

RACE CREATION COOKBOOK



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FOR DUNGEON MASTERS

DMs with a taste for world-building can either borrow races for their setting from other sources, or build new races from scratch. Presented below are guidelines for designing new character races with access to a wide variety of abilities and balancing drawbacks. Whether these are exotic new races or variants of more familiar fantasy races, the tools are in your hands. This system is not, however, balanced for players to build their own races.

DESIGNING NEW RACES

Racial advantages of all kinds are purchased with a pool of ability points. In this system, races are built from a pool of 40 points. There are also a variety of drawbacks, including racial Hit Dice, Level Adjustment, and unusual racial vulnerabilities, which grant additional ability points.

This system is no substitute for a DM's good judgment. Forty ability points, plus a bit more from drawbacks, could grant a race one or two exceptionally powerful abilities. This race would likely be more powerful than the races of the Player's Handbook, which possess a larger number of less powerful abilities.

The racial abilities presented below are divided into two major categories, classified as Common Abilities and Greater Abilities. Common Abilities are those available to races without a Level Adjustment or racial Hit Dice. Greater Abilities are restricted, for reasons of balance, to races with at least +1 Level Adjustment or at least two racial Hit Dice. Each of these abilities has an associated minimum Level Adjustment or racial Hit Dice requirement.

Bonuses that apply to specific creature types, weapon types, energy types, or the like may be purchased more than once, each time applying to a different creature type, weapon type, energy type, or other option from a list. Such abilities are marked with an asterisk (*). Abilities may not otherwise be purchased twice, nor may they be purchased in both a lesser and a greater form. For example, "+5 ft to base speed" and "+10 ft to base speed" may not be purchased together.

COMMON ABILITIES

The first determination for a new character race is its creature type and subtype. Many creature types are

unavailable as Common Abilities; refer to Table 1.1 for those that are available. Most types and subtypes grant abilities in and of themselves; DMs wishing to vary from these abilities (*such as granting Darkvision 120 ft. to an aberration*) will need to deduct the cost of the pre-existing ability from the cost of the newly granted ability (*essentially crediting the 10-point cost of Darkvision 60 ft. against the 14-point cost of Darkvision 120 ft.*).

Note that a race must have a type, but not necessarily a subtype. The Native subtype may only be applied to the Outsider or Elemental types; as it removes more advantages than it grants, it provides a minor cost break to those creature types. The same goes for the Goblinoid subtype, as it provides no advantages, but two of the core Player's Handbook races have racial bonuses to attack rolls against them. Finally, charm person, hold person, and so forth target only humanoids, so other types pay six points for the privilege of being immune to these spells.

This table also includes the decision to make a race Tiny, Small, Medium, or Large (*long*). Large (*tall*) and larger sizes may not be purchased as Common Abilities, given the extraordinary utility of natural reach. Tiny races are at a remarkable disadvantage, as they have a natural reach of 0 feet, and are likely to have great difficulty using common equipment. Similarly, many Large (*long*) creatures find that standard gear does not fit them easily. Tiny and Small size are generally associated with a Strength penalty, just as Large size is generally associated with a Strength bonus. These things are not, however, considered to be intrinsic to the size categories in this case.

As described in the Monster Manual, many creature types grant proficiency in some weapons and armor. To create a balanced character of these races, however, a small change must be made. These creature types should only grant weapon and armor proficiencies if the race has one or more racial Hit Dice (*see Greater Abilities, below*).

ABILITY SCORE BONUSES

Ability score bonuses and penalties should balance out to 0 for races without a Level Adjustment or racial Hit Dice. Bonuses generally should not exceed +2 and penalties generally should not exceed -4, although there are exceptions. The race's size is the first consideration in adjusting its ability scores. Tiny or Small races should generally have a Strength penalty and Large races should generally have a Strength bonus, unless there is a compelling reason to do otherwise. The difference in gear weight (*half for Small creatures*

and double for Large creatures) makes these bonuses and penalties all the more necessary.

It is also noteworthy that, in most campaigns, physical statistics are more important ability scores than mental statistics, and thus are worth more points. Ability score bonuses cost more points than a penalty to the same score grants because it is relatively easy to play to a race's strengths and minimize its weaknesses within the D&D rules system.

RACIAL BONUSES TO SKILLS

Table 1.3 gives prices for racial bonuses to specific skills. Bonuses may be purchased to multiple skills. This table also includes one limitation, applied to any racial bonus to skills. If the racial bonus to a skill check only applies in certain circumstances (*half of all common circumstances or less, according to the DM's judgment*), the cost for that skill bonus is reduced by half. Dwarves, for example, have a +2 racial bonus on Craft checks that are related to stone or metalwork; this ability costs 2 ability points rather than 4. This limitation does not apply to other skill-related benefits, such as the bonus skill point per level.

SENSES

Table 1.4 gives prices for unusual senses. Note that bonuses to Spot, Listen, and Search are covered by Table 1.2 instead. Table 2.3 includes many of the more exotic forms of perception.

MOVEMENT

Few forms of improved movement are available as Common abilities. Table 1.5 gives point costs for those that are.

Table 1.6 gives point costs for racial weapon familiarity, weapon proficiency, and attack bonuses. Note that familiarity with exotic weapons and proficiency in specific martial weapons decreases in cost after the first weapon, as for the most part a character will only use one or, at most, two martial weapons at a time, and four of the eleven core classes grant proficiency in all martial weapons.

Bonuses that apply to specific creature types, weapon types, or energy types may be purchased more than once, each time applying to a different creature type, weapon type, or energy type.

DEFENSIVE BONUSES

Table 1.7 gives point costs for racial defensive abilities, techniques, and resistances to a host of different

effects. As with Table 1.5, bonuses that apply to a specific creature type, saving throw category, type of effect, school or subschool of magic, or energy type may be purchased more than once, each time applying to a different option.

MISCELLANEOUS ABILITIES

Table 1.8 gives ability point costs for a wide variety of other abilities, from bonus feats to much more exotic abilities. Descriptions of these abilities may be found starting on page 10.

DRAWBACKS

The various drawbacks of Table 1.9 are intended to balance out some of a race's strengths. The vulnerabilities to substances require the most work on the part of the DM, so that a weakness will actually be significant rather than a pointless footnote.

GREATER ABILITIES

Races with +1 Level Adjustment or greater, or 2 racial Hit Dice or more, gain access to an expanded list of abilities. They also act as drawbacks, and grant points with which to buy these abilities. Not all creature types are created equal, however, and the number of drawback points granted for racial Hit Dice varies by type. Table 2.1 shows the number of drawback points granted by Level Adjustments up to +6 and racial Hit Dice of various types.

Note that the first racial Hit Die of many creature types grants proficiency with certain weapons and armor. Those same creature types with a Level Adjustment but no racial Hit Dice do not enjoy this benefit. Refer to the creature type descriptions for more information on these proficiencies.

The point totals cited for racial Hit Dice do not take into account the point cost of the creature type found on Table 1.1. Negative numbers on this table, like all other tables, indicate drawback points that allow more racial abilities to be purchased. Note that two outsider racial Hit Dice are sufficiently advantageous that they cost points rather than granting them.

