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The choice of character race is fundamental to designing a character, whether you want to work within established archetypes for that race or to intentionally play against them. Working with racial archetypes can be achieved with a little role play- whether it's developing a unique personality and style for each character or adopting one as cliché as a gruff dwarf fighter with a huge axe and a tankard of beer. The seven player character races in the Pathfinder RPG - dwarves, elves, gnomes, half-elves, half-orcs, halflings and humans - are no more uniform than people in the real world. This chapter is intended to provide rules and options for how to reflect that diversity of attitude, heritage and experience and how it affects the way the races handle the various adventurous careers presented in the Pathfinder RPG core rules. Racial Attitudes The following race discussions describe the general attitude of each race towards the 11 base classes in the Pathfinder RPG Core Rulebook and the six new basic classes introduced here in the Advanced Player's Guide. People tend to fit easily into each class, while other races favor some professions much more than others, with a handful of classes earning the disdain and suspicion of certain races. These extended looks at racial attitudes can help give definition and depth to each race and spark ideas for how and why members of that race would be inclined to pursue one class rather than another, or what challenges they may face in establishing a career that goes against the grain of their society. These attitudes should never be considered restrictions on which classes players can choose, regardless of the race of their characters, nor are they a recipe that requires player characters to think or act in a certain way toward members of a class described as highly liked (or very unfavorable) by members of their race. As always, players are the ones responsible for their own characters. These attitudes instead describe the common attitude of typical NPC members of their race and the values and attitudes their characters may have increased with. Characters can learn this typical attitude about their class with a DC 10 Knowledge (local) check (DC 5 for attitudes of their own race). Racial traits The following race discussions also describe alternative racial traits for each character race. It is important to note that these racial traits are not the same as the property rules found in Chapter 8 of this book (and originated from other Pathfinder products). These features are in fact half-performance, designed to create characters to the specific nations, cultures, regions and races of the Golarion campaign world. Racial traits, on the other hand, are those racial skills described at the bottom of the description of each race. Some races have few racial characteristics, such as half-orcs and people. Others, such as and gnomes, have a lot. All of these racial traits represent typical members of the race and the types of special skills they get from their heritage, whether of biology, racial attitudes, or otherwise. This chapter also includes a list of alternative class features for each race. Some of them play on racial archetypes not reflected in the standard racial traits, such as a leprechaun's love of languages or crafts or a halfling's mastery of thrown items or of slipping through a battlefield under the feet of larger races. To choose one of these racial traits, you need to exchange one or more of the existing racial traits that are available for your character. These racial traits replace a character's normal racial traits; they are not acquired abilities besides them. In many cases, racial capabilities are exchanged one-on-one; you give a racial ability of the Core Rulebook to get one presented in this book. In other cases, you need to exchange more than one racial trait to take one of these alternate racial traits. For example, a leprechaun can avoid the militant path and exchange defensive training and hatred for the gift of tongues, while other magical gnomes can dispense with the traditional leprechaun specialty of illusion magic to become a magical linguist or even a pyromaniac. You exchange one or more of your character's normal racial traits, but of course you don't exchange the same racial trait more than once. If a man swaps the skillful feature to become either a child of the fields or a child from the street, she cannot trade it twice to take both new traits. However, she could choose one of those as an alternative racial trait, while also exchanging her bonus feat racial trait to get an eye for talent. As with any alternative or optional rule, you must first get your GM's permission to trade one of your character's normal racial traits for those in this chapter. Racially Favored Classes The last part for any racial discussion describes alternative benefits for members of that race who view certain classes as a favorite class. The normal advantage of having a favorite class is simple and effective: your character gets an extra hit point or an extra skill grade every time they get a level in that class (or in one of two classes, if they're a half-eleven). The alternative favorite class skills listed here may not appeal as broadly as the standard choices. They are designed to reflect tasteful options that might be less useful in general, but prove useful in the right situations or for a character with the right focus. most of them play out racist archetypes, such as the toughness and tendency of half an orc for breaking things or elves grace and finesse. In most cases, these benefits are achieved level by level – your character gets the specified incremental advantage every time she gets a level. Unless otherwise these benefits always stack up with themselves. For example, a human with paladin as a favorite class may choose to get 1 point of energy resistance every time they get a level; Choosing this advantage twice increases this resistance bonus to 2, 10 times it increases to 10, and so on. In some cases, this benefit may eventually hit a fixed numerical limit, after which selecting that favorite class advantage will have no effect. Of course, you can still select the bonus hitpoint or skill rank as your favorite class advantage, so there's always a reward for sticking to a favorite class. Finally, some of these alternative favorite class benefits only add +1/2, +1/3, +1/4 or +1/6 to a roll (instead of +1) each time the benefit is selected; when applying this result to the dice roll, round down (minimum 0). For example, a dwarf with villain as his favorite class adds +1/2 to his fall sense ability with regard to stone traps every time he selects the alternative rogue favorite class advantage; although this means that the net effect is +0 after selecting it once (because +1/2 rounds down to +0), after 20 levels this advantage gives the dwarf a +10 bonus to fancy his fall (in addition to the base value of a 20th-level rogue). As in the previous section, what is presented here is a set of alternative benefits that characters of each race can choose rather than the normal benefits for their favorite class. So, instead of taking an extra hit point or an extra skill grade, players can choose their characters to get the benefit listed here. This is not a permanent or irrevocable choice; Just as characters can switch between taking skill ranks and hit points when they get levels in their favorite class, these benefits offer a third option and allow characters to freely switch between them. As with any alternative or optional rule, consult with your GM to determine whether exchanging normal favorite class benefits for those in this chapter will be allowed. Known as skilled craftsmen, fierce warriors, and pious clergy, members of the dwarf race turn out to be as diverse as the human folk who dwell on the surface. Certainly less of their number turn to the mysterious arts than elves, but some powerful wizard and wizard clans can be found within the dwarves ranks. Also, some dwarves turn to theft and cunning, taking on the role of villain or even murderer. In addition to this diversity in the profession, dwarves are more varied in their background than they first appear. Not every dwarf lives so close to the surface and receives training to against giants. Similarly, some dwarves did not come of age fighting against goblins and orcs, instead facing other, equally threatening enemies. Such dwarves may have different racial traits than those who have grown up in a more traditional lifestyle. Dwarf Adventurers Dwarves who chose to become adventurers tend to be martial characters, characters, berserk barbarians or hammer-wielding clerics. Regardless of their chosen professions, dwarf adventurers are always ready for a fight. Alchemist: While many respected dwarves practice alchemy, few take on the role of alchemist – except for the sake of creating magical beers. Dwarves see alchemists as strange people, best avoided but still respected. Barbaric: Although their relatives usually