarity – Greatpick is considered a Martial Weapon. • +1 Racial bonus on attacks vs. creatures with the (air) subtype. • -2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (air) subtype or are generated by creatures with the (air) subtype. • Stability - +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground.

² Editor's note: I removed the improved proficiencies with Picks from any Kobold subrace that does not have a Racial bonus in Profession (miner).

Humanoid (reptilian)	Ability Mods	Favored Class	Racial Features
Kobold, Jungle (UA p15) (RotD p39)+ (wRotD2)+	-4 Str +2 Dex -2 Con -2 Int	Sorcerer	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +1 Natural Armor bonus to AC • Craft (trapmaking) always in-class • Light Sensitivity: -1 to Attack rolls, Spot checks, & Search checks in bright light
Lizardfolk (MM p169)	+2 Str +2 Con -2 Int	Druid	<ul style="list-style-type: none"> • Medium Size • 30' Movement • +5 Natural Armor bonus to AC • +4 Racial bonus on Balance, Jump, & Swim checks. • Level Adjustment +1
Lizardfolk, Poison Dusk (MM3 p96)	+2 Dex +2 Con -2 Cha	Ranger	<ul style="list-style-type: none"> • Small Size • 30' Movement • +3 Natural Armor bonus to AC • Low-light vision • Can Hold Breath for 4 x Constitution • Poison Use – never accidentally poisons itself • Level Adjustment +1

Orc Races

Humanoid (orc)	Ability Mods	Favored Class	Racial Features
Orc (MM p203)	+4 Str –2 Int –2 Wis –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light
Orc, Aquatic (UA p8)	+4 Str –2 Int –2 Wis –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light • Have the (aquatic) subtype. • Able to breath water. Able to survive out of water for 2 rounds per Constitution point before suffocation begins • Swim speed of 30' & can “run” when swimming in a straight line. +8 Racial bonus to Swim checks. Can always Take 10.
Orc, Arctic (UA p10)	+4 Str –2 Int –2 Wis –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Low-Light Vision • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light • Cold Endurance – +4 Racial bonus on Fortitude saves to resist the effects of cold weather / exposure. • +2 Racial bonus on Handle Animal checks.
Orc, Desert (UA p13)	+4 Str –2 Int –2 Wis –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Low-Light Vision • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light • Heat Endurance – +4 Racial bonus on Fortitude saves to resist the effects of hot weather / exposure. • Gain Feat: <u>Endurance</u>.
Orc, Jungle (UA p15)	+4 Str –2 Int –2 Wis –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Low-Light Vision • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light • +2 Racial bonus on Heal and Survival checks.
Orc, Water (an orc with an ancestor from the Elemental Plane of Water) (UA p18)	+4 Str +2 Con –2 Int –2 Wis –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Light Sensitivity: –1 to Attack rolls, Spot checks, & Search checks in bright light • +1 Racial bonus on attacks vs. creatures with the (fire) subtype. • –2 penalty on all saving throws vs. the spell, spell-like abilities, & supernatural abilities that have the (fire) subtype or are generated by creatures with the (fire) subtype. • Natural Swimmer – has a natural swim speed of 20'.

Gnoll Races

Humanoid (gnoll)	Ability Mods	Favored Class	Racial Features
Gnoll (MM p130) (RotW p99)	+4 Str +2 Con –2 Int –2 Cha	Ranger	<ul style="list-style-type: none"> • 2HD Humanoid (gnoll), which grants skill points, Feats, BAB, & Base Save Bonuses. • +1 Natural Armor bonus to AC • Level Adjustment +1
Flind (MM3 p62)	+6 Str +2 Dex +4 Con	Ranger	<ul style="list-style-type: none"> • 2HD Humanoid (gnoll), which grants skill points, Feats, BAB, & Base Save Bonuses. • +2 Natural Armor bonus to AC • Weapon Familiarity – Flindbars are Martial weapons (instead of Exotic weapons). • Level Adjustment +2

Extraplanar Races

Humanoid (extraplanar)	Ability Mods	Favored Class	Racial Features
Mephling, Air (Planar p10)	+2 Dex +2 Cha –2 Int	Bard	<ul style="list-style-type: none"> • Small Size • 30' Movement • Fly 10' (perfect maneuverability) • Casts [air] spells at +1 level
Mephling, Earth (Planar p10)	+2 Str +2 Cha –2 Dex –2 Int	Druid	<ul style="list-style-type: none"> • Small Size • 30' Movement • Burrow 10' • Casts [earth] spells at +1 level
Mephling, Fire (Planar p10)	+2 Dex +2 Cha –2 Int	Sorcerer	<ul style="list-style-type: none"> • Small Size • 30' Movement • Casts [fire] spells at +1 level
Mephling, Water (Planar p10)	+2 Con +2 Cha –2 Int	Monk	<ul style="list-style-type: none"> • Small Size • 30' Movement • Swim 30' • Casts [water] spells at +1 level

Cyclops Races

Humanoid (cyclops)	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Cyclops, Menta (DR323 p92)	+2 Con –2 Dex	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Single Eye – receives a –2 penalty on ranged attacks, Search checks & Spot checks. 	<ul style="list-style-type: none"> • Future Sight – <i>Augury</i> as a Supernatural ability, 3/day. Must touch the target & spend a Full Round Action. Cannot use the ability on himself/herself.
Cyclops, Feral-Kind (DR323 p92)	+2 Con +2 Str –2 Dex –2 Int	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Single Eye – receives a –2 penalty on ranged attacks, Search checks & Spot checks. 	<ul style="list-style-type: none"> • Glimpse the Future – +1 Insight bonus on Initiative checks & Reflex saves.

Other Humanoid Races

Other Humanoids	Ability Mods	Favored Class	Racial Features
Asherati (dessert-adapted humanoids) (Sand p37)	—	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Gain <u>Feat: Heat Endurance</u>. • +1 Natural Armor bonus to AC. • +2 Racial bonus on Hide and Move Silently checks. In sandy areas, +4 Racial bonus on Hide checks. • Weapon Familiarity – Eagle's Claw is considered Martial Weapon for Asherati. • Natural Dryness – only needs ¼th the water of a typical Humanoid. • Water Vulnerability – if completely wet, takes a –1 penalty on all attacks, ability checks, & skill checks. If immersed, an Asherti <u>cannot</u> hold his/her breath and being making Constitution checks to avoid drowning immediately. <ul style="list-style-type: none"> • Humanoid (asherati) • Sandswim – an Asherati has the Supernatural ability to “swim” at his/her land speed through sand, ash, dust, etc. (but not rock, packed dirt, or slipsand) while carrying up to a Light load and wearing no more than Light armor. The Asherati breaths normally while doing this. • Body Lamp – an Asherati may make his/her body glow at will, providing a 60' radius of Bright Illumination & Shadowy Illumination out to 120'. This allows the Asherati to see solid objects within 60' while Sandswimming. Other creatures can see the sand glow. Once per day, an Ashaerati can bring his/her skin to full brightness as a Free Action, causing all creatures within 30' to be Dazzled for 1 minute (FortNeg, DC is Charisma-based).
Catfolk (cat-like humanoids) (RotW p92)	+4 Dex +2 Cha	Ranger	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Level Adjustment +1 <ul style="list-style-type: none"> • Humanoid (catfolk) • Low-Light Vision • +2 Racial bonus on Listen and Move Silently checks. • +1 Natural Armor bonus to AC.
Crucian (turtle-like humanoids) (Sand p144)	+4 Str +6 Con –2 Dex –2 Cha	Druid	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Level Adjustment +2 <ul style="list-style-type: none"> • Humanoid (crucian) • Low-Light Vision • +8 Natural Armor bonus to AC.
Darfellan (orca-like humanoids) (Storm p37)	+2 Str –2 Dex	Barbarian	<ul style="list-style-type: none"> • Medium Size • 20' Movement • 40' Swim speed • Echolocation – while underwater, a Darfellan has Blindsense 20' <ul style="list-style-type: none"> • Humanoid (darfellan) • Hold Breath – able to hold breath for 8 x Constitution score (96 rounds for a typical Darfellan) • Natural Attack – 1d6 Bite • Racial Hatred – +2 Racial bonus on attack & damage vs. Sahuagin
Golmoid (golem-like humanoids) (DR317 p26)	+2 Str +2 Con –4 Dex –2 Int	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement (not slowed by Armor or Encumbrance) • Gain <u>Feat: Endurance</u>. • Level Adjustment +1 <ul style="list-style-type: none"> • Humanoid (golmoid) • +2 Natural Armor bonus to AC. • +2 Racial bonus on Craft checks. • +4 Racial bonus on saves vs. Enchantments.
Gripli (frog-like humanoids) (DR324 p87)	+2 Dex –2 Str	Ranger	<ul style="list-style-type: none"> • Small Size • 20' Movement • 20' Climb Speed • Low-Light Vision • Weapon Familiarity – Bolas & Nets are considered Martial Weapons. • +2 Racial bonus on saves vs. Poison. <ul style="list-style-type: none"> • Humanoid (gripli) • +1 Racial bonus on attacks vs. Vermin. • +4 Dodge bonus to AC vs. Animals and Vermin. • +4 Racial bonus on Climb & Jump checks. All Jumps are treated as having a 'running start'. • +2 Racial bonus on Move Silently checks. • Illiterate – <u>all</u> classes must spend 1 skill point to read/write one of their languages.
Hadozee (chimp-like humanoids) (Storm p41)	+2 Dex –2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • +4 Racial bonus on Balance & Climb checks. Doe not loose Dex bonus to AC while Climbing & only needs 1 hand free <ul style="list-style-type: none"> • Humanoid (hadozee) • Gliding – negates falling damage & allows 20' horizontal movement for each 5' of descent. Treated as having Fly 40' with Average maneuverability
Kenku (raven-like humanoids) (MM3 p86)	+2 Dex –2 Str	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Movement • Low-light Vision • +4 Racial bonus on Hide and Move Silently checks • Natural Weapons – 2 claws (1d3) <ul style="list-style-type: none"> • Humanoid (kenku) • Great Ally – When on the giving or receiving side of an Aid Other check, the Kenku receives +3 (vs. +2) & when attacking a foe that is Flanked by an ally, the Kenku receives +4 (vs. +2). • Mimicry – Able to Mimic sounds, voices, & accents. Bluff vs. Sense Motive check to trick someone.

Other Humanoids	Ability Mods	Favored Class	Racial Features
Phanaton (flying squirrel-like humanoids) (DR339 p62) (DR351 p71)	+2 Dex –2 Str –2 Con	Rogue	<ul style="list-style-type: none"> • Small Size • 20' Movement • Low-light Vision • +4 Racial bonus on Move Silently checks (+8 in forest areas). • +2 Racial bonus on Climb, Jump, Listen, & Spot checks. • Natural Weapons – 1 bite (1d4)
Raptoran (bird-like humanoids) (RotW p68)	—	Cleric	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Gliding – may move forward 20' for each 5' he/she descends. Affective “flying” speed is 40 with Average maneuverability. Also, falling damage is negated by gliding. May not be carrying more than a Light load. • Flight – at 5th level, the Raptoran can Fly 40' with Average maneuverability for (Constitution modifier) consecutive rounds without becoming Fatigued. Most combine flying and gliding to stay airborne without becoming Fatigued (though this still occurs after 10 minutes per day of Flight). At 10th level, the Raptoran does not become Fatigued. May make a Dive attack (i.e., a Charge) and “run” when flying.
Turtle (turtle-like humanoids) (DR315 p72)	+2 Con +2 Wis –2 Dex –2 Cha	Cleric	<ul style="list-style-type: none"> • Medium Size • 20' Movement • Swim 10' • +8 Racial bonus on Swim checks
Xvart (DR339 p64)	+2 Dex –2 Str –2 Con	Fighter	<ul style="list-style-type: none"> • Small Size • 30' Movement • Darkvision 60' • +2 Racial bonus on Move Silently checks.