GREATER ABILITY SCORE ADJUSTMENTS

Races with Level Adjustments or racial Hit Dice gain access to a broader range of ability score adjustment options. DMs creating races with the higher-end ability score adjustments still need to take care that the race does not become unintentionally pigeon-

holed into one role; almost any believable race needs to be capable of taking on a range of roles. This is, however, merely a guideline. Table 2.2 gives ability point costs for adjustments to ability scores.

Table 2.3 presents the list of Greater Abilities. All of the following abilities are available only to races with +1 Level Adjustment or 2 racial Hit Dice or more. The Required column indicates the minimum Level Adjustment or number of racial Hit Dice necessary to purchase the ability, and is separate from the cost in racial ability points.

EXPANDED RACIAL TYPE AND SUBTYPE LIST

Table 2.4 reprints the racial types and subtypes available as Common Abilities and presents the ability score costs for several more. Refer to the detailed descriptions of each type and subtype below; some of them have been slightly altered from the SRD.

ABERRATION TYPE (16 ABILITY POINTS)

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. The aberration creature type grants the following traits.

- Darkvision out to 60 feet.
- Proficient with its natural weapons.
- Aberrations eat, sleep, and breathe.

Aberration racial Hit Dice grant the following features:

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (*as cleric*).
- Good Will saves.
- Skill points equal to $(2 + \textit{Int} \textit{ modifier}, \textit{minimum} 1)$ per Hit Die, with quadruple skill points for the first Hit Die.
- If generally humanoid in form, proficient in all simple weapons, light armor, and shields (*except tower shields*).

ABILITY DAMAGE (25 ABILITY POINTS)

This effect must be attached to a particular method of delivery, such as a gaze attack, ray, or touch attack. This attack damages an opponent's ability score, dealing 1d3 points of ability damage to any one ability score. Opponents may negate this damage by making a Fortitude or Will save (*chosen when the ability is purchased*) against DC $10 + 1/2 \textit{ character level} + \textit{Con} \textit{ modifier}$. For 25 points, this ability may be used once per day. Every additional two uses multiplies the cost by 1.75, rounding fractions up. If an attack that causes ability damage scores a critical hit, it deals twice the



indicated amount of damage. Ability damage returns at the rate of 1 point per day for each affected ability.

ACIDIC SALIVA (3 ABILITY POINTS)

Your saliva can burn other individuals like acid. Your bite attack deals an extra 1d4 points of acid damage with each successful hit. You must have a natural bite attack to use this ability.

AIR SUBTYPE (35 ABILITY POINTS)

This subtype usually is used for outsiders and other creatures with a connection to the Elemental Plane Air. An Air Subtype creature possesses the following traits.

- Creatures with the Air subtype have a Fly speed equal to their base speed and perfect maneuverability.

AMPHIBIOUS (8 ABILITY POINTS)

This ability only applies to creatures with the Aquatic subtype. Creatures with this ability are able to survive out of the water for 1 hour per 2 points of Constitution, after which they suffer the effects of drowning.

AQUATIC SUBTYPE (0 ABILITY POINTS)

These individuals always have swim speeds and thus can move in water without making Swim checks. An aquatic individual can breathe underwater. It cannot also breathe air unless it has the amphibious special quality. This subtype does not cost any ability points in itself; without the Amphibious or Gills abilities, it simply defines an underwater rather than land-based campaign setting.

BAATEZU SUBTYPE (125 ABILITY POINTS)

This subtype can only be applied to outsiders with the Evil subtype.

A baatezu possesses the following traits.

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- **See in Darkness (Su):** All baatezu can see perfectly in darkness of any kind, even that created by a deeper darkness spell.
- **Summon:** Baatezu share the ability to summon others of their kind. The basic baatezu subtype grants the ability to summon a lemure once per day, as per summon monster II (*caster level equal to the summoner's Hit Dice*).
- Telepathy (*see the ability description, below*).

BLINDSENSE (20 ABILITY POINTS)

Using nonvisual senses, such as acute smell or hearing, an individual with blindsense notices things

it cannot see. The individual usually does not need to make Spot or Listen checks to pinpoint the location of an individual within 60 feet, provided that it has line of effect to that individual. Any opponent the individual cannot see still has total concealment against the individual with blindsense, and the individual still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of an individual with blindsense. An individual with blindsense is still denied its Dexterity bonus to Armor Class against attacks from individuals it cannot see.

BLINDSIGHT (40 OR 55 ABILITY POINTS)

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, an individual with blindsight maneuvers and fights as well as a sighted individual. Invisibility, darkness, and most kinds of concealment are irrelevant, though the individual must have line of effect to an individual or object to discern that individual or object. The ability's range is either 30 feet (*40 ability points*) or 60 feet (*55 ability points*). The individual usually does not need to make Spot or Listen checks to notice individuals within range of its blindsight ability. Blindsight is continuous, and the individual need do nothing to use it.

BREATH WEAPON (20 ABILITY POINTS)

A breath weapon is a delivery method for some other kind of effect, such as an energy blast or paralysis. This form of attack fills an area, either a 20-foot cone or a 40-foot line. The appropriate saving throw is indicated in the description of the associated effect. Using a breath weapon is a standard action. No attack roll is necessary. Creatures are immune to their own breath weapons. Creatures that do not breathe might still have breath weapons.

BODY SPIKES (12 ABILITY POINTS)

Bony spurs or chitinous spikes protrude from your joints, giving you a jagged profile and making you dangerous to grapple. The spikes deal 1d4 points of piercing damage to any individual engaging in a grapple with the creature. Furthermore, the spikes deal 1d4 points of piercing damage per round to any individual that swallows a member of this race using the swallow whole ability.

CHANGE SHAPE (20 ABILITY POINTS)

An individual with this special quality has the ability to assume the appearance of a specific individual or type of individual (*usually a humanoid*), but retains most of its own physical qualities. An individual

cannot change shape to a form more than one size category smaller or larger than its original form. The creature's alternate form requires careful thought on the part of the GM; this ability can easily do too much or too little, depending on the power of the alternate form. Changing shape results in the following changes to the individual:

- The individual retains the type and subtype of its original form. It gains the size of its new form.
- The individual loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
- The individual gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The individual retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The individual retains the ability scores of its original form.
- The individual retains its hit points and saves.
- The individual retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The individual is effectively camouflaged as an individual of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

CHAOTIC SUBTYPE (5 ABILITY POINTS)

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most individuals that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects an individual with this subtype as if the individual has a chaotic alignment, no matter what its alignment actually is. The individual also suffers effects according to its actual alignment. An individual with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see *Damage Reduction*).

COLD SUBTYPE (36 ABILITY POINTS)

An individual with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

CONFUSION (35 ABILITY POINTS)

This effect must be attached to a particular method of delivery, such as a gaze attack or a touch attack. For 35 points, this ability may be used once per day. Every two additional uses multiplies the ability point cost by 1.75, rounding fractions up.

Targets of this ability may make a Will save ($DC\ 10 + 1/2\ \text{character level} + \text{Cha modifier}$) to negate the effect. On a failed save, the target is confused (*as per confusion*) for 1 round per two character levels of the creature.