call them berserkers, dwarf barbarians are a valuable part of many dwarf armies. Those who strike on their own to become adventurers do so in search of greater challenges. Bard: Dwarves appreciate their long and glorious history above all else. Dwarf barbars often receive intensive training in their history, reciting stories and ballads that tell their past. Of course, every dwarf bard also knows at least a dozen sly drinking songs. Cavalier: Dwarf cavaliers are almost unheard of; The few dwarf cavaliers are almost exclusively surface dwellers, riding ponies or even giant boar. Not surprisingly, many dwarves see cavaliers as strange folk, not to be trusted. Spiritual: Dwarves have a close relationship with their gods and a long tradition of producing powerful and influential clergy. Dwarves selected for a lifetime of devotion are trained from an early age, but after training, they are free to explore the world and spread the faith. Druid: The general lack of flora underground leads few dwarves to absorb the druid's demand. Those who find a connection with nature are either attracted to underground forms of life or go to the surface to follow the environments that land has to offer. Fighter: Dwarf fighters hold a position of respect and authority in most dwarf cultures. They are a necessity of living in harsh environments underground, and many dwarves are trained in martial combat from an early age. Inquisitor: While not unheard of, dwarves rarely commit treason against their own people. As a result, the few dwarves that take up the mantle of inquisitor spend most of their time traveling the world to protect their people from outside threats. Monk: While many dwarves possess the discipline to take on the role of monk, most turn to more traditional forms of struggle that use heavy armor and a trusty axe. Most dwarf monks come together in small enclaves of like-minded individuals. Oracle: Most dwarf oracles draw their power from the earth around them or the spirits of their ancestors, making them respected members of the dwarf society. Although they are not revered as the clergy, dwarf oracles are often consulted in times of crisis and called for help at times War. Paladin: Few dwarves aspire to paladinhood. Mixing both dedication and martial skill, dwarf paladins are just as likely to be crusaders for dwarf interests as defenders guarding dwarf strongholds. Ranger: Dwarves are known for harboring resentment. It should come as no surprise that a number of dwarves dwarnes To rangers to be focused on destroying the enemies of their people. Rogue: Dwarves who turn to the art of subterfuge tend to focus on working with traps and surprising enemies rather than pickpocketing and double-talk. Wizard: Dwarven society prizes those few among those who draw their power from benevolent or noble bloodlines, but who shun those tainted by darker influences. Summoner: Most dwarves don't understand the powerful bond between a summoner and his eidolon, making this a rare profession for the naughty folk. The eggdolons of dwarf summoners often resemble earthly lementals or iron golems. Witch: Members of the dwarfs society who form a pact with a known and take the title of witch do in secret. Their relatives distrustful of such agreements, prefer instead to rely on the power of their gods. Wizard: Dwarves have never had a long tradition of mysterious magic, and the study is a rare thing, but still more common than naturally born sorcery. Abandoning traditional dwarf training in favor of secretive study marks most wizards as outsiders among their young peers, although age and learned wizards are well respected. Alternative racial traits The following racial traits can be selected rather than existing dwarf racial traits. Check your GM before selecting any of these new options. Old Enemy: Dwarves have long been in conflict with elves, especially the hated dwarf. Dwarves with this racial trait receive a +1 bonus on attack rolls against humanoid creatures of the eleven subtype. This racial trait replaces the hate racial trait. Craftsman: Dwarves are known for their superior craftsmanship when it comes to metal and stone works. Dwarves with this racial trait receive a +2 racial bonus on all Craft of Profession checks that create objects of metal or stone. This racial trait replaces the greed racial trait. Deep Warrior: Dwarves with this racial trait grew up facing the horrors that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus to their CMD on attempts made to wrestle such creatures (or to pursue a grab). This racial trait replaces the defensive training racial trait. Lorekeeper: Dwarves keep extensive accounts of their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) skill checks that relate to dwarves or their enemies. They can perform such skill checks untrained. This racial trait replaces the greed racial trait. Magic Resistant: Some of the older dwarf clans are particularly resistant to magic. Dwarves with this racial trait gain spell resistance equal to 5+ their character level. This resistance can be lowered for 1 round as a standard action. Dwarves with this racial trait take a -2 penalty on all concentration controls made regarding arcane spells. This This property replaces the hardy racial trait. Ruthless: Dwarves are adept at pushing their way through a battlefield, throwing aside lesser enemies with ease. Dwarves with this racial trait receive a +2 bonus on Combat Maneuver controls made to bull rush or overrun an opponent. This bonus only applies if both the dwarf and his opponent are on the ground. This racial trait replaces the stability racial trait. Stonesinger: Some dwarves affinity with the Earth grants them more powers. Dwarves with this racial trait are treated as 1 level higher when pronouncing spells with earth description or using earth's granted powers domain, the bloodline powers of the Earth's elementary bloodline, and revelations of the oracle stone mystery. This ability does not give the dwarf early access to level-based powers; it only affects forces that the dwarf could use without this ability. This racial trait replaces the stonecunning racial trait. Stubborn: Dwarves are known to be stubborn. Dwarves with this racial trait receive a +2 racial bonus on Will saves to resist spells and spells and spells of enchantment (charm) and enchantment (coercion) schools. In addition, if they do not save such, they receive another save 1 round later to prematurely end the effect (assuming it is an duration greater than 1 round). This second save is made on the same DC as the first. If the dwarf has a similar ability from another source (such as a villain's smooth mind), he can only use one of these skills per round, but can try one on the second round if the first reroll ability fails). This racial trait replaces the hardy racial trait. Favorite class options Instead of receiving an additional skill grade or hit point when he gets a level in a favorite class, a dwarf has the ability to choose from a number of other bonuses depending on his favorite class. The following options are available to all dwarves that have the listed favorite class, and unless otherwise stated, the bonus applies each time you select the listed favorite class reward. Barbarian: Add 1 to the dwarf's total round of rage rounds per day. Cleric: Select a domain power granted at 1st level that is normally usable for a number of times a day equal to 3 + the spiritual Wisdom modifier. The clergyman adds 1/2 to the number of applications per day of that domain power. Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip. Oracle: Reduce the unneeded penalty for one weapon by 1. When the unneeded punishment for a weapon 0 due to this possibility, the oracle is treated as having the right Martial or Exotic Weapon Proficiency feat with that weapon. Paladin: Add a +1 bonus to concentration controls when pouring paladin spells. Ranger: Add a +1/2 bonus on wild empathy controls to influence animals and magical beasts that live underground. Rogue: Add a +1/2 bonus to Device checks related to stone traps and a +1/2 bonus to make sense regarding stone fall trap. Known for their grace, wisdom, and near-immortality, elves are held in high esteem by most other races, especially for their mastery of magic and encyclopedic collections of lore. However, members of this race often find themselves surrounded and isolated by many more numerous and aggressive younger races. Yet, while elves enclaves tend to embody the beauty and spirit of their surroundings, learn and grow from it, eleven adventurers carry the power and glory of elves culture with them in the world, often at the point of a sword or wand. The classic vision of elves as guardians of the forest is precise, but incomplete, as elves adapt easily to many environments, from the heaviest desert to the deepest sea. Others use mysteries and magic outside the realms that are usually embraced by their relatives. Such elves have different racial traits than those who have grown up in a more traditional elves lifestyle. Eleven Adventurers Elves who chose to become