Construct Races

Living Construct Races

Living Construct Races	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Warforged Charger (MM3 p190)	+10 Str +10 Con –6 Int –4 Wis –8 Cha	Fighter	<ul style="list-style-type: none"> • Living Construct • Immune to Poison, Sleep, Paralysis, Disease, Nausea, Fatigue, Exhaustion, Sickening, and Energy Drain. • Does not Eat, Sleep, or Breathe. • Does <u>not</u> naturally heal. • At 0 hp, is Disabled (as usual). From –1 to –9 hp, is Inert (i.e., Unconscious, but stable) • Conj(healing) spells only heal ½ hp. • Can be ‘healed’ by a Craft check that takes 8 hours. The Warforged is repaired the check – 15 hp. It is possible to ‘Take 10’, but not ‘Take 20’. The following Craft skills can be used: armorsmithing, blacksmithing, gemcutting, & sculpting. A Warforged may repair itself. This check cannot be done untrained(EbErrata) 	<ul style="list-style-type: none"> • Large size³ • 30’ movement • 4HD Construct, which grants hit-points, skill points, Feats, BAB, & Base Save Bonuses. • +8 Armor bonus to AC, & DR 2 / adamantine, but 35% Arcane failure chance, –5 Armor check penalty, max +1 Dexterity bonus to AC, and are treated as being in Heavy Armor • Moderate Fortification – 75% chance of Critical Hit or Sneak Attack bonus damage being negated. • Natural weapons grant two 1d8 Slam attack that are treated as adamantine. • Gains <u>Feat: Powerful Charge</u> as a Racial feat. • Level Adjustment +4
Warforged (Eb p20) (RoE p7) (MM3 p190) (wWarforged)+	+2 Con –2 Wis –2 Cha	Fighter	<same>	<ul style="list-style-type: none"> • Medium size • 30’ movement • +2 Armor bonus to AC, but 5% Arcane failure chance • Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated. • Natural weapons provide a 1d4 Slam attack.
Warforged Scout (MM3 p193)	+2 Dex –2 Str –2 Wis –2 Cha	Rogue	<same>	<ul style="list-style-type: none"> • Small size • 20’ movement • +2 Armor bonus to AC, but 5% Arcane failure chance • Light Fortification – 25% chance of Critical Hit or Sneak Attack bonus damage being negated. • Natural weapons provide a 1d3 Slam attack.

Note: Underline indicates a Warforged-specific Feat. Calculations are based on ‘Warforged’ and ‘Warforged Scout’.

Plating Type	Counts as	Armor Bonus to AC	Max Dex bonus to AC	Armor Check Penalty	Arcane Spell Failure	Fortification	Damage Reduction
<u>Unarmored</u>	—	+0	—	—	—	—	—
Composite (i.e., default plating type)	—	+2	—	—	5%	Light	—
<u>Ironwood</u>	Light Armor	+3	+4	–3	20%	Light	2 / slashing
<u>Ironwood + Improved Damage Reduction</u>	Light Armor	+3	+4	–3	20%	Light	4 / slashing
<u>Mithral</u>	Light Armor	+5	+5	–2	15%	Light	—
<u>Mithral + Mithral Fluidity</u>	Light Armor	+5	+6	–1	15%	Light	—
<u>Mithral + Mithral Fluidity + Mithral Fluidity</u>	Light Armor	+5	+7	—	15%	Light	—
<u>Adamantine</u>	Heavy Armor	+8	+1	–5	35%	Light	2 / adamantine
<u>Adamantine + Improved Damage Reduction</u>	Heavy Armor	+8	+1	–5	35%	Light	3 / adamantine
<u>Adamantine + Improved Damage Reduction + Improved Damage Reduction</u>	Heavy Armor	+8	+1	–5	35%	Light	4 / adamantine

³ Large: –1 AC, –1 to hit, –4 on Hide checks, May use large weapon, Greater carrying limits.

<u>Living Construct Races</u>	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Exiled Modron (DR354 p43)	+2 Con +2 Int -2 Dex -2 Cha	<1 st class>	<ul style="list-style-type: none"> • Living Construct • Immune to Poison, Sleep, Paralysis, Disease, Nausea, Fatigue, Exhaustion, Sickening, and Energy Drain. • Does not Eat, Sleep, or Breath. • Does <u>not</u> naturally heal. • At 0 hp, is Disabled (as usual). From -1 to -9 hp, is Inert (i.e., Unconscious, but stable) • Conj(healing) spells only heal ½ hp. 	<ul style="list-style-type: none"> • Medium size • 30' movement • +2 Natural Armor bonus to AC • Acid, Cold, & Fire Resistance 2. • +2 on saves vs. Illusions & Mind-affecting Effects • -2 penalty on Charisma-based skill checks vs. Chaotic creatures. • +2 Racial bonus on Listen & Spot checks. • Armor & clothing must be custom made • Vulnerability to Surprise – treated as Flat-footed on the 2nd round of combat that you did not initiate, though you may still act on the 1st round normally.

Non-Humanoid Races

Monstrous Humanoid Races

Monstrous Humanoids Races	Ability Mods	Favored Class	Racial Features
Armand (MM3 p10) (MM3Errata)+	+6 Dex +6 Con	Monk	<ul style="list-style-type: none"> • Small Size • 20' Movement, Burrow 10' • Darkvision 60' • Natural Weapon – one Claw (1d4) • Stability – +4 bonus to resist being Bull Rushed or Tripped. • Level Adjustment +2
Centaur (MM p32) (RotW p95)	+8 Str +4 Dex +4 Con –2 Int +2 Wis	Ranger	<ul style="list-style-type: none"> • Large Size • 50' Movement • Darkvision 60' • Level Adjustment +2
Chitine (Und p7)	+2 Dex +2 Con +2 Int –4 Cha	Rogue	<ul style="list-style-type: none"> • Small Size • 30' Land Movement • 20' Climbing Movement • Darkvision 60' • +4 bonus on Grapple checks. • +4 bonus to avoid being Disarmed. • Level Adjustment +2
Doppelganger (MM p68)	+2 Str +2 Dex +2 Con +2 Int +4 Wis +2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +4 Natural Armor bonus to AC • +4 Racial bonus on Bluff & Disguise checks. • Level Adjustment +4
Dragonkin (Den p151)	+8 Str +2 Dex +2 Con +4 Wis +2 Cha	Barbarian	<ul style="list-style-type: none"> • Large Size • 20' Movement • Fly 40' with Good maneuverability • Darkvision 60' • +7 Natural Armor bonus to AC • Level Adjustment +2
Feral Gargun (RoS p91)	+4 Str +2 Dex +4 Con –2 Int –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Resist Cold 5. • +2 Natural Armor bonus to AC. • Acclimated – do not take penalties due to high altitude • Level Adjustment +1
Frost Folk (Frost p130)	+4 Str +2 Dex +2 Con –2 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +2 Natural Armor bonus to AC. • +4 Racial bonus on Hide checks in snow/ice • Level Adjustment +1
Gargoyle (MM p113)	+4 Str +4 Dex +8 Con –4 Int –4 Cha	Fighter	<ul style="list-style-type: none"> • Medium Size • 40' Movement, Fly 60' (average) • Darkvision 60' • Damage Reduction 10/magic • Level Adjustment +5

Monstrous Humanoids Races	Ability Mods	Favored Class	Racial Features
Goatfolk (MM3 p63)	+4 Str +2 Con -2 Int -2 Wis	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Natural Weapon – Head Butt (1d6) • Level Adjustment +1
Goliath (RoS p56)	+4 Str -2 Dex +2 Con	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • +2 Racial bonus on Sense Motives checks. • Acclimated – do not take penalties due to high altitude • Level Adjustment +1
Grimlock (MM p140) (Und p13)	+4 Str +2 Dex +2 Con -2 Wis -4 Cha	Barbarian	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Blindsight 40' • +4 Natural Armor bonus to AC • Automatic proficiency with Battle Axe • Level Adjustment +2
Harssaf (MM3 p63) (MM3Errata)+	+4 Str +6 Dex +6 Con +2 Cha	Monk	<ul style="list-style-type: none"> • Medium Size • 30' Movement, 10' Burrow • Blindsense 30' • Gains <u>Feat: Lightning Reflexes</u> & <u>Feat: Alertness</u>. • +3 Natural Armor bonus to AC • Damage Reduction 5 / bludgeoning • Fast Healing 3 • Immunity to Blindness and Fire • Vulnerability to Cold • Damage Reduction 5 / bludgeoning • Spell Resistance of 17 + Class level • Level Adjustment +4
Kuo-Toa (Und p16)	+2 Str +2 Con +2 Int +4 Wis -2 Ca	Rogue	<ul style="list-style-type: none"> • Medium Size • 20' Movement, 50' Swim • Amphibious. • Darkvision 30' • Keen Sight – no penalty to see a moving Invisible or Ethereal creatures / objects • +6 Natural Armor bonus to AC. • Electricity Resistance 10. • Immune to Poison and Paralysis. • Slippery – do not stick to normal or magical webs. • Weapon Familiarity – treat Pincer Staff as a Martial weapon. • Level Adjustment +3
Lupin (DR325 p85)	—	Ranger	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +2 Racial bonus on Listen & Ride checks • +1 Racial bonus on attack & damage rolls against Werewolves
			<ul style="list-style-type: none"> • 3HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses. • Pack Fervor – when fighting within 30' of another Goatfolk, gain a +2 Morale bonus on attack rolls and +4 Morale bonus on saves vs. Fear. • Proficient with Greataxe & Simple weapons
			<ul style="list-style-type: none"> • Powerful Build – treated as one-size larger with regards to Bull Rush, Trip, Grapple, etc., and may use weapons designed for creatures on size larger. • Mountain Movement – treat standing long jumps and high jumps as if there was a running start –and– may make an accelerated climb without penalty.
			<ul style="list-style-type: none"> • 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses. • +10 Racial bonus on Hide checks when underground or in the Mountains. • Special Quality – Scent, Immune to any attacks based on sight
			<ul style="list-style-type: none"> • 6HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses. • Sand Form – As a Standard Action, can transform his/her body to sand (equivalent to <i>Gaseous Form</i> except cannot fly, but can slither along the ground). • Flaming Aura – As a Free Action, the Harssaf can be surrounded by heat. Anyone within 5' takes 1d6 Fire damage per round & any metal weapons wielded by the Harssaf do +1d6 Fire damage. • Sand Pulse – Once per day as a Standard Action, all creatures in a 30' radius around the Harssaf take 3d6 damage (Ref½) and are Blinded for 5 rounds (RefNeg). DC is Constitution-based. Harssafs are immune to other Harssaf's Sand Pulse.
			<ul style="list-style-type: none"> • 2HD Monstrous Humanoid, which grants skill points, Feats, BAB, & Base Save Bonuses. • Light Blindness – daylight blinds the Gloaming for 1 round; then is Dazzled. • Lightning Bolt – by working together, two or more Kuo-Toa Clerics may cast <i>Lightning Bolt</i> every 1d4 rounds that does 1d6 per Cleric (Ref½, DC = 10 + #Clerics + highest Wisdom modifier). They must be within 30' for the 1d4 rounds and join hands when activating the effect. • Adhesive – Kuo-Toa shields usually have an adhesive applied to them. A failed melee attack causes the weapon to stick to the shield (RefNeg, DC = 11 + Con modifier). An Unarmed Attack that sticks results in an automatic Grapple. Pulling a weapon off the shield takes a Strength check vs. DC 20.
			<ul style="list-style-type: none"> • Acute Sense of Smell - +2 bonus on Survival checks to follow tracks. - +5 Racial bonus on Spot checks that oppose Disguise checks of a 'known individual' within 5'. - Can pinpoint an Invisible or Hidden creature within 5' with a Wisdom check vs. DC 20. - Detects a Lycanthrope within 30' on a Wisdom check vs. DC 10. (60' downwind, 15' upwind). - -2 penalty on saves vs. odor-based attacks (such as <i>Stinking Cloud</i> or the stench of a Ghost).