CONSTRICT (15 ABILITY POINTS)

An individual with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The constriction deals $1d6 + \text{Str bonus}$ damage for Medium creatures, and the die size changes as normal for larger or smaller creatures. If the individual also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

CONSTRUCT TYPE (100 ABILITY POINTS)

A construct is an animated object or artificially constructed individual. Constructs benefit even more than other races for being of Large size, and pay five additional race for Medium and Large size.

Traits: A construct possesses the following traits.

- Low-light vision.
- Darkvision out to 60 feet.
- Constructs do not have a Constitution score, and so do not gain bonus hit points for having a high Constitution.
- Immunity to all mind-affecting effects (*charms, compulsions, phantasms, patterns, and morale effects*).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain spell, or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (*unless the effect also works on objects, or is harmless*).

- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Constructs do not eat, sleep, or breathe.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Construct racial Hit Dice grant the following features:

- d10 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (*as cleric*).
- No good saving throws.
- Skill points equal to (2 + *Int modifier, minimum 1*) per Hit Die, with quadruple skill points for the first Hit Die.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.

DAMAGE REDUCTION (VARIES)

An individual with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (*in either case, the opponent knows the attack was ineffective*). The individual takes normal damage from energy attacks (*even nonmagical ones*), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the individual normally, as noted below.

The entry indicates the amount of damage ignored (*usually 1 to 15 points*) and the type of weapon that negates the ability.

Some individuals are vulnerable to piercing, bludgeoning, or slashing damage.

Some individuals are vulnerable to certain materials, such as alchemical silver, adamantine, cold-forged

iron, or wood. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some individuals are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these individuals. Such individuals' natural weapons (*but not their attacks with weapons*) are treated as magic weapons for the purpose of overcoming damage reduction.

Some individuals are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. An individual with an alignment subtype (*chaotic, evil, good, or lawful*) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (*or alignments*) that match the subtype(s) of the individual.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

DARKNESS SENSITIVITY (3 DRAWBACK POINTS)

Whether they are negatively affected by any contact with the Plane of Shadow or simply dependant upon light for their strength, races with this drawback have reason to be afraid of the dark. Whenever they are in total darkness, creatures of this race are shaken (-2 *penalty on attack rolls, saving throws, skill checks, and ability checks*).

EARTH SUBTYPE (15 ABILITY POINTS)

This subtype usually is used for outsiders and creatures with a connection to the Elemental Plane of Earth. Earth subtype individuals have burrow speeds, and earth subtype individuals can burrow through solid rock.

ELADRIN SUBTYPE (110 ABILITY POINTS)

This subtype may only be applied to outsiders of the Good subtype.

An eladrin possesses the following traits.

- Darkvision out to 60 feet.
- Low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- **Tongues (Su):** All eladrins can speak with any creature that has a language, as though using a



tongues spell (*caster level 14th*). This ability is always active.

ELASTICITY (20 ABILITY POINTS)

Individuals can bend and twist your body in unnatural ways and squeeze through very tight spaces. Individuals gain a +10 racial bonus on Escape Artist checks. Moreover, you can squeeze through an opening or passage one-tenth as wide and tall as your height, in inches. An individual using this ability to move through a tight space moves at one-quarter normal speed.

ENERGY BLAST (20 ABILITY POINTS)

This effect must be attached to a particular method of delivery, such as a breath weapon or a ray. This ability may be used once per day. Every two additional uses per day multiply the ability point cost by 1.75, rounding fractions up.

An energy blast deals 1d6 points per two character levels of energy damage (*choose one of acid, cold, electricity, fire, or sonic*) to its target(s). If the delivery method includes an attack roll of any kind, the target gets no saving throw. If the delivery method does not include an attack roll (*such as a breath weapon*), the target(s) may make a Reflex save ($DC\ 10 + 1/2\ \text{character levels} + \text{Con modifier}$) to take half damage.

ENERGY DRAIN (50 ABILITY POINTS)

This effect must be attached to a particular method of delivery, such as a touch attack or a ray. This ability may be used once per day. Every two additional uses per day multiply the ability point cost by 1.75, rounding fractions up.

A successful energy drain bestows one negative level. If an attack that includes an energy drain scores a critical hit, it bestows two negative levels. A draining individual gains 5 temporary hit points (*10 on a critical hit*) for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. An affected opponent takes a -1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (*whenever level is used in a die roll or calculation*) for each negative level. A spellcaster loses one spell slot of the highest level of spells she can cast and (*if applicable*) one prepared spell of that level; this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected individual must attempt a Fortitude save ($DC\ 10 + 1/2\ \text{draining individual's level or racial HD} + \text{draining individual's Cha modifier}$). On a success, the negative level goes away with no harm to the individual. On a failure, the negative level goes away, but the individual's level or racial HD is also



reduced by one. A separate saving throw is required for each negative level.

EVIL SUBTYPE (5 ABILITY POINTS)

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil subtype outsiders are also called fiends. Most individuals that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects an individual with this subtype as if the individual has an evil alignment, no matter what its alignment actually is. The individual also suffers effects according to its actual alignment. An individual with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see *Damage Reduction*).

EXOSKELETON (10 OR 15 ABILITY POINTS)

A thick exoskeleton forms over your skin. The exoskeleton usually consists of interlocking plates of bone or chitin covering 90% or more of your body. As a Common Ability, you gain a +2 armor bonus and suffer a 10% arcane spell failure; as a Greater Ability, you gain a +5 armor bonus, maximum Dexterity bonus of +3, -4 armor check penalty, and 25% arcane spell failure. Creatures with this ability cannot wear armor or magical robes.

EXTRA ARMS (30 ABILITY POINTS)

The race possesses an additional pair of arms. The extra arms look and behave exactly like the other set of arms. The race gains a +4 racial bonus on Climb checks and grapple checks. For the purposes of combat, both extra arms are treated as “off hands” (that is, individuals still have only one primary hand). If a character has three or more natural claw attacks, he meets the prerequisites for the Multiattack feat. This does not give you Multiattack as a bonus feat, however.

FAST HEALING (40 OR MORE ABILITY POINTS)

An individual with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the individual’s entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow an individual to regrow lost body parts. It does not allow lost body parts to be reattached.

FEAR (30 ABILITY POINTS)

This effect requires some sort of delivery method, such as a gaze attack or a ray attack. This ability may be used once per day. Every additional two uses per day

multiplies the ability point cost by 1.75, rounding fractions up.

Targets of this effect may make a Will save ($DC 10 + 1/2 \text{ character level} + \text{Cha modifier}$) to negate its effects. If the save is failed, the target(s) are frightened for 1d4 rounds and shaken for 5 rounds after that.

FEY TYPE (14 ABILITY POINTS)

A fey is an individual with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Traits: A fey possesses the following traits.

- Low-light vision.
- Fey eat, sleep, and breathe.

Fey racial Hit Dice grant the following features.

- d6 Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as wizard).
- Good Will and Reflex saves.
- Skill points equal to $(6 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.
- Proficiency in all simple weapons, light armor, and shields (*except tower shields*).