adventurers usually follow a martial path, striving for mastery of mysterious magic, or looking for a career that combines the two. Elves prefer subtlety to outright conflict, but are eager to exhibit their superiority to other races, employing strength as finesse and flair are insufficient for the task. Alchemist: Elves prefer classical arcane disciplines to the experiments and pseudoscience of alchemy, often mocked as a crude imitation of traditional magic. Eleven alchemists often seek the adventure to escape the contempt of their fellow men. Barbarian: Eleven barbarians usually live deep in deserts or jungles, led by wise and mystical elders. They often venture from their homeland in the service of their people or to see the world outside their homes. Bard: Elves love art in all its forms. Their sweeping arias, ancient poetry, and ornate dances are the envy of civilized audiences, just as their finesse with arms garners the envy of common warriors. Cavalier: Eleven cavaliers have a long tradition in the old noble houses, pursuing and protecting honor with elegance. Their slender mounts show both great resilience and dedication. Spiritual: Elves follow many religions, and because of their long lives, many elves see themselves as blessed by the gods. Many stand for naturalistic philosophies or ancient divine patrons who embody the attributes of their people. Druid: Elves have an instinctive connection with nature and the mysterious spirits in it, some even worship such forces, which bind the forces of nature to oneself and themselves to nature. Fighter: Eleven are respected for their lightness on their feet, delicate but deadly precision, and mastery of centuries-old martial traditions. Inquisitor: Although as a race elves prize freedom and individuality, they are also great traditionalists and quite suspicious of outsiders. Eleven inquisitors are his loved, but their judgments and authority are respected. Monk: Elves are contemplative in nature and appreciate those who focus on inner peace and quiet of the mind. Eleven monks often take timeless mantras and examples of balance and finesse in nature as guides. Oracle: Eleven oracles are very common and highly respected as guardians of the mysteries of the ancestors of their peoples and secrets dating back to the countless younger races of the world. Paladin: Eleven paladins take and defend the ancient constrictions of their gods, defending their people and the bottom of all that would despoil their sacred homelands. Ranger: Elves make masterful hunters and scouts, attuned to the environment, keenly aware of their environment, and always ready to protect their homelands or punish those who would invade on their dominion. Rogue: While thieves, brigands, and their ilk are rare within elves society, eleven villains often occur as scouts, infiltrators, and even murderers. Wizard: Magic sings in the blood of all elves, and all sorcery bloodlines can be found among them, although wizards rarely grant the respect wizards enjoy. Summoner: Elves have a long tradition of alliance with magical creatures because of their affinity for the mystical arts. While less numerous than sorcerers or wizards, summoners are well represented in elves armies, their eidolons often gossamer creatures of deceptive power and power. Witch: Treating with timeless, unfathomable forces of the land, eleven witches mix their understanding of nature and mastery of magic in powerful hexes and strange arcana. Many develop bonds with beings from their homelands, relying on them to further strengthen their ties with the Earth. Wizard: Elves cultivate an ancient tradition of magical lore and research in all areas of specialization. For those with the talent to excel, sorcery is one of the surest paths to prestige in elves society. Alternative racial traits The following racial traits replace existing eleven racial traits. Check your GM before selecting any of these new options. Desert Runner: Some elves thrive in the deepest deserts, forever wandering over burnt and parched lands. Elves with this racial trait receive a +4 racial bonus on constitution checks and Fortitude saves to avoid fatigue, exhaustion, or adverse effects of walking, forced marches, hunger, thirst, or hot or cold environments. This racial trait replaces the elves magical racial trait. Dreamspeaker: A pair of elves have the ability to harness the power of sleep, dreams and prescient reverie. Elves with this racial trait add +1 save to DCs for of the divination school and sleep effects they shed. In addition, elves with a charisma of 15 or higher dream can use once a day as a spell-like ability (caster level equals the character of the eleven level). This racial trait replaces the elves immunities racial trait. Eternal resentment: Grudge: with this racial trait grew up in remote, isolationist communities where generations-old slights and quarrels linger like eternal blood feuds. They get a +1 bonus on attack rolls against the dwarf's humanoids and orc subtypes due to special training against these hated enemies. This racial trait replaces the elves magical racial trait. Lightbringer: Many elves realt the sun, moon and stars, but some are literally infused with the radiant power of the sky. Elves with this racial trait are immune to light-based blindness and glare effects, and are treated as a level higher in determining the effects of a light-based spell or effect that they cast (including spell-like and supernatural abilities). Elves with Intelligence 10 or higher can use light as a spell-like power according to the end. This racial trait replaces the elves immunities and elves magical racial traits. Silent Hunter: Elves are known for their subtlety and skill. Elves with this racial trait reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while performing a -20 penalty (this number includes the penalty reduction of this racial trait). This racial trait replaces the elves magical racial trait. Spirit of the waters: Some elves have adapted to life in harmony with the sea or along the thatched depths of wild rivers and lakes. They get a +4 racial bonus on Swim checks, can always get 10 while swimming, and can choose Aquan as a bonus language. They are proficient with longspear, indent, and net. This racial trait replaces elves magic and weapon familiarity racial traits. Woodcraft: Elves know the deep secrets of wildlife like no other, especially those of the forests. Elves with this racial trait get a +1 bonus on Knowledge (Nature) and Survival controls. In forest terrain these bonuses improve to +2. This racial trait replaces the elves magical racial trait. Favorite class options Instead of receiving an extra skill grade or hit point when they get a level in a favorite class, elves have the option to choose from a number of other bonuses depending on their favorite classes. The following options are available to all elves who have the listed favorite class, and unless otherwise stated, the bonus applies each time you select the listed favorite class reward. Barbarian: Add 1 to the base speed of the elf. In battle, this has no effect, unless the elf has selected this reward 5 times (or another increase of 5); a speed of 34 meters is in fact the same as a speed of 30 meters. This bonus stacks with the quick motion function of a class and only applies under the same conditions as that skill. Bard: Add +1 to the CMD of the elf when you resist an attempt to disarm or dive. Cavalier: Add +1 hit point to the cavalier's mount. If the elf ever replaces his mount, the new mount gets these bonus hit points. These bonuses only apply to a single mount mount of the cavalier class. Fighter: Add +1 to the CMD of the elf when you resist a disarming or sunder attempt. Ranger: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or a weapon with elves in his name. Add a +1/2 circumstance bonus on critical hit attachment rolls with that weapon (maximum bonus of +4). This bonus is not stacked with Critical Focus. Wizard: Select a bloodline power at 1st level that is normally usable several times a day equal to 3 + charisma modifier of the wizard modifier. The wizard adds +1/2 to the number of applications per day of that bloodline force. Wizard: Select a mysterious 1st-level school force that is normally usable a few times a day, equal to 3+ the wizard's intelligence modifier. The wizard adds +1/2 to the number of applications per day of that secretive school power. Gnomes are a quirky breed. They take mistakes in stride, turning ridicule into glee and baffling their enemies, if only long enough to work a little mischief at their expense. Gnomes love magic and music, but also have a love of craft, timepieces and the work of their hands. Whatever their passion, gnomes absolutely throw themselves into it. Once obsessed and absorbed, a gnomes can hardly think of anything else, regardless of whether his mind bends to new adventures at home or in the big wide world. Given their fey heritage, many gnomes love wanted places where their fey cousins congregate. However, more and more gnomes eschew these places for the