Monstrous Humanoids Races	Ability Mods	Favored Class	Racial Features
Minotaur (MM p189)	+8 Str +4 Con –4 Int –2 Cha	Barbarian	<ul style="list-style-type: none"> • Large Size • 30' Movement • Darkvision 60' • +5 Natural Armor bonus to AC • Natural Weapons – gore (1d8). • Level Adjustment +2
Nycter (MM3 p112) (MM3Errata)+	+4 Dex +2 Wis –2 Str –2 Cha	Druid	<ul style="list-style-type: none"> • Small Size • 20' Movement, Fly 40' (Good manuev.) • Darkvision 60' • Blindsense 60' • +4 Racial bonus on Spot and Listen check (lost if Blindsense is negated). • Level Adjustment +2
T'kel (DR317 p29)	+2 Dex –2 Int	Monk	<ul style="list-style-type: none"> • Medium Size • 30' Movement. • 20' Swim speed.
Troglodyte (MM p246)	–2 Dex +4 Con –2 Int	Cleric	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 90' • +4 Natural Armor bonus to AC • Gains Feat: <u>Multiattack</u>. • Level Adjustment +2
Wingwyrd (gargoyles converted to the worship of the Silver Flame in Eberron) (5Nat p157)	+4 Str +4 Dex +6 Con +6 Wis	Fighter	<ul style="list-style-type: none"> • Medium Size • 40' Movement, Fly 60' (average) • Darkvision 60' • Damage Reduction 5/magic • +2 Racial bonus on Hide, Listen, & Spot; +8 Racial bonus on Hide checks in a city with Flamic architecture • Spell Resistance of (11 + HD) • Level Adjustment +5
Witchknife (MM3 p112) (MM3Errata)+	+6 Dex +2 Int +4 Wis +4 Cha –2 Con	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Low-Light vision • +1 Natural Armor bonus to AC • Fire Resistance 5 • Vulnerability to Sonics (+50% damage). • Level Adjustment +3
Yuan-Ti Pureblood (MM p262)	+2 Dex +2 Int +2 Cha	Ranger	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Gains Feat: <u>Alertness</u> & Feat: <u>Blind-Fight</u>. • Level Adjustment +2

Aberration Races

Aberration Races	Ability Mods	Favored Class	Racial Features
Mind Flayer (MM p188)	+2 Str +4 Dex +2 Con +8 Int +6 Wis +6 Cha	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +3 Natural Armor bonus to AC • Level Adjustment +7 <ul style="list-style-type: none"> • 8HD Aberration, which grants skill points, Feats, BAB, & Base Save Bonuses. • Natural Weapons – 2 tentacles (1d4). • Special Attacks – Mind Blast, <i>Psionics</i>, Improved Grab, Extract. • Special Quality – Spell Resistance of (25 + Class level), Telepathy 100'
Quaraphon (MM3 p128) (MM3Errata)+	+10 Str +12 Con +4 Wis -4 Int	Barbarian	<ul style="list-style-type: none"> • Large Size • 40' Movement • Darkvision 60' • +7 Natural Armor bonus to AC • Natural Weapons – Bite (1d6) & 2 Hooves (1d6) • Level Adjustment +5 <ul style="list-style-type: none"> • 9HD Aberration, which grants skill points, Feats, BAB, & Base Save Bonuses. • Deafening Bellow – All creatures within 60' take 2d6 Sonic damage (no save) and are Deafened for 1d6 rounds (FortNeg). DC is Constitution-based. Usable once per day.

Giant Races

Giant Races	Ability Mods	Favored Class	Racial Features
Giant, Hill (MM p124)	+14 Str +8 Con -2 Dex -4 Int -4 Cha	Barbarian	<ul style="list-style-type: none"> • Large Size • 40' Movement • Low-light Vision • +9 Natural Armor bonus to AC • Level Adjustment +4 <ul style="list-style-type: none"> • 12HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Rock Throwing – range increment is 120', base damage is 2d6. • Rock Catching – Ref save to catch thrown rock.
Giant, Jungle (SoX p78)	+10 Str +18 Dex +3 Con +2 Wis -4 Cha	Ranger	<ul style="list-style-type: none"> • Large Size • 40' Movement • Low-light Vision • +5 Natural Armor bonus to AC • Level Adjustment +5 <ul style="list-style-type: none"> • 11HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Woodland Stride, at will • <i>Entangle</i> & <i>Snare</i> at 11th lvl, 1/day. • <i>Pass without Trace</i> & <i>Wood Shape</i> at 11th lvl, 3/day.
Giant, Sand (MM3 p58)	+16 Str +10 Dex +10 Con +6 Wis +2 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 40' Movement, 10' Burrow • Low-light Vision • +11 Natural Armor bonus to AC • Weapon Familiarity – Sand Blaster is a Martial Weapon (instead of an Exotic Weapon) • Level Adjustment +4 <ul style="list-style-type: none"> • 15HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Fire subtype, so immune to Fire and Vulnerable to Cold. • <i>Meld into Stone</i> at 15th level, 1/day. • <i>Statue</i> at 15th level, 1/day. • Heat Shimmer – <i>Blur</i> at 15th level, at will as a Free Action
Giant, Stone (MM p125)	+16 Str +4 Dex +8 Con +2 Wis	Barbarian	<ul style="list-style-type: none"> • Large Size • 40' Movement • Low-light Vision • +11 Natural Armor bonus to AC • Level Adjustment +4 <ul style="list-style-type: none"> • 14HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Rock Throwing – range increment is 120', base damage is 2d8. • Rock Catching – Ref save to catch thrown rock.
Half-Ogre (RoD p97)	+6 Str -2 Dex +2 Con -2 Int -2 Cha	Barbarian	<ul style="list-style-type: none"> • Large Size • 30' Movement • Darkvision 60' • Level Adjustment +2 <ul style="list-style-type: none"> • +4 Natural Armor bonus to AC
Ogre (MM p198)	+10 Str -2 Dex +4 Con -4 Int -4 Cha	Barbarian	<ul style="list-style-type: none"> • Large Size • 30' Movement • Darkvision 60' • Level Adjustment +2 <ul style="list-style-type: none"> • 4HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • +5 Natural Armor bonus to AC • Automatic proficiency with Simple & Martial Weapons, Light & Medium Armors, and Shields.

<u>Giant Races</u>	Ability Mods	Favored Class	Racial Features
Ogre Mage (MM p200)	+10 Str +6 Con +4 Int +4 Wis +6 Cha	Sorcerer	<ul style="list-style-type: none"> • Large Size • 40' Movement, Fly 40' (good) • Darkvision 60' • Level Adjustment +7 <ul style="list-style-type: none"> • 5HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • +5 Natural Armor bonus to AC • Special Attacks – Spell-like Abilities • Special Quality – Regeneration 5, Spell Resistance 19
Ogre, Skullcrusher (MM p116)	+14 Str +6 Con –2 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 40' Movement • Low-Light vision • Darkvision 60' • Gain <u>Feat: Improved Grapple</u> and <u>Feat: Two-Weapon Fighting</u> • +2 Natural Armor bonus to AC • Level Adjustment +3 <ul style="list-style-type: none"> • 8HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Automatic proficiency with Simple & Martial Weapons, All Armors, and Shields. • Rock Throwing – Receives a +1 Racial bonus on attack rolls when throwing rocks. Typically throw Small-sized rocks (50 pounds), which do 2d6 damage, have a range increment of 100' and a maximum distance of 5 range increments.
Troll (MM p248)	+12 Str +4 Dex +12 Con –4 Int –2 Wis –4 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 30' Movement • Low-light Vision • Darkvision 60' • +5 Natural Armor bonus to AC • Level Adjustment +5 <ul style="list-style-type: none"> • 6HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Natural Weapons – 2 claws (1d6) & 1 bite (1d6). • Special Attacks – Rend • Special Qualities – Regeneration 5, Scent
Troll, Crystalline (MM3 p178)	+12 Str +4 Dex +12 Con –4 Int –2 Wis –2 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 30' Movement • Low-light Vision • Darkvision 60' • +7 Natural Armor bonus to AC • Immune to Acid damage • Level Adjustment +5 <ul style="list-style-type: none"> • 10HD Giant, which grants skill points, Feats, BAB, & Base Save Bonuses. • Natural Weapons – 2 Claws (1d6) & 1 Bite (1d6). • Rend – If both claws hit the same foe, the Crystalline Troll does extra damage: 2d6 + 1½ Strength mod. • Regeneration 5 (Sonics do normal damage). • Vulnerability to Sonics (+50% damage). • Scent special ability