FIRE SUBTYPE (36 ABILITY POINTS)

An individual with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

FRIGHTFUL PRESENCE (20 ABILITY POINTS)

This special quality makes an individual's very presence unsettling to foes. It takes effect automatically when the individual performs some sort of dramatic action (*such as charging, attacking, or snarling*). Opponents within range who witness the action may become shaken. Actions required to trigger the ability are given in the individual's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer levels than the individual has. An affected opponent can resist the effects with a successful Will save ($DC 10 + 1/2 \text{ frightful individual's level or racial HD} + \text{frightful individual's Cha modifier}$). An opponent that succeeds on the saving throw is immune to that same individual's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

GAZE (20 ABILITY POINTS)

A gaze attack is a delivery method; races with this ability must also buy an effect to attach to it. Energy drain, paralysis, fear, ability damage, and confusion are all possible effects. The saving throw for a gaze attack is based on the associated effect. When a creature's gaze attack is activated as a standard action, each opponent within 30 feet must attempt a saving throw. Opponents can avoid the need to make a saving throw by not looking at the individual, in one of two ways.

- **Averting Eyes:** The opponent avoids looking at the individual's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. The opponent has a 50% chance to not need to make a saving throw against the gaze attack. The individual with the gaze attack, however, gains concealment against that opponent.
- **Wearing a Blindfold:** The opponent cannot see the individual at all (*also possible to achieve by turning one's back on the individual or shutting one's eyes*). The individual with the gaze attack gains total concealment against the opponent.

Gaze attacks can affect ethereal opponents. An individual is immune to gaze attacks of others of its kind unless otherwise noted.

Allies of an individual with a gaze attack might be affected. All the individual's allies are considered to be averting their eyes from the individual with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack when activated. The individual also can veil its eyes, thus negating its gaze ability.

GIANT TYPE (14 ABILITY POINTS)

A giant is a humanoid-shaped individual of great strength, usually of at least Large size.

Traits: A giant possesses the following traits.

- Low-light vision.
- Giants eat, sleep, and breathe.

Giant racial Hit Dice grant the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (*as cleric*).
- Good Fortitude saves.
- Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.

- Proficiency with all simple and martial weapons, light armor, and shields (*except tower shields*).

GILLS (15 ABILITY POINTS)

You grow a set of gills that can draw the oxygen out of water. The gills appear on your neck, chest, or back (*near your windpipe or lungs*). Individuals can breathe both air and water. You can operate underwater indefinitely, with no fear of drowning.

GOOD SUBTYPE (5 ABILITY POINTS)

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most individuals that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects an individual with this subtype as if the individual has a good alignment, no matter what its alignment actually is. The individual also suffers effects according to its actual alignment. An individual with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (*see Damage Reduction, above*).

GOBLINOID SUBTYPE (2 DRAWBACK POINTS)

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

GUARDINAL SUBTYPE (135 ABILITY POINTS)

The guardinal subtype may be applied to any outsider with the Good subtype.

A guardinal possesses the following traits.

- Darkvision out to 60 feet.
- Low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and sonic 10.
- **Lay on Hands (Su):** As the paladin class feature, except that each day, a guardinal can heal an amount of damage equal to its full normal hit points.
- +4 racial bonus on saves against poison.
- **Speak with Animals (Su):** This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

HIVE MIND (20 ABILITY POINTS)

This ability only comes into effect when more than one creature of the same race with this ability are within 100 feet of each other. All of these creatures are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. None of them are

considered flanked unless all of them are. Creatures with this ability can turn off this ability at will, though other creatures of their race in the area will recognize that they have done so.

HOLD BREATH (4 OR 8 ABILITY POINTS)

Races with this ability can go for longer periods of time without risk of drowning than other races can. For 4 ability points, the creature can go for a number of rounds equal to $(4 \times \text{Con score})$ before it risks drowning. For 8 ability points, the creature can go for a number of rounds equal to $(8 \times \text{Con score})$ before it risks drowning.

HUMANOID TYPE (0 ABILITY POINTS)

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid individual also has a subtype.

Traits: A humanoid possesses the following traits.

- Humanoids breathe, eat, and sleep.

Humanoid racial Hit Dice grant the following features.

- d8 Hit Dice.
- Base attack bonus equal to $3/4$ total Hit Dice (*as cleric*).
- Good Reflex saves.
- Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.
- Proficiency in all simple weapons, light armor, and shields (*except tower shields*).

IMPROVED GRAB (20 ABILITY POINTS)

If an individual with this special attack hits with a melee weapon (*usually a claw or bite attack*), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents at least one size category smaller than the individual. The individual has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the individual does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the individual also has the Constrict special attack. If the individual does not constrict, each

successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (*the amount is given in the individual's descriptive text*). When an individual gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (*possibly carrying away the opponent*), provided it can drag the opponent's weight.

LAWFUL SUBTYPE (5 ABILITY POINTS)

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most individuals that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects an individual with this subtype as if the individual has a lawful alignment, no matter what its alignment actually is. The individual also suffers effects according to its actual alignment. An individual with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (*see Damage Reduction*).

LIGHT BLINDNESS (8 DRAWBACK POINTS)

Abrupt exposure to bright light, such as sunlight or a daylight spell, blinds you for 1 round. On subsequent rounds, you are dazzled as long as you remain in the affected area.

LIGHT SENSITIVITY (4 DRAWBACK POINTS)

Your eyes cannot adjust to bright light; you are dazzled in bright sunlight or within the radius of a daylight spell.

LOW-LIGHT VISION (3 OR 10 ABILITY POINTS)

An individual with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions. An individual with Improved Low-light Vision can see three times as far as a human in those lighting conditions.

MONSTROUS HUMANOID TYPE (16 ABILITY POINTS)

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well. A monstrous humanoid possesses the following traits.

- Darkvision out to 60 feet.

- Monstrous humanoids eat, sleep, and breathe.

Monstrous humanoid racial Hit Dice grant the following features.

- d8 Hit Dice.
- Base attack bonus equal to total Hit Dice (*as fighter*).
- Good Reflex and Will saves.
- Skill points equal to (2 + *Int modifier*, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.
- Proficiency in all simple weapons, light armor, and shields (*except tower shields*).

MOVEMENT MODE - BURROW (10 OR 15 ABILITY POINTS)

An individual with a burrow speed can tunnel through dirt and rock. Individuals cannot charge or run while burrowing. Most burrowing individuals do not leave behind tunnels other individuals can use, either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing.

MOVEMENT MODE - CLIMB (10 OR 14 ABILITY POINTS)

An individual with a climb speed can walk walls and cling to ceilings like a spider. They have tiny barbs on their hands and feet to facilitate climbing, or their fingers and toes secrete a transparent adhesive that lets them cling to smooth surfaces. An individual with a climb speed has a +8 racial bonus on all Climb checks. The individual must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The individual climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Individuals cannot run while climbing. An individual retains its Dexterity bonus to Armor Class (*if any*) while climbing, and opponents get no special bonus on their attacks against a climbing individual.

MOVEMENT MODE - FLY (VARIES)

An individual with a fly speed can move through the air at its base speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) A race's fly speed may be faster than its base speed, at an additional cost in ability points. All fly speeds include a parenthetical note indicating maneuverability, as follows:

- **Perfect:** The individual can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- **Good:** The individual is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- **Average:** The individual can fly as adroitly as a small bird.
- **Poor:** The individual flies as well as a very large bird.
- **Clumsy:** The individual can barely maneuver at all.