cities, their natural curiosity and love of creation attract them to the trade, trade and manufactories where they can follow and promote the latest discoveries. Such gnomes often have different racial characteristics than those between rocks and trees. Gnome Adventurers Gnomes ply their intellect and strength of personality to overcome challenges. Although generally good-humored and tolerant, gnomes can quickly turn fierce if backed into a corner. Alchemist: Alchemy is one of the most respected careers for a leprechaun, their love of magic to be conveyed with practical applied theory, all wrapped up in an area where discovery is an everyday opportunity. Barbarian: Gnome barbarians usually rise among those who have long lived among their wild fey relatives or the beasts of wilderness, going near-wild as incarnate spirits of nature. Bard: Many leprechauns are obsessive collectors of stories, songs and jokes, making leprechaun bards known for their vast repertoires, energetic supplies, and weaving magic in their performances. Cavalier: Although gnome cavaliers are rare, gnomes swear honest oaths, and can be a wide range tactics to defend the people and the country they love. Cleric: Leprechauns often become servants of the gods, especially gods of art, music, exploration, discovery and merriment, and mix their zeal for creation with true religious zeal. Druid: Lots of Hew to the earth and forests, taking the druid mantle and staying in close communion with animals and the spirits of nature. Fighter: Gnome fighters are a tenacious party, eager to prove that even the smallest fighter can be a titan on the battlefield. Inquisitor: Some gnomes learn the harshness of the world, and especially harder-hearted races, all too personally, donning the cloak of inquisitor to defend their people and protect their country from hearty souls. Monk: Leprechauns are colorful, passionate and flamboyant in nature, adopting such whimsy in their vision of physical and natural perfection. Many leprechaun martial styles thus prove unpredictable, more akin to improvised dances than long-practiced techniques. Oracle: As heirs to ancient fey spirits, gnomes take quite naturally oracular devotion, interpretation of extraterrestrial omens and whispers of natural forces. Paladin: Leprechauns who find their lives changed by religious zeal or the passion to protect those around them might assume the paladin calling. Most find their ability to speak to animals a special blessing, both in communication with their mounts and in the hunt for evidores. Ranger: Militant gnomes usually become rangers, playing on their innate relationship with nature and ability to communicate with her creations. Rogue: Gnome villains usually master a variety of skills, plying others with their charismatic personalities, and even adding a touch of magic to improve their skills in creating and beating locks and traps. Wizard: The intrinsic mysterious power of the fey bloodline is common in many leprechaun families, although wizards of other bloodlines often arise. Most of these are accepted as normal in leprechaun society, although those who draw their power from dark sources elicit suspicion and contempt. Summoner: Gnomes are hardened tinkers and endlessly creative, delight in the design and design of egg mushrooms. The servants of gnome summoners often resemble clockwork creations or fairy creatures. Witch: Eagerly embracing strange and ancient powers, gnomes make deceptively capable witches. Most take strange or exotic familiars well suited to their personalities. Wizard: Gnomes have an expansive magical tradition, specializing in the realms of illusion and basic magic. They are widely respected as historians, researchers and academics dedicated to pushing the boundaries of magical possibilities, often with unprecedented leaps. Alternative racial traits The following racial traits replace existing gnome racial traits. Consult your GM before using any of selects new options. Academic: Some gnomes are more academically inclined than their relatives. Leprechauns with this racial trait get a +2 bonus on a Knowledge skill. This racial trait replaces the obsessive racial trait. Eternal Hope: Gnomes rarely lose hope and are always convinced that even hopeless situations situations From. Leprechauns with this racial trait receive a +2 racial bonus on saving throws against fear and despair effects. Once a day, after rolling a 1 on a d20, the gnome can roll again and use the second result. This racial trait replaces defensive training and hate racial traits. Gift of Tongues: Gnomes love languages and learn about those they meet. Leprechauns with this racial trait get a +1 bonus on Bluff and Diplomacy checks, and they learn an additional language every time they have a grade in linguistics proficiency. This racial trait replaces defensive training and hate racial traits. Magical linguist: Gnomes study languages in both their everyday and supernatural manifestations. Leprechauns with this racial trait add +1 to the DC of spells that use the language-dependent description or those who create glyphs, symbols or other magical writings. They get a +2 racial bonus on saving throws against such spells. Leprechauns with a charisma of 11 or higher also get the following spell-like skills: 1/day-mysterious brand, understand languages, message, read magic. The caster level for these effects is equal to the leprechaun's level. This racial trait replaces the gnome magic and illusion resistance racial traits. Master Tinker: Gnomes experiment with all kinds of mechanical devices. Leprechauns with this racial trait get a +1 bonus on Disable Device and Knowledge (engineering) checks. They are treated as adept with every weapon they have made personally. This racial trait replaces defensive training and hate racial traits. Pyromaniac: Gnomes with this racial trait are treated as a level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using the bloodline powers of the fire elementary bloodline or the revelations of the flame of the oracle mystery, and in determining the damage of alchemical bombs that fire damage (this ability does not give gnomes early access to level-based powers, only affect the powers they could use without this ability).

Leprechauns with Charisma of 11 or higher also get the following spell-like skills: 1/day-dancing lights, flare, prestidigitation, produce flame. The caster level for these effects is equal to the leprechaun's level; The DCs are based on charisma. This racial trait replaces the gnome magic and illusion resistance racial traits. Director of Nature: Gnomes often have to protect their homes from unnatural or pestilential infestations. Leprechauns with this racial trait get a +2 dodge bonus to AC against aberrations, and vermin, and a +1 bonus on attack rolls against them because of their special training. This racial trait replaces defensive training and hate racial traits. Favorite class options Instead of receiving an extra skill grade or hit point when they get a level in a favorite class, gnomes have the ability to choose from a number of other depending on their favorite class. The following options are available to all gnomes who have the listed favorite class, and unless otherwise stated, the bonus applies each time you select the listed favorite class reward. Alchemist: Add +1/2 to the number of bombs per day that the alchemist can make. Bard: Add 1 to the total number of bardic performance rounds per day. Druid: Get energy resistance 1 against acid, cold, electricity or fire. Each time the druid selects this reward, increase its resistance to one of these energy types by 1 (up to 10 for each type). Oracle: Treat the leprechaun level as +1/2 higher in order to determine the effects of the oracle's swearing ability. Ranger: Add DR 1/magic to the ranger's animal companion. Each time the ranger selects this advantage, the DR/magic increases by +1/2 (maximum DR 10/magic). If the leprechaun ever replaces his animal companion, the new companion gets this DR Rogue: Gnome villains get a +1 bonus on Disable Device and use Magic Device controls regarding glyphs, symbols, reels, and other magical writings every time they get a level of rogue. Summoner: Add +1 hit point to the summoner's eidolon. Wizard: Add +1/2 to the number of applications per day of arcane school powers. This increase applies only to arcane school privileges that are available at the 1st level and are normally usable a number of times a day, equal to 3+ the Intelligence modifier of the wizard. Half-elves are the idealized being of society, at once charismatic and passionate, but never quite at home anywhere. Many half-elves throw themselves into social careers fairly easily, but often have a hard time sticking to a single path. Others seek fulfillment in spiritual pursuits or in honing innate magical talents, while others give up and settle for the life of isolation in the wild or of misanthropy, day-to-day life at the expense of others. Half-elves vary in appearance as much as their human and elves parents do, encompassing every conceivable shade