Planetouched Races

<u>Planetouched Races</u>	Ability Mods	Favored Class	Racial Features
Aasimar (descended from a Good Outsider) (MM p209) (RoD p92)	+2 Wis +2 Cha	Paladin	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Level Adjustment +1 <ul style="list-style-type: none"> • Outsider (native) • Acid, Cold, & Electricity Resistance 5 • <i>Daylight</i> (1/day) at Character level. • +2 Racial bonus on Listen & Spot checks
Azerblood (descended from an Azer and a Dwarf) (DR350 p50)	+2 Str +2 Con –2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 30' Movement • Darkvision 60' • Fire Resistance 10 • <i>Heat Metal</i> (1/day) at Character level. DC is Charisma-based. • Forged – +(1 + 1 per 5 levels) bonus on saves vs. Heat & Fire spells. • Stability – +4 bonus on checks to avoid being Bull Rushed or Tripped while standing on the ground. • Level Adjustment +1 <ul style="list-style-type: none"> • Outsider (native, dwarf) • Weapon Familiarity – Dwarven Waraxes & Dwarven Ugrushes are considered Martial Weapons. • +1 Racial bonus on attack rolls vs. Salamanders and Mephits (Fire, Magma, & Steam only) • +4 Dodge bonus to AC vs. Giants • +2 Racial bonus on Appraise checks for fire, metal, & stone • +2 Racial bonus on Craft checks for fire, metal, & stone • +2 Racial bonus on saves vs. Poison • +2 Racial bonus on saves vs. Spells & Spell-like Effects
Celadrin (descended from a Firre Eladrin & an Elf) (DR350 p52)	+2 Dex +2 Cha –2 Con	Bard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Darkvision 60' • Fire Resistance 10 • Immunity to magic sleep • +4 Racial bonus on Perform (sing) checks. • +2 Racial bonus on Listen, Search, & Spot checks. • Level Adjustment +1 <ul style="list-style-type: none"> • Outsider (native, elf) • Automatic proficiency with all straight Bows • Automatic proficiency with Longsword and Rapier • Fiery Gaze – <i>Scorching Ray</i>, 1/day at Character level • Melodious Voice – +(1 + 1 per 5 levels) Racial bonus Diplomacy checks to improve a creature's attitude and on Wild Empathy checks. • Automatic Search check if a Celadrin passes within 5' of a secret or concealed door

<u>Planetouched Races</u>	Ability Mods	Favored Class	Racial Features
Chaond (descended from a Chaotic Outsider) (MM2 p170) (3.5sup p36)+	—	First class counts as their favored class	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Level Adjustment +1 <ul style="list-style-type: none"> • Outsider (native) • Acid & Cold Resistance 5 • <i>Shatter</i> (1/day) at Character level. • +2 Racial bonus on Escape Artist & Tumble checks
D'hin'ni (descended from a Djinn and a Lightfoot Halfling) (DR351 p54)	+2 Dex +2 Cha -2 Wis	Sorcerer	<ul style="list-style-type: none"> • Small size • 20' movement • Darkvision 60' • +2 Racial bonus on attacks with thrown weapons & slings • +1 Racial bonus on all saves • Level Adjustment +1 <ul style="list-style-type: none"> • Outsider (native, halfling) • +2 Racial bonus on Climb, Jump, Listen, & Move Silently checks • Air Mastery – airborne creatures receive a -1 penalty on attack & damage rolls against a D'hin'ni • <i>Prestidigitation</i>, at will. • <i>Gust of Wind</i> –or– <i>Whispering Wind</i> –or– <i>Wind Wall</i>, 1/day at Character level. DC is Charisma-based.
Glimmerfolk (descended from an Outsider from the Plane of Radiance) (DR321 p71)	+2 Dex -2 Str	Ranger	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Outsider (native) • Low-light Vision • +2 Racial bonus on Perform checks • +4 Racial bonus on saves vs. spells of the (shadow) subschool or with the [darkness] descriptor. • Immune to Pattern effects, such as <i>Color Spray</i> and <i>Hypnotic Pattern</i>. <ul style="list-style-type: none"> • Has 3 Nimlis, which are 2" diameter floating globes of light that stay within 1' of the Glimmerfolk. Each gives off light as bright as a Candle. The Glimmerfolk receives a -2 penalty <u>per Nimli</u> on Hide checks. As a Standard Action, a Glimmerfolk may discharge one or more Nimlis to activate a Spell-like Ability: 1 Nimli – <i>Dancing Lights</i>, <i>Daze</i>, or <i>Flare</i> 2 Nimlis– <i>Color Spray</i> or <i>Magic Missile</i> 3 Nimlis– <i>Mirror Image</i> Discharged Nimlis reappear after 8 hours of rest.
Tiefling (descended from an Evil Outsider) (MM p209) (RoD p107)	+2 Dex +2 Int -2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Outsider (native) • Darkvision 60' • Level Adjustment +1 <ul style="list-style-type: none"> • Fire, Cold, & Electricity Resistance 5 • <i>Darkness</i> (1/day) at Character level. • +2 Racial bonus on Bluff & Hide checks
Worghest (descended from a Barghest and a Goblin) (DR350 p56)	+2 Str +2 Dex -2 Cha	Ranger	<ul style="list-style-type: none"> • Medium size • 30' Movement • Darkvision 60' • Low-light Vision • +4 Racial bonus on Move Silently checks. • Scent ability • Feat: Track. • Level Adjustment +2 <ul style="list-style-type: none"> • Outsider (native, goblinoid, shapechanger) • Shape Change – able to change to / from the form of a Wolf as a Standard Action. When in Wolf form, the Worghest gains a Bite attack and Improved Trip on a successful Bite attack. • Feed – if the Worghest spends a Full Round Action to consume a corpse, the following occur: - the Worghest gains the benefit of <i>Death Knell</i>, caster level equals corps' HD - any spell that brings a creature back to life that requires a body does not work & spells that do not need a body (e.g., <i>Resurrection</i>) have only a 50% chance of working (roll once per corpse).
Zenyth (descended from a Lawful Outsider) (MM2 p171) (3.5sup p36)+	—	Monk	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Outsider (native) • Darkvision 60' • Level Adjustment +1 <ul style="list-style-type: none"> • Electrical, Fire, & Sonic Resistance 5 • <i>True Strike</i> (1/day) at character level. • +2 Racial bonus on Balance & Survival checks

Outsider Races

Outsider Races	Ability Mods	Favored Class	Racial Features
Azer (MM p22)	+2 Str +2 Dex +2 Con +2 Wis –2 Cha	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Low-light Vision • Level Adjustment +5
Diabolus (DR327 p62)	—	Sorcerer	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +2 Racial bonus on saves vs. spells & spell-like abilities • Weapon Familiarity – Trident is a Martial weapon • Level Adjustment +5
Gloaming (Und p12)	+2 Dex +2 Cha –2 Str –2 Wis	Sorcerer	<ul style="list-style-type: none"> • Small Size • 20' Movement • 40' Fly (Average maneuverability) • Darkvision 60' • Low-Light Vision • Light Blindness – daylight blinds the Gloaming for 1 round; then is Dazzled. Eligible for Feat: <u>Daylight Adaptation</u>. • Level Adjustment +2
Hound Archon (MM p18)	+4 Str +2 Con +2 Wis +2 Cha	Ranger	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Darkvision 60' • Low-light Vision • +9 Natural Armor bonus to AC • Level Adjustment +5
Janni (MM p116)	+6 Str +4 Dex +2 Con +4 Int +4 Wis +2 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 30' Movement, Fly 20' (perfect) • Darkvision 60' • +1 Natural Armor bonus to AC • Gains Feat: <u>Improved Initiative</u>. • Level Adjustment +5
Lumi (MM3 p98) (MM3Errata)+	+2 Str +4 Con +4 Wis –2 Dex	Cleric	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • Gains Feat: <u>Improved Initiative</u>. • +2 Racial bonus to Search, Sense Motive, & Spot checks. • Spell-Like Abilities – At Will: <i>Disrupt Undead, Light</i>. 3/day: <i>Cure Light Wounds, Glitterdust</i>. • Level Adjustment +2
Rakshasa (MM p212)	+2 Str +4 Dex +6 Con +2 Int +2 Wis +6 Cha	Sorcerer	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Darkvision 60' • +7 Natural Armor bonus to AC • +4 Racial bonus on Bluff & Disguise checks. • +10 bonus to Disguise checks if using its shapechanging ability. • Level Adjustment +7

Outsider Races	Ability Mods	Favored Class	Racial Features
Rakshasa, Naztharune (MM3 p136) (MM3Errata)+	+4 Str +10 Dex +8 Con +4 Int +4 Cha	Rogue	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Darkvision 60' • +5 Natural Armor bonus to AC • +4 Racial bonus on Bluff & Disguise checks. • Natural Weapons – two Claws (1d4). • Damage Reduction 15 / good and piercing • Spell Resistance 21 + Class levels • Improved Evasion – On a successful Reflex save, take no damage, otherwise take ½ damage. • Hide in Plain Sight – Can make a Hide check while being observed if there are shadows within 10'. • Level Adjustment +5
Stonechild (RoS p92)	+8 Str +8 Con +2 Int –2 Cha	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Darkvision 60' • +4 Natural Armor bonus to AC • Level Adjustment +4
Windrazor (MM4 p179)	+2 Str +4 Dex +2 Wis –2 Int –4 Cha	Ranger	<ul style="list-style-type: none"> • Small Size • 10' Movement, Climb 10', Fly 40 / good • Darkvision 60' • Improved Low-light Vision (4x) • Gain Feat: <u>Improved Critical (claw)</u> and Feat: <u>Improved Critical (bite)</u> • Level Adjustment +2
Windscythe (MM4 p179)	+10 Str +2 Dex +4 Dex –2 Int –2 Cha	Fighter	<ul style="list-style-type: none"> • Large Size • 10' Movement, Climb 10', Fly 60 / ave. • Darkvision 60' • Improved Low-light Vision (4x) • Augmented Critical (claws) – a Windscythe's claws threaten a critical on 18–20. • Level Adjustment +5

Fey Races

Fey Races	Ability Mods	Favored Class	Racial Features
Domovoi (Frost p122)	+4 Dex +2 Con +4 Int +6 Wis +6 Cha –2 Str	Rogue	<ul style="list-style-type: none"> • Small Size • 20' Movement • Low-light Vision • +2 Natural Armor bonus to AC • Level Adjustment +2 <ul style="list-style-type: none"> • 2HD Fey (fire), which grants skill points, Feats, BAB, & Base Save Bonuses. • Slippery – +2 Racial bonus to Escape Artist & Grapple checks • Spell-Like Abilities. Cast at 3rd level. at will: <i>Produce Flame, Pyrotechnics</i> (smoke only) 3/day: <i>Flaming Sphere</i>
Gruwaar (DR317 p25)	+2 Dex +2 Cha –2 Str –2 Wis	Rogue	<ul style="list-style-type: none"> • Small Size • 20' Movement (30' if can run on all fours with no more than Light Armor and/or Light Encumbrance) • Darkvision 60' <ul style="list-style-type: none"> • Fey. • +2 Racial bonus on Hide, Move Silently, & Sleight of Hand checks. • Two 1d3 Claw attacks. • <i>Disguise Self</i>, 1/day at caster level 1.
Killoren (RotW p102)	—	Druid	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Low-light Vision • Immunity to Magic Sleep spells & effects • +2 Racial bonus on saves vs. Enchantments • +2 Racial bonus on Handle Animal & Survival checks • Cold Iron Anathema – attempts to wield a weapon containing Cold Iron have a –2 attack penalty <ul style="list-style-type: none"> • Fey. • Manifest Nature's Might – by meditation for 10 min. in the morning, the Killoren may choose of the following Aspects for the remainder of the day: Aspect of the Ancient: +4 Racial bonus on saves vs. Enchantments Racial bonus on Know(nature) equal to HD Aspect of the Destroyer: Smite, 1/hour, up to Charisma modifier timers per day. +(Charisma mod) to attack, +HD to damage. Only works on Aberrations, Construct, Humanoids, Oozes, Outsiders, & Undead. Aspect of the Hunter: +2 Racial bonus on Hide & Move Silently checks. +2 Racial bonus on Listen & Spot checks. +2 Racial bonus on Initiative checks.
Pixie (MM p236)	–4 Str +8 Dex +6 Int +4 Wis +6 Cha	Sorcerer	<ul style="list-style-type: none"> • Small Size • 20' Movement, Fly 60' (good) • Low-light Vision • Gains <u>Feat: Dodge</u>. • Level Adjustment +4 (or +6 if the Pixie can cast <i>Otto's Irresistible Dance</i>) <ul style="list-style-type: none"> • Fey. • +1 Natural Armor bonus to AC • +2 Racial bonus on Listen, Search, & Spot checks • Special Quality – Damage Reduction 10/cold iron, Greater Invisibility, Spell Resistance of 15 + Class level.
Satyr (MM p219)	+2 Dex +2 Con +2 Int +2 Wis +2 Cha	Bard	<ul style="list-style-type: none"> • Medium Size • 40' Movement • Low-light Vision • +4 Natural Armor bonus to AC • Gains <u>Feat: Alertness</u>. • Level Adjustment +2 <ul style="list-style-type: none"> • 5HD Fey, which grants skill points, Feats, BAB, & Base Save Bonuses. • +4 Racial bonus on Hide, Listen, Move Silently, Perform, & Spot checks • Natural Weapons – head butt (1d6). • Special Attacks – Pipes • Special Quality –Damage Reduction 5/cold iron
Uldra (Frost p38)	+2 Con +2 Wis –2 Str	Druid	<ul style="list-style-type: none"> • Small Size • 20' Movement • Low-light Vision • Darkvision • Cold Resistance 5 • +2 Racial bonus on Knowledge (nature) checks • Level Adjustment +1 <ul style="list-style-type: none"> • Fey. • Knowledge (nature) and Speak Language are always in-class skills. • Frosty Touch – as a Free Action, the Uldra can cause his/her hands or any weapon held to become so cold that its does +1 point of Cold damage • Spell-Like Abilities 3/day: <i>Ray of Frost</i> 1/day: <i>Speak with Animals, Touch of Fatigue</i>