An individual that flies can make dive attacks. A dive attack works just like a charge, but the diving individual must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. An individual can use the run action while flying, provided it flies in a straight line.

MOVEMENT MODE - SWIM (8 OR 12 ABILITY POINTS)

An individual with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The individual can always choose to take 10 on a Swim check, even if distracted or endangered. The individual can use the run action while swimming, provided it swims in a straight line.

NATIVE SUBTYPE (4 DRAWBACK POINTS)

A subtype applied only to outsiders. These individuals have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living individuals can be. Individuals with this subtype are native to the Material Plane (*hence the subtype's name*). Unlike true outsiders, native outsiders need to eat and sleep.

NATURAL WEAPONS (10 OR 20 ABILITY POINTS)

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or talon, one gore

attack, one tail attack, or one slam attack (*although Large creatures with arms or arm-like limbs can make a slam attack with each arm*). Refer to the individual monster descriptions.

A natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (*or sometimes a pair or set of them*) is the primary weapon. All the creature's remaining natural weapons are secondary.

An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. (*Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.*) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

- **BITE**
The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.
- **CLAW OR TALON**
The creature rips with a sharp appendage, dealing piercing and slashing damage.
- **GORE**
The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.
- **SLAM**
The creature batters opponents with an appendage, dealing bludgeoning damage.
- **TAIL**
The creature slams opponents with a tail, dealing bludgeoning damage. A creature that already has Prehensile Tail cannot gain this ability.

OUTSIDER TYPE (20 ABILITY POINTS)

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some individuals start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence. An outsider possesses the following traits.

- Darkvision out to 60 feet.
- Unlike most other living individuals, an outsider does not have a dual nature—its soul and body



form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living individuals can be.

- Outsiders breathe, but do not need to eat or sleep (*although they can do so if they wish*).

Outsider racial Hit Dice grant the following features.

- d8 Hit Dice.
- Base attack bonus equal to Hit Dice (*as fighter*).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to $(8 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.
- Proficiency with all simple and martial weapons, light armor, and shields (*except tower shields*).

PARALYSIS (40 ABILITY POINTS)

This effect must be attached to a particular delivery method, such as a touch attack or gaze attack. This special attack, usable once per day, renders the victim immobile. Every additional two uses per day multiplies the ability point cost by 1.75, rounding fractions up.

Paralyzed individuals cannot move, speak, or take any physical actions. The individual is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw ($DC = 10 + 1/2 \text{ character level} + \text{Charisma modifier}$). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged individual flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

PASSIVE SEARCHING (4 ABILITY POINTS)

This ability applies to a specific condition or object, such as unusual stonework or secret doors. Whenever a creature with this ability passes within 10 feet of the condition or object, it can make a Search check as if it were actively searching.

PLANT TYPE (75 ABILITY POINTS)

This type comprises sentient vegetable individuals. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not individuals, but objects, even though they are alive. A plant type possesses the following traits (*unless otherwise noted in a individual's entry*).

- Low-light vision.
- Immunity to all mind-affecting effects (*charms, compulsions, phantasms, patterns, and morale effects*).



- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Plants breathe and eat, but do not sleep.

Plant racial Hit Dice grant the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (*as cleric*).
- Good Fortitude saves.
- Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.
- Proficiency with all simple weapons.

POISON (30 ABILITY POINTS)

Poison attacks deal initial ability damage to the opponent on a failed Fortitude save. Another saving throw is required 1 minute later (*regardless of the first save's result*) to avoid secondary damage. This attack requires a delivery method of some sort, such as a touch attack or sting. For 30 ability points, this ability may be used once per day. Every two additional uses per day multiplies this cost by 1.75, rounding fractions up.

An individual with a poison attack is immune to its own poison and the poison of others of its kind.

The Fortitude save DC against a poison attack is equal to $10 + 1/2$ poisoning individual's level and racial HD + poisoning individual's Con modifier. A successful save avoids (*negates*) the damage.

The poison deals 1d3 points of Str, Dex, Int, Wis, or Cha damage (*choose one*) as its primary and secondary effect. For 10 additional ability points, this poison may be used to coat a weapon.

POUNCE (25 ABILITY POINTS)

When an individual with this special attack makes a charge, it can follow with a full attack—including rake attacks if the individual also has the rake ability.

POWERFUL CHARGE (8 ABILITY POINTS)

When an individual with this special attack makes a charge, its attack deals +4 damage in addition to the normal benefits and hazards of a charge.

POWER RESISTANCE (VARIES)

An individual with power resistance can avoid the effects of psionic powers and psi-like abilities that directly affect it. To determine if a power or psi-like ability works against a individual with power resistance, the caster must make a manifester level

check ($1d20 + \text{manifester level}$). If the result equals or exceeds the individual's power resistance, the power works normally, although the individual is still allowed a saving throw.

PREHENSILE TAIL (10 ABILITY POINTS)

The creature has a tail that can grasp and hold objects. A prehensile tail can grasp and manipulate a simple object up to one size category smaller than the individual's size category. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control. An individual can "hang" from its prehensile tail indefinitely by wrapping it around a larger object, thereby freeing up its other limbs. The prehensile tail is not dexterous or strong enough to fire ranged weapons or make melee attacks, however.

PSIONICS (VARIES)

Sometimes a race can manifest powers just as a member of a psionic class can (*and can activate items accordingly*). Such individuals are subject to the same rules that characters are, except as follows.

A psionic creature with this ability is not actually a member of a class, and it does not gain any class abilities other than manifesting psionic powers. An individual with access to psychic warrior powers manifests them normally, but it does not receive bonus feats as a psychic warrior would.

The ability point cost of psionics varies according to which class and how many levels of that class it imitates. Psion and wilder manifesting cost 35 points per level. Psychic warrior manifesting costs 26 points per level. The creature's effective manifester level must always be at least two levels lower than the creature's total of Level Adjustments and racial Hit Dice. If the creature later gains levels in the class that its manifesting imitates, its racial and class-granted manifesting stack. For example, a creature that manifests powers as a 2nd level psion gains a level of psion as a result of adventuring. It now manifests powers as a 3rd level psion, but its psicrystal's abilities are those appropriate to a 1st-level psion.

RAKE (12 ABILITY POINTS)

An individual with this special attack gains extra natural attacks when it grapples its foe. Normally, an individual can attack with only one of its natural weapons while grappling, but a individual with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

An individual with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

RAY (10 ABILITY POINTS)

This is a delivery method that must be attached to some sort of effect, such as an energy blast or energy drain. Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the individual's ranged attack bonus. Ray attacks have no range increment and a maximum range of 60 feet. The effect's descriptive text specifies effects and any applicable saving throw.

REPTILIAN SUBTYPE (0 ABILITY POINTS)

These individuals are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and individuals that are truly reptiles.

RESISTANCE TO ENERGY (VARIES)

An individual with this special quality ignores some damage of the chosen type each time it takes damage of that kind (*acid, cold, electricity, fire, or sonic*). The entry indicates the amount of damage ignored.

SCENT (20 ABILITY POINTS)

This special quality allows an individual to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Individuals with the scent ability can identify familiar odors just as humans do familiar sights.

The individual can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When an individual detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The individual can take a move action to note the direction of the scent. Whenever the individual comes within 5 feet of the source, the individual pinpoints the source's location.