of hair, eye and skin, as well as possessing an effortless and graceful allure. Half-elves' unique talents also vary widely depending on their upbringing, the nature of their bloodlines, the power of their psyche, and their relationship to their dual nature. Some half-elves have different racial traits than usual for their species. Although well represented among the ranks of adventurers and other wanderers, half-elves are rarities in most parts of the world, the fraternization of people and elves usually leads to feelings of consternation in both races rather than romance. While some half-elves are standing cherished members of unusual but happy families, this rarely proves the norm. More often, they find themselves shunned or embodiments of incriminating shame. But while many have a dark past, such hardships prepare them for a life of challenge and adventure as members of more unified races might ever know. Half-Eleven Adventurers Half-eleven adventurers often specialize in social classes or opt for multiclass, plodding down different career paths as they try to find the perfect mix to match their versatile personalities. Alchemist: Half-elves are curious plods, and many undertake at least a passing study of alchemy, which often shows great skill in mixing and distributing volatile elements. Barbaric: Half-eleven barbarians usually come from the societies of wild parents. While many leave their cultures to escape their differences, others viciously defend their people, who once wanted to prove their dignity. Bard: Many half-elves attracted to the bard class, as it binds together their natural allure and social adaptability, often to the worship of others. Cavalier: Half-eleven cavaliers take the arts of war and glide them with elegance and finesse. The path of the cavalier gives them a code to follow and a master to serve to earn honor and esteem, although elves and people sometimes look to them as pretenders or invaders within their chivalrous orders. Cleric: Half-elves often feel disconnected from human or elves religions, but many still choose to follow a divine calling that provides a comfortable context in which they can interact with other races in a common faith, or simply for an immanent connection to the divine that makes their insecurity with other mortals of small consequences. Druid: Half-elves unsure of their place in civilized society often completely abandoned for the implicit harmony of the natural world. Embracing the connection with nature inherent in their elven blood, many find a peace in the wilderness no society can offer. Fighter: Half-eleven fighters are relatively common, as the harsh simplicity of the battlefield holds great appeal for those tired of reconciling their divided nature. Half-elves' varied tastes and abilities often make them masters of a dizzying array of weapons. Inquisitor: Faced with their own inner turmoil, half-eleven inquisitors possess sharp insights into the minds of others and knowledge of the balance between life and death. Monk: Half-elves who come to peace with their mixed heritage embody the silence of the mind and meditative enlightenment of the monk's way. Many learn to adopt both human and elves martial techniques in deadly new schools of combat. Oracle: Half-elves tend to live in the now, drawing oracular insights from whispers in the sky, the movement of the stars, and invisible swirls in busy streets, or even the old voices their blood. Paladin: Whether dedicated to a deity of their human parent, their elves older, or another they choose to adopt, half-eleven paladins take the aegis of their god with both zeal and grace. Often, under such sacred orders, half-elves find a peace and camaraderie they otherwise denied. Ranger: Ranger: Frustrated by the common society often retreat into the wild, developing a close bond with animals and the predictable changes of nature. Rogue: Many half-elves excel in the roguish arts, studying people and their habits and by effect learning to take advantage of the pride or carelessness. Wizard: Magic runs in the blood of every half elf, often manifesting as mysterious or fey bloodlines, although other founts of sorceress power often arise. Regardless of the sources of their magic, half-elves quickly master their inherited blessing. Summoner: Some half-elves have a curious fascination with the idea of shaping and shaping life, mind, body and soul. Many even try to create their eggdolls as idealized beings, whether they are creatures of uncanny beauty or mind-numbing terror. Witch: Whether out of bitterness or lust for more magical power, half-elves find themselves as adept at wielding the power of witches as other forms of magic. Many take wounded or otherwise distinctive familiars, often beings considered outcasts in their own rights. Wizard: Many half-elves inherit magical talents from their lineage, finding both solace and respect in the mastery of the mysterious. While all schools of magic are open to them, many are attracted to spells of explosive power, those who cloak them in mystery, or who otherwise help manipulate the world around them. Alternative racial traits The following racial traits replace existing half-elfen racial traits. Check your GM before selecting any of these new options. Ancestral Arms: Some half-elves get training in an unusual weapon. Half-elves with this racial trait receive Exotic Weapon Proficiency or Martial Weapon Proficiency with a weapon as a bonus performance at 1st level. This racial trait replaces the adaptability of racial traits. Arcane Training: Half-elves occasionally look for guidance to help them master the magic in their blood. Half-elves with this racial trait have only one favorite class and it should be a secretive spellcasting class. They can use spell trigger and spell-filling items for their favorite class as if they are 1 level higher (or as a 1st-level character if they don't have levels in that class). This racial trait replaces the multitalented racial trait. Dual Minded: The mixed ancestors of some half-elves make them resistant to mental attacks. Half-elves with this racial trait get a +2 bonus on all Will saving throws. This racial trait replaces the adaptability of racial traits. Integrated: Many half-elves are adept at the art of ingratiating in a community as if they were natives. Half-elves with this racial trait get a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This racial trait replaces the adaptability of racial traits. Water child: Some half-elves are born of elves adapted to life on or near the water. These half-elves get a +4 racial bonus on Swim checks, can always be 10 while and choose aquan as a bonus language. This racial trait replaces the adaptability of the half-eleven and the multitalented racial traits. Favorite class options Instead of receiving an extra skill grade or hit point when they get a level in a favorite class, half-elves have the option to choose from a number of other bonuses depending on their favorite class. The following options are available to all semi-elves who have the listed favorite class, and unless otherwise stated, the bonus applies each time you select the listed approved class reward. Bard: Add 1 to the total number of bardic performance rounds per day of the half-elfen. Druid: Select a mental domain power at 1st level that is normally usable several times a day equal to 3+ the druid's Wisdom modifier. The druid adds 1/2 to the number of applications per day of that domain power. For half-eleven druids whose nature bond gives them an animal companion, add +1 skill grade to the animal companion. If the half elf ever replaces her animal companion, the new companion gets these bonus skill ranks. Fighter: Add +1 to the fighter's CMD when resisting disarmament or overshoot. Ranger: Add +1 skill rank to the ranger's animal companion. If the half elf ever replaces his companion, the new companion gets these bonus skill ranks. Rogue: Add a +1/2 bonus on Bluff controls to feint and diplomacy controls to gather information. Summoner: Add +1/4 to the evolution pool of the eidolon. Witch: Add a spell from the witches spell list to the witch known. This spell should be at least one level below the highest spell level that they can throw. If the witch ever replaces her trusted, the new acquaintance knows these bonus spells. Half-orcs often exist on the social margins. Bestial in appearance and traditionally feared by those non-orcs they encounter, half-orcs tend to be tenacious and driven to prove themselves. Some hope to show that they are different from their brutal orc relatives, struggling to find the better angels of their nature, while others embrace their monstrous heritage to become terrifying instances of cruelty in battle. Somehow, almost all half-orcs crave respect – whether it's released or taken by force. Mocked as bastards by men and weaklings by orcs, half-orcs have bitterness struck in them from birth, as well as the burning will to endure and overcome. With their physical size and strength, half-orcs represent raw and primal power, but whether that power is used