Dragon Races

Dragon Races	Ability Mods	Favored Class	Racial Features
Bozak (DR315 p42)	+2 Str +2 Int +2 Cha	Sorcerer	<ul style="list-style-type: none"> • Medium Size • 30' Movement • Low-light Vision • Darkvision 60' • Natural Weapon – 1d6 Bite & two 1d4 Claws • Gain <u>Feat: Run</u>. • Spell Resistance 14 + Class level. • +8 Natural Armor bonus to AC • Immunity to magical Sleep effects, Paralysis, & Disease. • Has the spell casting ability of a 4th level Sorcerer. Any Sorcerer levels gain stack with these. • Level Adjustment +3
Dracotaur (MM3 p42) (MM3Errata)+	+8 Str +2 Dex +6 Con +2 Int +2 Cha	Sorcerer	<ul style="list-style-type: none"> • Large Size • 50' Movement • Low-light Vision • Darkvision 60' • Automatic proficiency in Natural Weapons, Simple Weapons, & Light Armor. • Natural Weapon – 1d8 Bite & 1d8 Tail Slap • Level Adjustment +5

Plant Races

Plant Races	Ability Mods	Favored Class	Racial Features
Adu'ja (DR317 p22)	+2 Wis +2 Cha –2 Str	Druid	<ul style="list-style-type: none"> • Plant creature. • Photosynthesis – only consume ¼th as much as a Human as long as it has 4 hours of direct sunlight each day. Without sunlight, must consume as much as a Human. • Photoregeneration – if allowed to rest in the sunlight with 1 gallon of water for a day, heals 2x Character level. Otherwise heals normally. Able to regrow severed limbs in one month (2 weeks with bed rest) • Vulnerability to Fire – +50% damage from fire. • <i>Speak with Plants</i>, 1/day at caster level 1st.

Skipped Races

Psionic Races

The following Psionic Races are included for completeness, but are not detailed.

Empty Vessels (Eb p290)	Githzerai (MM p129)	Kalashtar (Eb p16)
Githyanki (MM p127)	Half-Giant (SoX p016)	Synad (DR314 p64)

Dark Sun Races

The following races are included for completeness, but are not detailed.

Note: Most have Psionic abilities.

Aarakocra, Dark Sun (DR319 p19)	Half-Elf, Dark Sun (DR319 p23)	Maenad, Dark Sun (DR319 p26)
Dwarf, Dark Sun (DR319 p20)	Half-Giant, Dark Sun (DR319 p24)	Mul, Dark Sun (DR319 p26)
Elan, Dark Sun (DR319 p21)	Halfling, Dark Sun (DR319 p25)	Pterran, Dark Sun (DR319 p28)
Elf, Dark Sun (DR319 p22)	Human, Dark Sun (DR319 p26)	Thri-Keen, Dark Sun (DR319 p29)

Spelljammer Races

The following races are included for completeness, but are not detailed.

Giff (DR339 p26)	Insectare (DR339 p28)	Scro (DR339 p30)
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Warcraft III Races

The following races are included for completeness, but are not detailed.

Dwarf, Exiled (DR320 p85)	Gnome, Techno (DR320 p86)	Human, Complacent (DR320 p88)
Elf, Declining (DR320 p86)	Halfling, Unsheltered (DR320 p86)	

Bas-Lag Races

The following races are included for completeness, but are not detailed.

Cactacae (DR352 p42)	Khepri (DR352 p44)	Vodyanoi (DR352 p48)
Garuda (DR352 p52)	Remade (DR352 p45)	

Racial Tables

Racial Aging Table

Race	Ref	Aging Effects					Random Starting Ages – add to Adulthood		
		Adulthood	Middle Age ⁴	Old ⁵	Venerable ⁶	Maximum Age	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Aasimar	(RoD p110)	15	45	68	90	+3d20	+1d6	+1d8	+2d8
Adu'ja	(DR317 p27)	150	300	450	600	+6d%	+3d10	+5d10	+7d10
Asherati	(Sand p43)	20	45	62	89	+3d10	+1d4	+1d6	+2d6
Aventi	(Storm p46)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Bhuka	(Sand p43)	14	25	37	49	+2d10	+1d4	+2d4	+3d6
Catfolk	(RotW p106)	14	35	53	70	+2d10	+1d4	+1d6	+2d6
Centaur	(RotW p106)	30	75	112	150	+3d%	+2d6	+4d6	+6d6
Changeling	(Eb p27)	15	35	50	70	+2d20	+1d4	+1d6	+2d6
Chitine	(Und p21)	15	40	60	80	+2d20	+1d4	+1d6	+2d6
Cyclops	(DR323 p92)	20	50	75	100	+5d20	+2d4	+3d6	+4d6
Deep Imaskari	(Und p21)	20	44	110	150	+4d%	+4d6	+6d6	+3d6
Darfellan	(Storm p46)	14	35	53	65	+2d10	+1d4	+1d6	+2d6
Doppelganger	(RoD p110)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Drow	(Und p21)	110	175	263	350	+4d%	+4d6	+6d6	+10d6
Duergar	(Und p21)	40	125	188	250	+2d%	+3d6	+5d6	+7d6
Dwarf	(PH p109)	40	125	188	250	+2d%	+3d6	+5d6	+7d6
Elf	(PH p109)	110	175	263	350	+4d%	+4d6	+6d6	+10d6
Gloaming	(Und p21)	13	100	200	300	+2d%	+1d4	+1d4	+2d4
Gnoll	(RotW p106)	14	35	53	70	+2d10	+1d4	+1d6	+2d6
Gnome	(PH p109)	40	100	150	200	+3d%	+4d6	+6d6	+9d6
Golmoid	(DR317 p27)	18	38	57	76	+2d12	+1d6	+2d6	+3d6
Grimlock	(Und p21)	12	30	45	60	+2d12	+1d4	+1d6	+2d4
Grippli	(DR324 p87)	30	70	105	140	+4d20	+2d6	+4d6	+6d6
Gruwaar	(DR317 p27)	40	70	105	140	+3d20	+2d6	+3d6	+4d6
Hadozee	(Storm p46)	13	35	53	70	+2d20	+1d3	+1d4	+1d6
Half-Elf	(PH p109)	20	62	93	125	+3d20	+1d6	+2d6	+3d6
Halfling	(PH p109)	20	50	75	100	+5d20	+2d4	+3d6	+4d6
Half-Ogre	(RoD p110)	14	30	45	60	+2d12	+1d4	+1d6	+2d6
Half-Orc	(PH p109)	14	30	45	60	+2d10	+1d4	+1d6	+2d6
Human	(PH p109)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Illumian	(RoD p55)	20	50	75	100	+4d20	+2d4	+3d6	+4d6
Killoren	(RotW p106)	10	30	100 ⁷	n/a	n/a	+1d4	+1d6	+2d6
Kobold	(RotD p39)	6	60	90	120	+Cha mod	+1d3	+1d4	+2d4
Kuo-Toa	(Und p21)	10	30	50	60	+2d10	+2d6	+1d6	+3d6
Lupin	(DR325 p87)	14	30	45	60	+2d10	+1d4	+1d6	+2d6
Mephling	(Planar p10)	50	100	150	200	+2d20	+4d4	+4d6	+6d6
Mongrelfolk	(RoD p110)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Neanderthal	(Frost p40)	14	35	50	65	+2d10	+1d4	+1d6	+3d6
Raptoran	(RotW p106)	20	100	200	250	+3d10	+1d6	+2d6	+3d6
Sea Kin	(RoD p110)	17	40	63	85	+3d20	+1d4	+1d6	+2d6
Sharakim	(RoD p110)	16	30	45	60	+2d20	+1d4	+1d6	+2d6

⁴ Middle Age: –1 Str, –1 Con, –1 Dex, +1 Int, +1 Wis, +1 Cha.⁵ Old: –2 Str, –2 Con, –2 Dex, +1 Int, +1 Wis, +1 Cha.⁶ Venerable: –3 Str, –3 Con, –3 Dex, +1 Int, +1 Wis, +1 Cha.⁷ Killoren stop physically aging when they reach 'Old' age and do not die of old age.