An individual with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (*or Survival*) check to find or follow a track. The typical DC for a fresh trail is 10 (*no matter what kind of surface holds the scent*). This DC increases or decreases depending on how strong the quarry's odor is, the number of individuals, and the age of the trail.



For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Individuals tracking by scent ignore the effects of surface conditions and poor visibility.

SHADOWBLEND (15 ABILITY POINTS)

Creatures with this ability have a natural affinity for shadows, or an innate connection to the Plane of Shadow. Whenever the creature is in shadowy lighting conditions, neither bright light nor total darkness, it gains the benefits of total concealment (50% miss chance) rather than normal concealment (20% miss chance). If the opponent has darkvision or other means of seeing clearly in shadowy conditions, the creature has normal concealment rather than no concealment.

SIZE (VARIES)

All creatures fit into a size category. A creature's size provides a modifier to its Armor Class and attack bonus, a modifier on grapple checks it attempts, and a modifier on Hide checks; these modifiers may be found in the Monstrous Manual. Creatures smaller than Tiny or larger than Large are probably unsuited for most forms of adventuring. A Tiny creature typically occupies a space only 2½ feet across, so four can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in

melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

A race's size also determines its base speed, which may then be modified with ability points or drawbacks. A Tiny race's base speed is 15 feet; Small, 20 feet; Medium, 30 feet; Large, 40 feet.

SMOKE SCREEN (15 ABILITY POINTS)

A creature with this ability is able to expel chemicals through its pores to create an inky-black cloud of smoke, engulfing itself and the surrounding area. As many times a day as its Constitution modifier (minimum of 1), as a free action, it can produce a 20-foot-radius cloud of smoke centered on itself. The cloud is stationary once created. The inky-black smoke obscures all sight, including darkvision, beyond 5 feet. An individual 5 feet away has one-half concealment (20% miss chance). Individuals farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). This ability functions underwater. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round.

SPELL (VARIES)

Sometimes a race can cast arcane or divine spells just as a member of a spellcasting class can (*and can activate magic items accordingly*). Such individuals are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting individual that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such an individual also does need material components for its spells. The individual can cast the spell by either touching the required component (*but not if the component is in another individual's possession*) or having the required component on its person.

A spellcasting creature with this ability is not actually a member of a class, and it does not gain any class abilities other than spellcasting. An individual with access to cleric spells must prepare them in the normal manner and receives domain spells, but it does not receive domain granted powers unless it has at least one level in the cleric class.

The ability point cost of spellcasting varies according to which class and how many levels of that class it imitates. Cleric, druid, wizard, and sorcerer spellcasting cost 35 points per level. Bard spellcasting costs 26 points per level. Paladin, ranger, blackguard, and assassin spellcasting cost 15 points per level. The creature's effective spellcaster level must always be at least two levels lower than the creature's total of Level Adjustments and racial Hit Dice. If the creature later gains levels in the class that its spellcasting imitates, its racial and class-granted spellcasting stack. For example, a creature that casts spells as a 2nd level sorcerer gains a level of sorcerer as a result of adventuring. It now casts spells as a 3rd level sorcerer, but its familiar's abilities are those appropriate to a 1st-level sorcerer.

SPELL RESISTANCE (VARIES)

An individual with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a individual with spell resistance, the caster must make a caster level check ($1d20 + \text{caster level}$). If the result equals or exceeds the individual's spell resistance, the spell works normally, although the individual is still allowed a saving throw.

STABILITY (3 OR 6 ABILITY POINTS)

Creatures with this ability are especially stable on their feet. They gain a +2 bonus (3 points) or a +4 bonus (6 points) on ability checks made to resist being bull

rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

STINGER (5 ABILITY POINTS)

This is a delivery method for some other sort of effect, such as poison or energy drain. It requires a melee attack; if successful, it delivers the associated effect and deals piercing damage based on the creature's size (*Tiny, 1 damage; Small, 1d2; Medium, 1d4; Large, 1d6*). A creature may use this stinger attack as part of its normal attack routine by taking a -5 to the stinger's attack roll, or may use the stinger as a primary weapon and use its normal attack bonus. Like all natural weapons, the stinger counts as a light weapon.

SUSTENANCE HUNGER (4 OR 5 DRAWBACK POINTS)

A race with this drawback must consume some type of unusual substance in order to survive. The substance is generally either rare and expensive (*e.g., gemstones*), or consuming it violates significant cultural taboos (*blood*).

For 4 drawback points, the creature must consume or destroy a particular type of valuable object (*worth at least 50 gp*) once every two days. If the creature fails to do so, it takes 1d4 points of damage to any one ability score, which cannot be healed by magic and will not heal naturally unless the creature once again consumes some of the appropriate substance.

For 5 drawback points, the creature must consume a small amount of a particular substance that normal society regards as taboo, such as blood or human flesh, once every two days. This should be the sort of substance such that, if discovered, the creature would face legal or violent retribution. If the creature fails to do so, it takes 1d4 points of damage to any one ability score, which cannot be healed by magic and will not heal naturally unless the creature once again consumes some of the appropriate substance.

TANAR'RI SUBTYPE (125 ABILITY POINTS)

The tanar'ri subtype may be applied to any outsider with the Evil subtype.

A tanar'ri possesses the following traits.

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, fire 10.
- **Summon:** Tanar'ri have the ability to summon others of their kind. The basic tanar'ri subtype grants the ability to summon a dretch once per day, as per summon monster III (*caster level equal to the summoner's Hit Dice*).

- Telepathy (*see ability description, below*).

TELEPATHY (12 ABILITY POINTS)

A creature with this ability can communicate telepathically with any other creature within 100 feet that has a language by forming a link as a free action. The individual with which the telepathic creature forms the link must have an Intelligence score of 6 or higher, and it must be a willing participant in the link. The creatures can communicate telepathically through the link even if they do not share a common language, but no special control or influence is established as a result of the link. If the linked individuals move more than 100 feet apart, the telepathic link severs instantly. A creature with telepathy can telepathically link with only one individual at a time during any given round, but the ability can be used at will.

TERRIFYING VOICE (12 ABILITY POINTS)

Races with this ability can vex an enemy using the peculiar resonance of their voices. Select any living individual within 30 feet of the creature as the target, who must be able to hear your voice to be affected. The individual must make a successful Will save ($DC 10 + 1/2 \text{ character level} + \text{Charisma modifier}$) or be dazed for 1 round. A successful save negates the effect. This ability is a mind-affecting compulsion usable as many times as the creature's Charisma bonus (*minimum 1*) per day. Using this ability is a free action.

TOUCH ATTACK (5 ABILITY POINTS)

A touch attack is a delivery method for some other kind of effect, such as ability damage, poison, or paralysis. It requires a melee touch attack as a standard action and deals no damage beyond the effect that it delivers.

TRACKLESS STEP (8 ABILITY POINTS)

A creature with this ability leaves no trail in natural surroundings and cannot be tracked, including tracking with the Scent ability. The creature may choose to leave a trail if so desired.