for good or evil depends entirely on the individual. Half-Orc Adventurers Because of their builds are semi-orcs particularly suited to the martial classes, whether it's barble-wielding barbarian, soldiers with a fight or killers with cold, and even those of the magic classes are generally no stranger to bloodshed. Alchemist: While half-orcs raised by their monstrous relatives are rarely inquisitive, a surprising number the discipline of alchemy, enjoying the destructive potential of its bombs, poisons and mutagenes. Barbarian: Half-orc barbarians are legendary champions, unstoppable combat engines that cement the fell reputation of their kind around the world (for better or worse). Their hunger for battle and the ability to take advantage of the struggle of their orc heritage are all it takes to give them a place in most adventurous parties. Bard: Half-orcs trying to overcome racial prejudice among civilized races sometimes strive for accomplishments, diplomacy, and learning as a means to elevate not only their own genteel disposition, but also the reputation of the other half-orcs in the community and society. Cavalier: While half-orcs often face disadvantage when it comes to being adopted in human noble homes and the cavaliers' chivalrous orders, their physical stature and ability in combat sometimes force those who would deny them entry to reconsider their views. In ORC society, cavaliers often act as standard bearers for warriors. Cleric: Half-orc clergy are often the spiritual leaders of their communities, bridging the gap between the living and the dead and so ready to mete out divine judgment and conquest as to feed and heal. Druid: Half-orc druids often see the natural world as a source of wild power, tapping into the destructive power of storms and predators. Many of them take druidism as outcasts from humanoid society, finding peace and acceptance among the beasts of the field. Fighter: Many orcs are pitched for martial training because of their intimidating size and appearance. While many other breeds assume that all half-orc fighters use the barbarian crying charge, in fact many prefer the discipline, precision and versatility of the fighter studied. Inquisitor: Already intimidating for many races, half-orcs make natural inquisitors, acting as bodyguards, criminal organizers and enforcers, and monster-hunters (sometimes even acting against their orc relatives). Monk: Most half-orc monks learn their abilities of man, as such discipline is rare in orc society. Some try to overcome their bestial nature with perfect balance and control, others just to break enemies with their bare hands. Oracle: Beings of mystery and omens, half-orc oracles are often imposing prophets of doom and destruction, based on the spirits of the dead, the power of war, or the more violent elements of fire and storm. Paladin: While some breeds laugh at the idea of a half-orc paladin, in fact it is not uncommon for half-orcs dedicated to a legitimate good deity to champions of the seek to redeem itself in the eyes of society through great personal courage. Ranger: Often forced to live on the fringes of society and take care of themselves, half-orcs make excellent hunters and scouts, sometimes protecting the very communities that have rejected them the hope of finding acceptance. Rogue: Marginalized by society, half-orcs are often forced to sneak and steal to survive, and some find that the lifestyle suits them, becoming bandits, burglars, enforcers, and murderers. Wizard: While sorcery is rare among Orc society, sorcery has a brutal simplicity that orcs can understand and appreciate, making half-orc wizards appreciated (and feared) for their abilities in both orc and human society. Summoner: Half-orcs are often outcasts, and so much attracted to the summoner class as an opportunity to construct creatures of perfect loyalty and friendship. Especially in orc country, half-orc summoners tend to create eidolons that are as large and menacing as possible. Witch: Orc society is inherently superstitious, and many half-orcs inherit this trait. Half-orc witches in human society sometimes use their bestial characteristics to improve their air of intimidating otherness. Even more than other witches, half-orc witches find themselves generally regarded with fear and distrust by those who would seek their power, and many take to the road in pursuit of their own mysterious purposes. Wizard: While wizards are extremely rare in orc society, as their culture has little access to or interest in books and arcane study, half-orc wizards are sometimes found in human societies, studying hard in a pursuit of power that can help them win the respect and position they so desperately desire. Alternative racial traits The following racial traits replace existing half-orc racial traits. Check your GM before selecting any of these new options. Beastmaster: Some half-orcs have a spiritual kinship with fantastic beasts, capturing them for sport or life and hunting with them. A half orc with this feature handles whip and like martial weapons and gets a +2 bonus on Handle Animal controls. This racial trait replaces the ORC cruelty racial trait. Bestial: The orc blood of some half-orcs manifests itself in the form of particularly prominent orc features, exacerbating their bestial appearances, but enhancing their already sharp senses. They get a +2 breed bonus on Perception checks. This racial trait replaces the ORC cruelty racial trait. Cavewight: Some half-orcs live far from the surface, looking for solace in winding cave complexes. Half-orcs with this racial trait get a +1 bonus on Knowledge (dungeoneering) and Survival controls made underground. This racial trait replaces the intimidating racial trait. Chain Fighter: Some half-orcs have escaped from slavery and reformed the their captivity in lethal weapons. Half-orcs with this racial trait are adept with flails and heavy flails, and treat dire flails and spiked chains like martial weapons. This trait replaces the weapon familiarity racial trait. Gatecrasher: Many half-orcs enjoy acts of wanton destruction. Half-orcs with this racial trait get a +2 bonus on Power Power to break objects and get a +2 bonus on sunder attempts. This racial trait replaces the ORC cruelty racial trait. Plagueborn: Half-orcs are sometimes forced to live on the rancid and unhygienic margins of society, becoming inured to all sorts of diseases. Half-orcs with this racial trait get a +2 racial bonus on saving throws against disease, ingesting poisons, and becoming nauseous or sick. This racial trait replaces the intimidating and orc cruelty racial traits. Rock climber: Half-orcs from mountainous regions are excellent climbers, and sometimes ambush prey by jumping down from above. Half-orcs with this racial trait get a +1 bonus on Acrobatics and Climb controls. This racial trait replaces the intimidating trait. Sacred Tattoo: Tattoos, piercings, and ritual scarification are sacred markers for many half-orcs. Half-orcs with this racial trait get a +1 lucky bonus on all saving throws. This racial trait replaces the ORC cruelty racial trait. Scavenger: Some half-orcs eke out an abandoned picking over the garbage heaps of society, and must learn to separate rare finds from the inevitable dross. Half-orcs with this racial trait receive a +2 racial bonus on Valuation checks and on Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a drink by taste. This racial trait replaces the intimidating racial trait. Toothy: Some half-orcs' rudimentary tusks are solid and sharp, granting a bite attack. This is a primary natural attack that treats 1d4 points of piercing damage. This racial trait replaces the ORC cruelty racial trait. Favorite class options Instead of receiving an extra skill grade or hit point when they get a level in a favorite class, half-orcs have the ability to choose from a number of other bonuses depending on their favorite class. The following options are available for all half-orcs that have the listed favorite class. Alchemist: Add +1/2 to bomb damage. Barbarian: Add 1 to the total number of anger rounds of half an orc per day. Fighter: Add +2 on rolls to stabilize when dying. Inquisitor: Add +1/2 on Bullying controls and Knowledge checks to identify creatures. Ranger: Add +1 hit point to the ranger's animal companion. If the half orc ever replaces his animal companion, the new animal companion gets these bonus hit points. Wizard: Add +1/2 to damage the fire spell. Witch: Add 1 skill rank to the witch's familiar. If the half-orc ever replaces its trusted, the new known. These bonus skill ranks. Often overlooked because of their diminutive size, halflings have a great ability to seamlessly insert themselves into the great story of the world around them. Fast, agile and idiosyncratic, they blend into the societies of other races and quickly make themselves indispensable. Although sometimes stereotyped as sneaks and thieves through other races and with lots of examples to back up the accusations-halflings as a rule are neither. Rather, most halflings are adaptable and easy-going, and although