Race	Ref	Aging Effects					Random Starting Ages – add to Adulthood		
		Adulthood	Middle Age ⁴	Old ⁵	Venerable ⁶	Maximum Age	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Shifter	(Eb p27)	20	40	60	80	+2d20	+1d6	+1d8	+2d8
Shifter, Saurian	(DR328 p62)	20	40	60	80	+2d20	+1d6	+1d8	+2d8
Skulk	(RoD p110)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Slyth	(Und p21)	30	60	90	120	+2d20	+3d6	+2d6	+4d6
Svirfneblin	(Und p21)	20	80	120	160	+2d%	+2d4	+3d6	+4d6
T'kel	(DR317 p27)	12	28	42	56	+2d10	+1d4	+1d6	+2d6
Tiefling	(RoD p110)	15	45	68	90	+3d20	+1d6	+1d8	+2d8
Uldra	(Frost p40)	100	175	263	350	+2d%	+3d6	+5d6	+8d6
Underfolk	(RoD p110)	15	35	53	70	+2d20	+1d4	+1d6	+2d6
Varag	(MM4 p171)	8	16	24	32	+2d8	+1d3	+1d4	+2d4
Warforged	(Eb p27)	0	150	—	—	—	+1d12	+1d6	+1d4

Racial Height / Weight Table

Race	Ref	Male				Female			
		Base Height	Height Mod.	Base Weight	Weight Mod.	Base Height	Height Mod.	Base Weight	Weight Mod.
Aasimar	(RoD p110)	4' 10"	+2d10	120 lbs.	x (2d4) lb.	4' 5"	+2d10	85 lbs.	x (2d4) lb.
Adu'ja	(DR317 p27)	4' 10"	+2d10	140 lbs.	x (2d6) lb.	—same—	—same—	—same—	—same—
Asherati	(Sand p44)	5' 0"	+2d10	70 lbs.	x (2d4) lb.	4' 9"	+2d10	65 lbs.	x (2d4) lb.
Aventi	(Storm p46)	4' 10"	+2d10	120 lbs.	x (2d4) lb.	4' 5"	+2d10	85 lbs.	x (2d4) lb.
Bhuka	(Sand p44)	4' 0"	+2d10	30 lbs.	x (1d4) lb.	3' 9"	+2d10	25 lbs.	x (2d4) lb.
Catfolk	(RotW p106)	4' 10"	+2d10	120 lbs.	x (2d4) lb.	4' 5"	+2d10	85 lbs.	x (2d4) lb.
Centaur	(RotW p106)	6' 5"	+2d6	2,050 lbs.	x (4d6) lb.	6' 2"	+2d6	1,900 lbs.	x (4d6) lb.
Changeling	(Eb p27)	5' 1"	+2d4	115 lbs.	x (2d4) lb.	—same—	—same—	—same—	—same—
Chitine	(Und p21)	3' 1"	+2d8	67 lbs.	x (1d4) lb.	2' 8"	+2d8	47 lbs.	x (1d4) lb.
Cyclops	(DR323 p92)	6' 10"	+2d6	210 lbs.	x (2d6) lb.	6' 5"	+2d6	190 lbs.	x (2d6) lb.
Darfellan	(Storm p46)	4' 5"	+2d4	120 lbs.	x (2d6) lb.	4' 5"	+2d4	100 lbs.	x (2d6) lb.
Deep Imaskari	(Und p21)	4' 10"	+2d10	126 lbs.	x (1d6) lb.	4' 4"	+2d10	86 lbs.	x (1d6) lb.
Doppelganger	(RoD p110)	4' 8"	+2d10	100 lbs.	x (2d4) lb.	—same—	—same—	—same—	—same—
Drow	(Und p21)	4' 4"	+2d6	110 lbs.	x (1d6) lb.	4' 6"	+2d6	90 lbs.	x (1d6) lb.
Duergar	(Und p21)	4' 1"	+2d4	110 lbs.	x (2d4) lb.	3' 7"	+2d4	80 lbs.	x (2d4) lb.
Dwarf	(PH p109)	3' 9"	+2d4	130 lbs.	x (2d6) lb.	3' 7"	+2d4	100 lbs.	x (2d6) lb.
Elf	(PH p109)	4' 5"	+2d6	85 lbs.	x (1d6) lb.	4' 5"	+2d6	80 lbs.	x (1d6) lb.
Gloaming	(Und p21)	2' 6"	+1d4	25 lbs.	x 1 lbs.	2' 6"	+1d4	25 lbs.	x 1 lbs.
Gnoll	(RotW p106)	5' 4"	+2d12	200 lbs.	x (2d6) lb.	5' 2"	+2d12	180 lbs.	x (2d6) lb.
Gnome	(PH p109)	3' 0"	+2d4	40 lbs.	x 1 lbs.	2' 10"	+2d4	35 lbs.	x 1 lbs.
Golmoid	(DR317 p27)	6' 10"	+2d4	260 lbs.	x (2d6) lb.	—same—	—same—	—same—	—same—
Grimlock	(Und p21)	4' 5"	+2d12	140 lbs.	x (1d6) lb.	3' 9"	+2d10	140 lbs.	x (1d6) lb.
Grippli	(DR324 p87)	1' 10"	+2d4	20 lbs.	x 1 lbs.	1' 7"	+2d6	15 lbs.	x 1 lbs.
Gruwaar	(DR317 p27)	3' 0"	+2d6	25 lbs.	x 1 lb.	2' 8"	+2d6	20 lbs.	x 1 lb.
Hadozee	(Storm p46)	5' 0"	+2d8	150 lbs.	x (2d4) lb.	4' 10"	+2d4	120 lbs.	x (2d4) lb.
Half-Elf	(PH p109)	4' 7"	+2d8	100 lbs.	x (2d4) lb.	4' 5"	+2d8	80 lbs.	x (2d4) lb.
Halfling	(PH p109)	2' 8"	+2d4	30 lbs.	x 1 lbs.	2' 6"	+2d4	25 lbs.	x 1 lbs.
Half-Ogre	(RoD p110)	6' 10"	+2d12	250 lbs.	x (3d8) lb.	6' 5"	+2d12	210 lbs.	x (3d8) lb.
Half-Orc	(PH p109)	4' 10"	+2d12	150 lbs.	x (2d6) lb.	4' 5"	+2d12	110 lbs.	x (2d6) lb.
Human	(PH p109)	4' 10"	+2d10	120 lbs.	x (2d4) lb.	4' 5"	+2d10	85 lbs.	x (2d4) lb.
Illumian	(RoD p55)	4' 11"	+2d10	110 lbs.	x (2d4) lb.	4' 6"	+2d10	80 lbs.	x (2d4) lb.

Race	Ref	Male				Female			
		Base Height	Height Mod.	Base Weight	Weight Mod.	Base Height	Height Mod.	Base Weight	Weight Mod.
Killoren	(RotW p106)	5' 0"	+2d6	100 lbs.	x (2d4) lb.	5' 0"	+2d6	90 lbs.	x (2d4) lb.
Kobold	(RotD p39)	2' 1"	+2d4	40 lbs.	x 1 lbs.	1' 10"	+2d4	30 lbs.	x 1 lbs.
Kuo-Toa	(Und p21)	4' 9"	+2d4	85 lbs.	x (1d4) lb.	4' 11"	+2d6	90 lbs.	x (1d4) lb.
Lupin	(DR325 p87)	4' 10"	+2d8	120 lbs.	x (2d4) lb.	4' 5"	+2d8	85 lbs.	x (2d4) lb.
Mephling	(Planar p10)	2' 7"	+2d4	25 lbs.	x 1 lbs.	2' 9"	+2d4	30 lbs.	x 1 lbs.
Mongrelfolk	(RoD p110)	4' 4"	+2d6	100 lbs.	x (2d6) lb.	4' 3"	+2d6	85 lbs.	x (2d4) lb.
Neanderthal	(Frost p41)	6' 6"	+2d8	200 lbs.	x (2d4) lb.	6' 0"	+2d8	150 lbs.	x (2d4) lb.
Raptoran	(RotW p106)	5' 2"	+2d10	100 lbs.	x (2d4) lb.	5' 2"	+2d10	100 lbs.	x (2d4) lb.
Sea Kin	(RoD p110)	4' 10"	+2d10	120 lbs.	x (2d4) lb.	4' 5"	+2d10	110 lbs.	x (2d6) lb.
Sharakim	(RoD p110)	4' 10"	+2d10	150 lbs.	x (2d6) lb.	4' 5"	+2d10	85 lbs.	x (2d4) lb.
Shifter	(Eb p27)	4' 7"	+2d8	100 lbs.	x (2d4) lb.	4' 5"	+2d8	85 lbs.	x (2d4) lb.
Shifter, Saurian	(DR328 p62)	5' 0"	+2d12	120 lbs.	x (2d4) lb.	5' 0"	+2d12	120 lbs.	x (2d4) lb.
Skulk	(RoD p110)	4' 10"	+2d10	105 lbs.	x (2d4) lb.	4' 5"	+2d10	70 lbs.	x (2d4) lb.
Slyth	(Und p21)	5' 2"	+2d10	135 lbs.	x (2d6) lb.	4' 6"	+2d10	100 lbs.	x (2d6) lb.
Svirfneblin	(Und p21)	3' 2"	+1d6	37 lbs.	x (1d4) lb.	2' 8"	+1d6	32 lbs.	x (1d4) lb.
T'kel	(DR317 p27)	4' 7"	+2d8	190 lbs.	x (2d4) lb.	6' 3"	+2d10	190 lbs.	x (2d4) lb.
Tiefling	(RoD p110)	4' 10"	+2d10	120 lbs.	x (2d4) lb.	4' 5"	+2d10	85 lbs.	x (2d4) lb.
Uldra	(Frost p41)	2' 4"	+2d4	25 lbs.	x (1d4) lb.	2' 2"	+2d4	20 lbs.	x (1d4) lb.
Underfolk	(RoD p110)	4' 5"	+2d6	85 lbs.	x (1d6) lb.	4' 4"	+2d6	80 lbs.	x (1d6) lb.
Varag	(MM4 p171)	5' 11"	+2d12	230 lbs.	x (2d6) lb.	5' 7"	+2d12	200 lbs.	x (2d6) lb.
Warforged, Adamantine	(Eb p27) (wWarforged)+	5' 10"	+2d6	320 lbs.	x 6 lb.	–same–	–same–	–same–	–same–
Warforged, Composite	(Eb p27)	5' 10"	+2d6	270 lbs.	x 4 lb.	–same–	–same–	–same–	–same–
Warforged, Darkwood or Mithral	(Eb p27) (wWarforged)+	5' 10"	+2d6	180 lbs.	x 2 lb.	–same–	–same–	–same–	–same–
Warforged, Unarmored	(Eb p27) (wWarforged)+	5' 10"	+2d6	225 lbs.	x 3 lb.	–same–	–same–	–same–	–same–

Languages by Race

Language	Ref	Typical Speakers	Alphabet
Abysal	(PH p82)	Demons, Chaotic Evil Outsiders	Infernal
Aquan	(PH p82)	Water-Based Creatures	Elven
Auran	(PH p82)	Air-Based Creatures	Draconic
Celestial	(PH p82)	Good Outsiders	Celestial
Common	(PH p82)	Humans, Halflings, Half-Elves, Half-Orcs	Common
Draconic	(PH p82)	Kobolds, Troglodytes, Lizardfolk, Dragons	Draconic
Drow Sign	(Und p11)	Drow	—
Druidic	(PH p82)	Druids only	Druidic
Dwarven	(PH p82)	Dwarves	Dwarven
Elven	(PH p82)	Elves	Elven
Giant	(PH p82)	Ogres, Giants	Dwarven

Language	Ref	Typical Speakers	Alphabet
Gnome	(PH p82)	Gnomes	Dwarven
Goblin	(PH p82)	Goblins, Hobgoblins, Bugbears	Dwarven
Gnoll	(PH p82)	Gnolls	Common
Halfling	(PH p82)	Halflings	Common
Ignan	(PH p82)	Fire-Based Creatures	Draconic
Infernal	(PH p82)	Devils, Lawful Evil Outsiders	Infernal
Orc	(PH p82)	Orcs	Dwarven
Sylvan	(PH p82)	Dryads, Brownies, Leprechauns	Elven
Terran	(PH p82)	Xorns, Earth-based Creatures	Dwarven
Undercommon	(PH p82)	Drow	Elven