TRAMPLE (30 ABILITY POINTS)

As a full-round action, an individual with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The individual merely has to move over the opponents in its path; any individual whose space is completely covered by the trampling individual's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling individual moves over all the squares it occupies. If the trampling individual moves

over only some of a target's space, the target can make an attack of opportunity against the trampling individual at a -4 penalty. A trampling individual that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (*the individual's slam damage + 1-1/2 times its Str modifier*). The individual's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against an individual's trample attack is $10 + 1/2 \text{ individual's level or racial HD} + \text{individual's Str modifier}$. A trampling individual can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target individual.

TREMORSENSE (35 OR 50 ABILITY POINTS)

An individual with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground, to a distance of 30 feet (*35 ability points*) or 60 feet (*50 ability points*). Aquatic individual with tremorsense can also sense the location of individuals moving through water.

TURN RESISTANCE (5 OR 10 ABILITY POINTS)

An individual with this special quality (usually an undead) is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the individual's level or racial HD total.

UNDEAD TYPE (100 ABILITY POINTS)

Undead are once-living individuals animated by spiritual or supernatural forces.

Traits: An undead individual possesses the following traits.

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (*charms, compulsions, phantasms, patterns, and morale effects*).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage



to its physical ability scores (*Strength, Dexterity, and Constitution*), as well as to fatigue and exhaustion effects.

- Negative energy (*such as an inflict spell*) can heal undead individuals. The fast healing special quality works regardless of the individual's Intelligence score.
- Immunity to any effect that requires a Fortitude save (*unless the effect also works on objects or is harmless*).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead individuals. These spells turn undead individuals back into the living individuals they were before becoming undead.
- Undead do not breathe, eat, or sleep.

Undead racial Hit Dice grant the following features.

- d12 Hit Dice.
- Base attack bonus equal to 1/2 Hit Dice (*as wizard*).
- Good Will saves.

- Skill points equal to $(4 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.
- Proficiency with all simple weapons, light armor, and shields (*except tower shields*).

VULNERABILITY TO ENERGY (4 TO 12 DRAWBACK POINTS)

Some individuals have an innate vulnerability to a certain kind of energy effect; acid, cold, electricity, fire, force or sonic. Such an individual will receive additional damage from these types of attacks regardless of whether a saving throw is allowed, or if the save is a success or failure.

VULNERABILITY TO SUBSTANCE (VARIES)

The race suffers a weakness to a particular substance – adamantium, cold iron, silver, steel or wood. There are three degrees of weakness, described below.

- Lesser Vulnerability

The race suffers an unusual intolerance for the substance in question. Whenever the substance in question makes direct contact with the character's flesh (including taking damage from a weapon made of that substance), the character is weakened or injured. There are a number of different ways to represent lesser vulnerability. In creating the race, pick one of the following:

1. The character takes 1d6 points of damage that may not be reduced by damage reduction. This damage stacks with weapon damage, if applicable.
2. The character takes 1 point of Constitution damage (*Fort save DC 20 negates*).
3. The character takes 1 point of any other kind of ability damage (*no save*).
4. The character is sickened for 1d3 rounds (*Fort save DC 20 negates*).

Vulnerability

A more baneful version of Lesser Vulnerability, a character coming in contact with the substance is more grievously weakened or injured. In creating the race, the DM should pick one of the following.

1. The character takes 3d6 points of damage that may not be reduced by damage reduction. This damage stacks with weapon damage, if applicable.
2. The character takes 2 points of Constitution damage (*Fort save DC 22 negates*).
3. The character takes 2 points of any other kind of ability damage (*no save*).
4. The character is nauseated for 1d3 rounds (*Fort save DC 22 negates*).

Greater Vulnerability

A yet more deadly version of Vulnerability, a character coming in contact with the substance is mortally weakened or injured. In creating the race, the DM should pick one of the following.

1. The character takes 5d6 points of damage that may not be reduced by damage reduction. This damage stacks with weapon damage, if applicable.
2. The character takes 4 points of Constitution damage (*Fort save DC 25 negates*).
3. The character takes 4 points of any other kind of ability damage (*no save*).
4. The character is stunned for 1d3 rounds (*Fort save DC 25 negates*).

areas that have been magically manipulated to impede motion still affect the creature.

WATER SUBTYPE (25 ABILITY POINTS)

This subtype usually is used for outsiders and creatures with a connection to the Elemental Plane of Water. Individual with the Water subtype always have swim speeds and can move in water without making Swim checks. A creature of the Water subtype can breathe water and air.

WOODLAND STRIDE (12 ABILITY POINTS)

A creature with this ability may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown

TABLE 1.1: RACIAL TYPE OR SUBTYPE LIST

Racial Type or Subtype	Cost	Racial Type or Subtype	Cost
Aberration Type	16	Lawful Subtype	5
Aquatic Subtype	0	Monstrous Humanoid Type	16
Chaotic Subtype	5	Native Subtype	-4
Evil Subtype	5	Outsider Type	20
Fey Type	14	Reptilian Subtype	0
Giant Type	14	Tiny Size	-15
Good Subtype	5	Small Size	0
Goblinoid Subtype	-2	Medium Size	0
Humanoid Type	0	Large (<i>long</i>) Size	8

TABLE 1.2: ABILITY SCORE ADJUSTMENT COSTS

Ability Score Adjustment	+2	+4	-2	-4
Strength	8	20	-6	15
Dexterity	8	20	-6	15
Constitution	8	20	-6	15
Intelligence	6	15	-4	10
Wisdom	6	15	-4	10
Charisma	6	15	-4	10

TABLE 1.3: RACIAL BONUSES TO SKILLS

Feature	Cost
+1 racial bonus on checks with one skill*	2
+2 racial bonus on checks with one skill*	4
+3 racial bonus on checks with one skill*	8
+4 racial bonus on checks with one skill*	12
Racial bonus applies in limited circumstances	½ normal
+1 skill point per level (+4 skill points at 1st)	16
One permanent class skill*	8

TABLE 1.4: UNUSUAL SENSES

Feature	Cost	Feature	Cost
Darkvision 30 ft.	8	Low-light Vision	8
Darkvision 60 ft.	10	Low-light Vision, Improved (<i>3x normal range</i>)	10
Darkvision 90 ft.	12	Scent	20
Darkvision 120 ft.	14	Passive Searching	4

TABLE 1.5: MOVEMENT

Feature	Cost	Feature	Cost
+5 ft to base speed	15	30 ft Climb speed	14
+10 ft to base speed	30	20 ft Swim speed	8
20 ft Climb speed	10	30 ft Swim speed	12

TABLE 1.6: WEAPONS, ATTACK BONUSES, AND DAMAGE BONUSES

Feature	Cost	Feature	Cost
Weapon Familiarity (<i>Exotic weapon counts as Martial</i>)	6	+1 racial bonus to attack rolls with one weapon type*	4
Weapon Familiarity (<i>Per Exotic Weapon past the first</i>)	+3	+1 racial bonus to weapon damage against one creature type or subtype*	2
Weapon Proficiency (<i>One Martial weapon</i>)	6	+1 racial bonus to weapon damage	6
Weapon Proficiency (<i>Two Martial weapons</i>)	9	+1 racial bonus to melee weapon damage (<i>choose one energy type</i>)	5
Weapon Proficiency (<i>Three or more Martial weapons</i>)	12	Natural bite attack (<i>1d6 for Medium</i>)	20
+1 racial bonus to attack rolls against one creature type or subtype*	2	Natural claw attack (<i>1d4 for Medium</i>)	10
+1 racial bonus to attack rolls with thrown weapons	4	Natural gore attack (<i>1d6 for Medium</i>)	20
		Natural slam attack (<i>1d4 for Medium</i>)	10
		Natural tail attack (<i>1d6 for Medium</i>)	20