their curiosity sometimes gets them into trouble, most leprechauns meet adversity with a tenacity and courage that unites their small stature lies. Halflings rarely live in segregated communities, but their cultural kinship with other halflings (and to a lesser extent with leprechauns) is an unspoken connection between those who know what it is to be so small and ignored in a world full of larger beings. Halfling Adventurers Halflings who choose to become adventurers often prefer light armor and weapons that play to their natural agility, emphasizing a variety of skills to be ready for any occasion. Although they are rarely looking for a fight, their insatiable curiosity often leads them to wander from far and wide and sometimes put them in danger. Alchemist: Halflings' natural curiosity leads them to experiments, and few classes reinforce this tendency as much as that of the alchemist, where new and increasingly incendiary (sometimes literally) discoveries are always around the corner. Bardic: Although larger breeds can laugh at the idea of a halfling barbarian, few do that in his face. Although weaker than many other barbarians, the sheer fury of a raging halfling can catch many opponents off guard. Bard: Halflings love to sing, dance, and celebrate, and their bards are masterful entertainers with the common touch. Although sometimes working in high halls and large theaters, halfling bards are even more likely to find engaging their wanderlust on the road, bringing cheerfulness and merriment to new audiences every day. Cavalier: Halflings may be too small to effectively master horsemanship, but astride a pony, riding school, or more exotic mount, a halfling cavalier can put the japes of larger rivals on their heads, putting soldiers in battle with complete fearlessness and inspiring great heroics with their skill and dedication. Cleric: Halflings have a lasting allegiance in each other, and this devotion is passed on to their gods. Their good humor, curiosity, and ability to blend into new societies with ease make them natural missionaries. Druid: Although halflings tend to appreciate the finer points of civilization, some halfling druids find solace and relief in the wilderness, and others ally themselves with the animals already present in cities. Fighter: Halflings are often less bloodthirsty than other races, but they still understand and appreciate the value of a trained warrior capable of defending her family. Inquisitor: With their To blend into the landscape and eavesdrop without being noticed, half-backs pick up clandestine information quite easily, and this combined with their curiosity makes them perfect inquisitors, especially suitable for researching other breeds. Monk: Many halflings seek the simple life of devotion devoted devotion that is the path of the monk. With their calm and seemingly innocuous appearance and their dedication to hard work, monks seamlessly transition into halfling communities, although many a raider has learned his mistake after attacking an unarmed halfling. Oracle: Although oracles are rare among most races, in places where halflings are oppressed or enslaved, oracles are more common, serving as the secret spiritual centers of a community when open worship or organization is forbidden. Halfling oracles often worship the spirits of the earth, nature or even heroes of the past. Paladin: Given the high value they place on community, heart and home, many halflings strive to be paladins. Enemies who don't take them seriously quickly learn their mistake when these naughty crusaders unleash the wrath of heaven on those of evil motives. Ranger: Halflings may not be known for hunting, but only because their great skill is overlooked by those who are unable to overcome their prejudices. Halfling rangers are experts at bringing down game both large and small, mixing in the wilderness as easily as their brethren mingle in the cityscape, or using their tactical acumen in conjunction with their trusted animal companions (who sometimes act like their horses too). Rogue: Rogues are stereotypical halfling adventurers, making their way as jocular raconteurs, cunning burglars, and daring highwaymen. With their light step and deft hands, halflings make natural thieves and pickpockets, a fact not overlooked by their opponents. Wizard: Halfling wizards often keep their magical skills hidden until they are needed, the better to catch their opponents off-guard, and often favor charms to enhance their natural beliefs or massive evocations that make their small size seem irrelevant. Summoner: Halflings are endlessly curious, and some seek the path of the summoner to explore the myriad possible forms that magical life can take. Their eidolons are generally flamboyant in their color, with appearances as wild as their summoners' imagination, and sometimes used as mounts. Witch: Although halflings have a reputation for wide-eyed naivety, they also tend to gather secrets, and some follow this route to the superstitious calling of the witch, becoming wise women, herbalists, and insane knowledge-seekers. Wizard: Halfling wizards often seek out their mysterious secrets from a combination of curiosity and a desire to rise above their physical size and force other races to take note of them. As a result, they tend to prefer flashy spells and blatant displays of power. Alternative racial The following racial traits replace existing halving racial traits. Check your GM before selecting any of these new options. Craven: While most halflings are fearless, some are skittish, making them particularly alert. Halflings with this racial trait get a +1 bonus on initiative checks and and +1 bonus on attack rolls when flanking. They suffer a -2 penalty on anxiety saves and get no benefit from moral bonuses on anxiety saves. When affected by a fear effect, their base speed increases by 10 feet and they get a +1 dodge bonus to Armor Class. This racial trait replaces the fearless and halfling happiness racial traits. Low blow: Some halflings train extensively in attacking larger creatures. Halflings with this racial trait get a +1 bonus on critical confirmation roles against opponents bigger than themselves. This racial trait replaces the sharp senses racial trait. Outrider: Some halflings specialize in mounted combat. Halflings with this racial trait get a +2 bonus on Handle Animal and Ride checks. This racial trait replaces the sure-footed racial trait. Practicality: Halflings are grounded in hard work and common sense. Halflings with this racial trait get a +2 bonus on a Craft or Appeal skill, as well as on Sense Motive controls and saves against illusions. This racial trait replaces the fearless and sure-footed racial traits. Fast as shadows: Halflings possess incredible stealth, even while moving through blocked areas. Halflings with this racial trait reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10. This racial trait replaces the sure-footed racial trait. Wanderlust: Halflings love travel and maps. Halflings with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When pronouncing spells or using skills that provide or improve movement, halves treat their caster level as +1 higher than normal. This racial trait replaces the fearless and halfling happiness racial traits. Warslinger: Halflings are experts in the use of the sling. Halflings with this racial trait can reload a sling as a free action. Reloading a sling still requires two hands and provokes attacks of opportunity. This racial trait replaces the sure-footed racial trait. Favorite class options Instead of receiving an extra skill grade or hit point when they get a level in a favorite class, halflings have the option to choose from a number of other bonuses depending on their favorite class. The following options are available to all semi-members who have the listed favorite class. Bard: Add +1/2 on Bluff checks to pass on secret messages. +1/2 on Diplomacy checks to collect information, and +1/2 on Disguise checks to appear as an elves, half-elves or Child. Cleric: Select a domain power granted at 1st level that is normally usable for a number of times a day equal to 3 + the spiritual Wisdom modifier. The clericman adds 1/2 to the number of applications per day of that domain power. Fighter: Add +1 to the fighter's CMD when resisting a gripper or trip. Monk: Add +1 to the monk's cmd when he resists a grab and +1/2 to the number of stunning attacks he makes per Paladin: Add +1/2 hp to the paladins lay on hands power (or use them to heal or damage). Ranger: Add +1/3 dodge bonus to Armor Class against the halfling's favorite enemies. Rogue: Choose a weapon from the following list: pendulum, dagger, or a halfling weapon in its name. Add a +1/2 circumstance bonus on critical hit attachment rolls with that weapon (maximum bonus of +4). This bonus is not stacked with Critical Focus. Summoner: Add +1 skill rank to the summoner's eidolon. People possess adaptability and expansionist verve, driven by endless founts of ambition and imagination. Such traits have allowed them to spread across the face of the