Race	Abysal	Aquan	Auran	Celestial	Common	Draconic	Dwarven	Elven	Giant	Gnoll	Gnome	Goblin	Halfling	Ignan	Infernal	Orc	Sylvan	Terran	Undercommon	other
Adu'ja					B	B		A			B		B				A			
Catfolk					A	B				B			B				B			Feline
Centaur					B			A			B		B				A			
Chitine																			A	by region
Drow	B	B			A	B		A			B	B							A	Kuo-Toan Drow Sign
Dwarves					A		A		B		B	B				B		B		
Elves					A	B		A		B	B	B				B	B			
Gnoll					B	B		B		A		B				B				
Gnome					A	B	B	B	B		A	B				B				
Golmoid					A		B				A		B					B		
Gruwaar	B				A		B	B			B					A		B	A	
Half-Elves	B	B	B	B	A	B	B	A	B	B	B	B	B	B	B	B	B	B	B	
Halflings					A		B	B			B	B	A			B				
Half-Orcs	B				A	B			B	B		B				A				
Human	B	B	B	B	A	B	B	B	B	B	B	B	B	B	B	B	B	B	B	
Killoren		B	B		A			B			B			B			A	B		
Mephling, Air		B	A		A									B				B		
Mephling, Earth		B	B		A									B				A		
Mephling, Fire		B	B		A									A				B		
Mephling, Water		A	B		A									B				B		
Neanderthal					A		B		B							B				
Norker					A	B			B	B		A				B				
Phanaton								A				B					B			Phanaton
Raptoran					A	B		B			B	B				B	B			Tuilvilanuue
T'kel					B	A		B									B			
Uldra	B	B	B	B	A	B	B	B	B	B	B	B	B	B	B	B	A	B	B	
Xvart					A	B		B	B	B		A				B				

Favored Class by Race

Class	Race
any	Half-Elf (base, Aquatic, Arctic, Desert, Fire, Jungle), Human (base, Aquatic, Aventi), Illumian, Underfolk
Barbarian	Cyclops (Feral-Kind), Darfellan, Dragonkin, Feral Gargun, Giant (Hill, Stone), Goatfolk, Goblin (Forestkith), Goblin (Forestkith, Jungle), Goliath, Grimlock, Halfling (Jungle), Half-Ogre, Half-Orc (base, Aquatic, Arctic, Desert, Jungle, Scab-Lands, Water), Minotaur, Neanderthal, Ogre, Orc (base, Aquatic, Arctic, Desert, Jungle, Water), Quaraphon
Bard	Gnome (Rock, Air, Aquatic, Arctic, Desert, Forest, Ice, Jungle), Mephling (Air), Satyr
Cleric	Drow (female), Lumi, Raptoran, Turtle, Troglodyte
Druid	Adu'ja, Bhuka, Crucian, Dwarf (Dream), Elf (Painted), Killoren, Lizardfolk, Mephling (Earth), Nycter, Sea Kin, Slyth, Uldra
Fighter	Azer, Dwarf (Hill, Mountain, Aquatic, Arctic, Badlands, Deep, Desert, Earth, Gold, Gray), Elf (Aquatic), Gargoyle, Giant (Sand), Golmoid, Hobgoblin (base, Fire), Ogre (Skullcrusher), Rakshasa (Naztharune), Stonechild, Troll (base, Crystalline), Warforged, Warforged (base, Charger), Windscythe, Wingsyrd, Xvart
Monk	Armand, Harssaf, Mephling (Water), T'kel, Zenythr
Paladin	Aasimar
Ranger	Catfolk, Centaur, Dwarf (Jungle), Elf (Wood), Flind, Glimmerfolk, Gnoll, Gripli, Halfling (Arctic), Hound Archon, Lizardfolk (Poison Dusk), Lupin, Shifter (base, Saurian), Windrazor, Yuan-Ti Pureblood
Rogue	Asherati, Bugbear, Changeling, Chitine, Doppelganger, Gnome (Deep), Goblin (base, Air, Aquatic, Arctic, Desert), Gruwaar, Hadozee, Halfling (Lightfoot, Aquatic, Tallfellow, Deep, Desert, Water), Janni, Kenku, Kobold (Desert), Kuo-Toa, Mongrelfolk, Norker, Phanaton, Skulk, Tiefling, Warforged (Scout), Witchknife
Scout	Varag
Sorcerer	Bozak, Death-Touched, Diabolus, Dracotaur, Elf (Wild), Gloaming, Gnome (Chaos), Hound Archon, Kobold (base, Aquatic, Arctic, Earth, Jungle), Mephling (Fire), Ogre Mage, Pixie, Rakshasa
Warlock	Elf (Umbragen)
Wizard	Cyclops (Menta), Deep Imaskari, Drow (male), Elf (High, Arctic, Desert, Fire, Ghost, Gray, Jungle, Snow), Half-Human, Mind Flayer, Sharakim

Level Adjustment by Race

Level Adj	Race
-2	Xvart
+1	Aasimar, Bugbear, Catfolk, Chaond, Death-Touched, Dwarf (Gray), Elf (Ghost), Feral Gargun, Frost Folk, Gnoll, Gnome (Chaos), Goatfolk, Goblin (Forestkith), Goliath, Golmoid, Hobgoblin (base, Fire), Lizardfolk (base, Poison Dusk), Mephling (Air, Earth, Fire, Water), Sharakim, Skulk, Tiefling, Uldra, Zenythr
+2	Adu'ja, Armand, Centaur, Chitine, Crucian, Domovoi, Dragonkin, Drow, Elf (Umbragen), Flind, Gloaming, Grimlock, Half-Ogre, Lumi, Minotaur, Nycter, Ogre, Satyr, Slyth, Troglodyte, Windrazor, Yuan-Ti Pureblood
+3	Bozak, Gnome (Deep), Kuo-Toa, Ogre (Skullcrusher), Witchknife
+4	Doppelganger, Giant (Hill, Sand, Stone), Harssaf, Pixie, Stonechild, Warforged (Charger)
+5	Azer, Diabolus, Dracotaur, Gargoyle, Hound Archon, Janni, Quaraphon, Rakshasa (Naztharune), Troll (base, Crystalline), Windscythe, Wingwyrd
+6	Pixie (with <i>Otto's Irresistible Dance</i>)
+7	Mindflayer, Ogre Mage, Rakshasa

Ability Modifier by Race

Humanoids with a Level Adjustment of +0 only

Strength	Race
+4	Orc (base, Aquatic, Arctic, Desert, Jungle, Water)
+2	Cyclops (Feral-Kind), Darfellan, Dwarf (Aquatic, Arctic, Earth), Elf (Wood), Half-Orc (base, Aquatic, Arctic, Jungle, Scab-Lands, Water), Neanderthal
–2	Elf (Aquatic, Desert, Gray), Gnome (Rock, Air, Aquatic, Arctic, Desert, Forest, Ice, Jungle, Wavecrest, Whisper), Goblin (base, Air, Aquatic, Arctic, Bhuka, Desert, Jungle), Grippli, Halfling (Lightfoot, Aquatic, Arctic, Deep, Desert, Jungle, Shoal, Tallfellow, Water), Kenku, Kobold (Arctic, Earth), Phanton
–4	Kobold (base, Aquatic, Desert, Jungle)

Dexterity	Race
+4	Goblin (Air)
+2	Elf (High, Aquatic, Arctic, Dark, Desert, Fire, Ghost, Gray, Jungle, Painted, Snow, Umbragen, Wild, Wood), Gnome (Air, Whisper), Goblin (base, Bhuka, Desert, Jungle), Grippli, Hadozee, Halfling (Lightfoot, Aquatic, Arctic, Deep, Desert, Jungle, Shoal, Tallfellow, Water), Kenku, Kobold (base, Aquatic, Arctic, Desert, Jungle), Norcker, Phanton, Shifter (base, Saurian)
–2	Cyclops (Menta, Feral-Kind), Darfellan, Deep Imaskari, Dwarf (Desert, Dream, Earth, Gold), Neanderthal, Turtle
–4	Dwarf (Aquatic, Arctic)

Constitution	Race
+4	Mongrelfolk
+2	Cyclops (Menta, Feral-Kind), Dwarf (Hill, Mountain, Aquatic, Arctic, Badlands, Deep, Desert, Dream, Earth, Gold, Gray(lesser), Jungle, Seacliff), Gnome (Rock, Aquatic, Arctic, Desert, Forest, Ice, Jungle, Wavecrest, Whisper), Goblin (Aquatic, Arctic), Halfling (Water), Half-Orc (Desert), Neanderthal, Norcker, Orc (Water), Turtle
–2	Elf (High, Dark, Fire, Gray, Jungle, Umbragen, Wood), Goblin (Air), Kobold (base, Aquatic, Arctic), Phanton
–4	Elf (Ghost)

Intelligence	Race
+4	—
+2	Deep Imaskari, Elf (Dark, Fire, Ghost, Gray, Umbragen)
–2	Cyclops (Feral-Kind), Elf (Aquatic, Painted, Wild, Wood), Half-Orc (base, Aquatic, Arctic, Desert, Jungle, Scab-Lands, Water), Kobold (Jungle), Mongrelfolk, Neanderthal, Norcker, Orc (base, Aquatic, Arctic, Desert, Jungle, Water), Shifter (base, Saurian)
–4	—












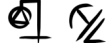









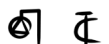
Wisdom	Race
+4	—
+2	Turtle
–2	Kobold (Arctic, Desert), Norcker, Orc (base, Aquatic, Arctic, Desert, Jungle, Water)
–4	—

Charisma	Race
+4	—
+2	Elf (Dark, Umbragen)
–2	Dwarf (Hill, Mountain, Aquatic, Arctic, Badlands, Deep, Earth, Jungle, Seacliff), Elf (Fire, Snow), Gnome (Whisper), Goblin (base, Aquatic, Arctic, Desert, Jungle), Hadozee, Half-Orc (base, Aquatic, Arctic, Jungle, Scab-Lands, Water), Norcker, Orc (base, Aquatic, Arctic, Desert, Jungle, Water), Shifter (base, Saurian), Turtle
–4	Dwarf (Gray(lesser)), Mongrelfolk

Illumian Sigils

N = 1 at 1st level, 2 at all subsequent levels.

Downloadable Sigils are available at <http://www.wizards.com/default.asp?x=dnd/ag/20041217a>.