world, get used to an endless variety of land and conquer each new frontier. Although often seen as aggressive and destructive by far-sighted races, most people just try to use whatever time they are given to make their lives to the fullest. Skilled negotiators and adapters, even those people who fall under the endless march of humanity, are often assimilated, becoming new resources that fuel the endless cultural adventurism of race. People show huge diversity in their physical appearance, with skin ranging from dusky shades to milky pallus, and hair running the gamut from flax to ebony. Where they can be found also varies greatly, settlers and ambitious human explorers find their way into the hearts of the most barren deserts, on the icy shores of icy seas, even in the sweltering depths of the earth, all seemingly united in an impossible, endless quest to chart what lies over the next horizon. Human diversity also extends to every field of study, because their curiosity leads them to unlimited possibilities, endless pursuit of mastery. Human adventurers Human adventurers specialize in every career, their talent and ambition drive them not only to succeed, but to achieve greatness, establishing legacies to endure long past their short lifespans. Alchemist: Sometimes dismissed as eccentrics and sloggers in the dangerous arts, the practical skills of human alchemists always find them employment, so often at a safe distance from their employers. Barbaric: From steaming jungles to the abandoned steppes, barbarians shun civilized society, winning esteem through their toughness, steely confidence, and indomitable bravery. Even in cruelty, the inventiveness of the race shines through, so human barbarians often create and master a variety of crude but deadly weapons and fighting styles. Bard: Human bards show little inhibition, but artistic reach. They often turn out to be intensely curious, collecting stories and histories, building their personal legends while they tell the stories of others. Cavalier: People form the backbone of many cavalier orders, balancing an aristocratic gentility with devotion to serving their hatch and the chivalrous ideal, earning the esteem of ordinary people and and Equal. Spiritual: People easily believe in ideals greater than themselves and flock to religions large and small. People often form personal connections with gods, embodying traits and forces that idealize them. Druid: Druidism is considered by many people to be ancient faith, eternal and as all-encompassing as the world itself. Although some dismiss them as backward hermits who stand in the way of progress, druids often assess a measure of both wary respect and suspicious fear. Fighter: Human fighters run the gamut from occupations-from wanderers and soldiers to swashbucklers and fighters-but are never people to be trifled with. Inquisitor: Although in a state of faith and trust, people are equally prone to paranoia and suspicion, and whole orders from mostly human inquisitors have earned fame (or shame) through their purges of dangerous creatures and persistent witch hunts. Monk: Desire for peace and the discipline of perfection, human monks often stand apart from society. While many admire monks, only the most dedicated possess the clarity and self-control to master their ways. Oracle: Human oracles use a variety of cultic arts to reveal the essence and perspectives of the oracle. Which agents these seers might use in their strange arts varies lightly, often due to mysterious truths. Paladin: People strive for heroic ideals, looking for noble ways to defend their people, or just striving for lofty ideas of honor and heroism, often attracted to the paladin class. Although a difficult and often self-sacrificing road, human palatines charge to the forefront of almost every crusade against the forces of evil. Ranger: People challenge themselves to the best any kind of prey, making many experienced hunters and trackers of beasts and even deadlier quarries. Over time, many human rangers come to prefer the company of animals to that of humans. Rogue: Ambitious, sometimes to fault, human villains defy all the barriers to get what they want. Whether it's unscrupulous killers or dashing thieves, few can resist the deceit and charms of such determined villains. Wizard: With a long history of mixed bloodlines, people often show latent mysterious power. Sometimes denounced as freaks or hailed as miracles, wizards must rely on their inner strength to survive. Summoner: Shaping life and commanding horrors with their every word, human summoners embrace the forces of creation. Eidolons under their command could take a huge variety of forms, usually manifestations of the deepest hopes of their masters or the darkest nightmares. Witch: Human lust for mastery of the world sometimes leads to mysterious and potentially dangerous routes, such as those of the elusive witch. Wizard: Many people seek power, knowledge and insights into the secrets of creation, leading human wizards to search for ancient mysteries of mysterious lore and new magical innovations. Innovations. excel in mastering specific schools of magic and in more universal studies. Alternative racial traits The following racial traits replace existing human racial traits. Check your GM before selecting any of these new options. Eye for Talent: People have a great intuition for hidden potential. They get a +2 bonus on Sense Motive checks. In addition, when they acquire an animal companion, bound mount, cohort, or familiar, that creature gets a +2 bonus to a skill score of the character's choice. This racial trait replaces the bonus feat racial trait. Heart of the fields: People born in the countryside are used to hard labour. They get a bonus equal to half their character level to a Craft or Profession skill, and once a day they can ignore an effect that would lead to fatigue or run out. This racial trait replaces the educated racial trait. Heart of the streets: People from bustling cities are adept at crowds. They get a +1 bonus on Reflex saves and a +1 dodge bonus for Armor Class when they border at least two other allies. Crowds don't count as difficult terrain for them. This racial trait replaces the educated racial trait. Heart of the wilderness: People raised in the wild learn the hard way that only the strong survive. They get a bonus equal to half their character level at Survival controls. They also get a +5 bonus to stabilize constitution checks when dying and add half their character level to their constitution score when determining the negative hit point total needed to kill them. This racial trait replaces the educated racial trait. Favorite class options Instead of receiving an extra skill grade or hit point when they get a level in a favorite class, people have the option to choose from a number of other bonuses depending on their favorite class. The following options are available to all people who have the listed favorite class, and unless otherwise stated, the bonus applies each time you select the listed favorite class reward. Alchemist: Add an extract formulas from the alchemist's list to the formula of the character book. This formula must be at least one level lower than the highest formula level that the alchemist can create. Barbaric: Add a +1/2 bonus to make sense or +1/3 fall to the bonus of superstitious anger power. Bard: Add a spell known from the bard spell list. This spell must be at least one level lower than the highest spell level that the bard can pronounce. Cavalier: Add +1/4 to the cavalier banner bonus. Cleric: Add +1 on caster level checks made to spell outsiders. Druid: Add a +1/2 bonus on Diplomacy and intimidate controls to change a creature's posture. Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice. Inquisitor: Add a spell known from the inquisitor spell list. This spell must be at least one level lower than that of highest spell level can throw the inquisitor. Monk: Add +1/4 to the monk's ki pool. Oracle: Add a spell that is known from the oracle spell list. This spell must be at least one level lower than the highest spell level that the oracle can pronounce. Paladin: Add +1 to the energy resistance of the paladin against one type of energy (maximum +10). Ranger: Add +1 hit point of +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gets these bonus hit points or skill ranks. Rogue: The human gains +1/6 of a new rogue talent. Wizard: Add a spell known from the wizard spell list. This spell must throw at least one level below the highest spell level of the wizard. Summoner: Add +1 hit point or +1 skill rank to the summoner's eidolon. Witch: Add a spell from the witches spell list to the witch known. This spell should be at least one level below the highest spell level that they can throw. If the witch ever replaces her trusted, the new acquaintance knows these bonus spells. Wizard: Add one spell from the wizard spell list to the wizard's spell book. This spell should be at least one level below the highest spell level he can throw. Cast.

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