	Aesh (vigor)	Hoon (life)	Krau (magic)	Naen (mind)	Uur (grace)	Vaul (soul)
						
base ability	+N on Strength checks & Strength-based skill checks	+N on Wisdom checks, Constitution check, Wisdom-based skill checks, & Constitution-based skill checks	+1 caster level on all spells & spell-like abilities (up to your character level)	+N on Intelligence checks & Intelligence-based skill checks	+N on Dexterity checks & Dexterity-based skill checks	+N on Charisma checks & Charisma-based skill checks
Improve Sigil feat	+N Insight bonus on damage roll of melee weapons with which you have Weapon Focus	+N Insight bonus on saves vs. death effects, death by massive damage, and to avoid nonlethal damage from the environment or suffocation	Choose N spells. These spells are cast at +1 spell level (as if effected by Heighten Spell). You may change these spells whenever you gain a new level of spells.	+N Insight bonus on saves vs. Illusions and against Language-dependent effects.	+N Insight bonus on ranged damage rolls when your target is denied his/her Dexterity bonus to AC	+N Insight bonus on saves vs. Mind-Effecting spells and abilities.
Aesh (vigor)	 A diagonal line runs from the top-left corner of this cell to the bottom-right corner of the entire table.	Aeshhoon  Consume a Turn or Rebuke Attempt as a Swift Action to gain your Wisdom bonus as a damage bonus with any weapon with which you have Weapon Focus. Lasts for 1 round and is usable 2/day.	Aeshkrau  You can use your Strength score to determine your bonus spells.	Naenaesh  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast from those levels is treated as if it was prepared with Still Spell. Effect remains until the next time you prepare spells.	Aeshuur  If you inflict a Sneak Attack or a Critical hit on an opponent, you gain a +2 Dodge bonus to AC vs. the opponent until your next turn	Vaulaesh  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to the spell's level on AC and damage rolls with weapons for which you have Weapon Focus. Lasts until the beginning of your next turn. Usable 2/day.
Hoon (life)	Aeshhoon  Consume a Turn or Rebuke Attempt as a Swift Action to gain your Wisdom bonus as a damage bonus with any weapon with which you have Weapon Focus. Lasts for 1 round and is usable 2/day.	Hoonkrau  Consume a Turn Attempt to add 1d8 to a Cure spell—or—consume a Rebuke Attempt to add 1d8 to an Inflict spell. The target spell must be cast by the end of the following turn. This is a Swift Action that is usable 2/day.	Naenhoon  Consume one or more Turn or Rebuke Attempts as a Swift Action to apply a Metamagic you know without changing the spell's level or casting time. The Metamagic level modifier is the number of attempts that are consumed. Usable 2/day.	Uurhoon  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to your Wisdom bonus on Reflex saves and your Dexterity bonus on Caster level checks to overcome Spell Resistance. Lasts for 1 minute per Spell level.	Hoonvaul  Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain a bonus equal to the spell level on the following: Turn Check, Turn Damage Roll, Smite Attack Roll, —and— Smite Damage Roll. Usable 2/day.	
Krau (magic)	Aeshkrau  You can use your Strength score to determine your bonus spells.	Hoonkrau  Consume a Turn Attempt to add 1d8 to a Cure spell—or—consume a Rebuke Attempt to add 1d8 to an Inflict spell. The target spell must be cast by the end of the following turn. This is a Swift Action that is usable 2/day.	Naenkrau  When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast have from those levels have +1 DC. Effect remains until the next time you prepare spells.	Uurkrau  You can use your Dexterity score to determine your bonus spells.	Vaulkrau  Expend a spell slot (but not one holding a prepared spell) as an Immediate Action to gain an Insight bonus equal to the spell level on your next saving throw. Must be used before the start of your next turn. Usable 2/day.	

	Aesh (vigor)	Hoon (life)	Krau (magic)	Naen (mind)	Uur (grace)	Vaul (soul)
Naen (mind) 	Naenaesh 	Naenhoon 	Naenkrau 	/	Uurnaen 	Vaulnean
	When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast from those levels is treated as if it was prepared with Still Spell. Effect remains until the next time you prepare spells.	Consume one or more Turn or Rebuke Attempts as a Swift Action to apply a Metamagic you know without changing the spell's level or casting time. The Metamagic level modifier is the number of attempts that are consumed. Usable 2/day.	When preparing spells, you may leave one slot unfilled on up to two levels. All other spells cast have from those levels have +1 DC. Effect remains until the next time you prepare spells.		When preparing spells, you may leave one 1 st or 2 nd level spell unprepared. Gain an Insight bonus equal to that spell level on attack rolls for Sneak Attacks and Unarmed Strike. Effect remains until the next time you prepare spells.	Expend a spell slot (but not one holding a prepared spell) as an Swift Action to cast a spell that you have Prepared with another spellcasting class that is the same level. Usable 2/day.
Uur (grace) 	Aeshuur 	Uurhoon 	Uurkrau 		Uurnaen 	Vauluur
	If you inflict a Sneak Attack or a Critical hit on an opponent, you gain a +2 Dodge bonus to AC vs. the opponent until your next turn	Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to your Wisdom bonus on Reflex saves and your Dexterity bonus on Caster level checks to overcome Spell Resistance. Lasts for 1 minute per Spell level.	You can use your Dexterity score to determine your bonus spells.	When preparing spells, you may leave one 1 st or 2 nd level spell unprepared. Gain an Insight bonus equal to that spell level on attack rolls for Sneak Attacks and Unarmed Strike. Effect remains until the next time you prepare spells.	Expend a spell slot (but not one holding a prepared spell) as an Swift Action to gain +1d6 per spell level on Unarmed Strike damage and Sneak Attack damage. Effect lasts until the beginning of your next turn. Usable 2/day.	
Vaul (soul) 	Vaulaesh 	Hoonvaul 	Vaulkrau 	Vaulnean 	Vauluur 	/
	Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain an Insight bonus equal to the spell's level on AC and damage rolls with weapons for which you have Weapon Focus. Lasts until the beginning of your next turn. Usable 2/day.	Expend a spell slot (but not one holding a prepared spell) as a Swift Action to gain a bonus equal to the spell level on the following: Turn Check, Turn Damage Roll, Smiter Attack Roll, –and– Smiter Damage Roll. Usable 2/day.	Expend a spell slot (but not one holding a prepared spell) as an Immediate Action to gain an Insight bonus equal to the spell level on your next saving throw. Must be used before the start of your next turn. Usable 2/day.	Expend a spell slot (but not one holding a prepared spell) as an Swift Action to cast a spell that you have Prepared with another spellcasting class that is the same level. Usable 2/day.	Expend a spell slot (but not one holding a prepared spell) as an Swift Action to gain +1d6 per spell level on Unarmed Strike damage and Sneak Attack damage. Effect lasts until the beginning of your next turn. Usable 2/day.	

Appendix

Revision History

August 19, 2003	– Initial D&D 3.5 edition release. Contains Player’s Handbook v.3.5, Dungeon Master’s Guide v.3.5, & Monster Manual v.3.5. Also includes Monster Manual II, Manual of the Planes, & Fiend Folio, with relevant parts of the D&D v.3.5 Accessory Update. Absorbed Races section of the deprecated ‘Basic Index’.
March 19, 2004	– Added Complete Warrior & the Book of Exalted Deeds. Added Dragon #309 – Dragon #313. Added Dungeon #107.
November 12, 2004	– Added Dragon #314 & #325. Added Eberron Campaign Setting. Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
April 1, 2004	– Added Dragon #324, #326 – #329. Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”. Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.
September 7, 2005	– Added Races of Eberron & Complete Adventurer. Added Dragon #330 – #335.
December 9, 2005	– Split off from Creature Index & reformatted. Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark Added Dragon #336 – #338.
April 14, 2006	– Added Dragon #339 – #343. Added Dungeon #104 – #134.
February 28, 2007	– Added Dragon #315 – #323, #344 – #352. Added Dungeon #135 – #144. Added Frostburn, Sandstorm, & Stormwrack.
October 1, 2007	– Added Dragon #353 – #363. Added Dungeon #145 – #150.

Key to Sourcebooks

PH	– Player’s Handbook v.3.5	Drow	– Drow of the Underdark
PH2	– Player’s Handbook 2	BoED	– Book of Exalted Deeds
DMG	– Dungeon Master’s Guide v.3.5	FF	– Fiend Folio
DMG2	– Dungeon Master’s Guide 2	UA	– Unearthed Arcana
MM	– Monster Manual v.3.5	Frost	– Frostburn
MM2	– Monster Manual II	Storm	– Stormwrack
MM3	– Monster Manual III	Sand	– Sandstorm
MM4	– Monster Manual IV	FR	– Forgotten Realms Campaign Setting
MM5	– Monster Manual V	MoF	– Magic of Faerûn
CWar	– Complete Warrior	LoD	– Lords of Darkness
CDiv	– Complete Divine	RoF	– Races of Faerûn
CArc	– Complete Arcane	SM	– Silver Marches
CAdv	– Complete Adventurer	Und	– Underdark
CSco	– Complete Scoundrel	PGF	– Player’s Guide to Faerûn
RoS	– Races of Stone	Eb	– Eberron Campaign Setting
RoD	– Races of Destiny	PGE	– Player’s Guide to Eberron
RotW	– Races of the Wild	FoE	– Faiths of Eberron
RoE	– Races of Eberron	RoE	– Races of Eberron
RotD	– Races of the Dragon	SoX	– Secrets of Xen’drik
Dcn	– Draconomicon	5Nat	– Five Nations
LM	– Libris Mortis	DR###	– Dragon Magazine (with issue number) (e.g., DR343 is Dragon Magazine #343)
LoM	– Lords of Madness	DU##	– Dungeon Magazine (with issue number)
HotA	– Fiendish Codex 1: Hoards of the Abyss		
Tot9H	– Fiendish Codex 2: Tyrants of the 9 Hells		
3.5up	– D&D v.3.5 Accessory Update		– http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	– Player’s Handbook v.3.5 Errata		– http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
MM3Errata	– Monster Manual III Errata		– http://www.wizards.com/dnd/files/MM3_Errata07122006.zip
PGFe	– Player’s Guide to Faerûn Errata		– http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	– Complete Divine Errata		– http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata	– Complete Arcane Errata		– http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip
CAdvErrata	– Complete Adventurer Errata		– http://www.wizards.com/dnd/files/CompleteAdventurer_Errata08022005.zip

DR334Errata	–	Dragon 344 Errata	–	http://paizo.com/dragonissues/344/DR344_Supplement.pdf
EbErrata	–	Eberron Errata	–	http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip
wCity1	–	Cityscape Web Enhancement #1	–	http://www.wizards.com/default.asp?x=dnd/we/20070228a
wCity3	–	Cityscape Web Enhancement #3	–	http://www.wizards.com/default.asp?x=dnd/we/20070314a
wRotD1	–	Races of the Dragon Web Enhancement #1	–	http://www.wizards.com/default.asp?x=dnd/we/20060127a
wRotD2	–	Races of the Dragon Web Enhancement #2	–	http://www.wizards.com/default.asp?x=dnd/we/20060420a
wLivingSpell1	–	WotC Living Spells, part 1 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20060918a
wLivingSpell2	–	WotC Living Spells, part 2 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20061002a
wLivingSpell3	–	WotC Living Spells, part 3 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20061026a
wLivingSpell4	–	WotC Living Spells, part 4 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20070115a
wWarforged	–	Dragonshards – The Warforged	–	http://www.wizards.com/default.asp?x=dnd/ebds/20050627a
wWaterdeep	–	Waterdeep Web Enhancement	–	http://www.wizards.com/dnd/files/Noble_House.zip
wTot9H	–	Tyrants of the 9 Hell's Web Enhancement	–	http://www.wizards.com/dnd/files/WE_FC2.zip

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.