TABLE 1.7: DEFENSIVE BONUSES

Feature	Cost	Feature	Cost
+2 dodge bonus to AC against one creature type*	2	+2 racial bonus on saving throws against spells and spell-like effects	12
+4 dodge bonus to AC against one creature type*	4	+2 racial bonus on saving throws against a psionic discipline*	2
+1 dodge bonus to AC	12	+2 racial bonus on saving throws against a school of magic*	2
+1 racial bonus on one saving throw category*	3	+2 racial bonus on saving throws against one subschool of magic* ²	1
+2 racial bonus on one saving throw category*	6	Immunity to one subschool of magic*	10
+3 racial bonus on one saving throw category*	9	Resistance 5 to one energy type*	10
+1 racial bonus on all saving throws	9	Resistance 10 to one energy type*	15
+2 racial bonus on all saving throws	18	+1 natural armor bonus	10
+2 racial bonus on saving throws against one effect* ¹	2	+2 natural armor bonus	20
Immunity to disease	10	+1 deflection bonus to AC	15
Immunity to poison	15	+2 deflection bonus to AC	25
Immunity to paralysis	15	Stability +2	3
Immunity to sleep effects	10	Stability +4	6
Immunity to polymorph	10	Damage Reduction 1/--	15
Immunity to stunning	15	Damage Reduction 2/--	30
Immunity to petrification	15	Damage Reduction 2/material	10
Immunity to charm/compulsion	15	Damage Reduction 3/material	20
Immunity to death magic	20	Damage Reduction 4/material	30
Immunity to fear effects	15		
Immunity to gaze attacks	15		
+1 racial bonus on saving throws against spells and spell-like effects	6		

¹The entire list of applicable effects includes disease, poison, paralysis, sleep effects, polymorph, stunning, petrification, charm/compulsion, death magic, fear effects, and gaze attacks.

²The entire list of subschools includes Calling, Creation, Healing, Summoning, Teleportation, Scrying, Charm, Compulsion, Figment, Glamer, Pattern, Phantasm, and Shadow.

TABLE 1.8: MISCELLANEOUS ABILITIES

Feature	Cost	Feature	Cost
Bonus Feat (<i>specified</i>)	15	Gills (<i>Ex</i>)	15
Bonus Feat (<i>chosen at character creation</i>)	20	Hold Breath (<i>Constitution score times four</i>)	4
Spell-like ability or psi-like ability ¹	Varies	Hold Breath (<i>Constitution score times eight</i>)	8
Acidic Saliva (<i>Ex</i>)	8	Powerful Charge (<i>Ex</i>) (+4 damage)	8
Amphibious (<i>Ex</i>)	8	Ray (<i>Su</i>) ²	10
Body Spikes (<i>Ex</i>)	12	Shadowblend (<i>Su</i>) (<i>50% concealment in shadowy areas</i>)	15
Breath Weapon (<i>Su</i>) ²	20	Smoke Screen (<i>Ex or Su</i>)	15
Change Shape (<i>Su</i>)	20	Telepathy (<i>Su</i>)	12
Elasticity (<i>Ex or Su</i>)	20	Terrifying Voice (<i>Ex or Su</i>)	12
Energy Blast (<i>Su</i>) ³	20	Trackless Step (<i>Ex</i>)	8
Exoskeleton (<i>Ex</i>) (+2 armor bonus, 10% arcane spell failure)	10	Turn Resistance +2 (<i>Ex</i>)	5
Extra Arms (<i>Ex</i>)	30	Turn Resistance +4 (<i>Ex</i>)	10
		Woodland Stride (<i>Ex</i>)	12

¹ The formula for determining the cost of a spell-like ability is 4 x spell or power level (*count 0-level spells and powers as 0.5*) x the number of uses per day (*count at will or continuous use as 6/day*).

² This is a delivery method for some sort of effect. See the ability description.

³ This effect requires a delivery method. See the ability description.

TABLE 2.1: LEVEL ADJUSTMENTS AND RACIAL HIT DICE

Condition	Race Points	Condition	Race Points
Level Adjustment +1	-25	Giant Type (2 HD)	-8
Level Adjustment +2	-50	(<i>Every additional HD</i>)	-6
Level Adjustment +3	-75	Humanoid Type (2 HD)	-12
Level Adjustment +4	-100	(<i>Every additional HD</i>)	-6
Level Adjustment +5	-125	Monstrous Humanoid Type (2 HD)	-4
Level Adjustment +6	-150	(<i>Every additional HD</i>)	-4
Aberration Type (2 HD)	-12	Outsider Type (2 HD)	4
(<i>Every additional HD</i>)	-6	(<i>Every additional HD</i>)	-4
Construct Type (2 HD)	-18	Plant Type (2 HD)	-15
(<i>Every additional HD</i>)	-9	(<i>Every additional HD</i>)	-7
Fey Type (2 HD)	-20	Undead Type (2 HD)	-16
(<i>Every additional HD</i>)	-15	(<i>Every additional HD</i>)	-8

TABLE 2.2: GREATER ABILITY SCORE ADJUSTMENTS.

Ability Score	+2	+4	+6	+8	-2	-4
Strength	8	20	40	65	-6	-15
Dexterity	8	20	40	65	-6	-15
Constitution	8	20	40	65	-6	-15
Intelligence	6	15	30	50	-4	-10
Wisdom	6	15	30	50	-4	-10
Charisma	6	15	30	50	-4	-10

TABLE 1.9: DRAWBACKS

Feature	Cost
Slow (-10 ft. to speed)	-10
-1 attack rolls against one individual type*	-1
-1 on attack rolls with ranged attacks and ranged touch attacks	-3
-2 dodge bonus to AC against one individual type*	-1
-4 dodge bonus to AC against one individual type*	-2
-1 penalty on one saving throw*	-1
-2 penalty on one saving throw*	-2
-1 penalty on all saving throws	-3
-2 penalty on all saving throws	-6
-2 penalty on saving throws against disease	-1
-2 penalty on saving throws against poison	-1
-2 penalty on saving throws against paralysis	-1
-2 penalty on saving throws against fear	-1
-2 penalty on saving throws against charm/compulsion	-1
-1 penalty on saving throws against spells and spell-like effects	-2
-2 penalty on saving throws against spells and spell-like effects	-4
-2 penalty on saving throws against a psionic discipline*	-1
-2 penalty on saving throws against a school of magic*	-1
-2 penalty on saving throws against one subschool of magic*	-1
Vulnerability to one energy type – additional 50% damage*	-4
Vulnerability to one energy type – additional 100% damage*	-8
Vulnerability to one energy type – additional 200% damage*	-12
Lesser Vulnerability to Steel	-15
Vulnerability to Steel	-20
Greater Vulnerability to Steel	-25
Lesser Vulnerability to Wood	-10
Vulnerability to Wood	-13
Greater Vulnerability to Wood	-15
Lesser Vulnerability to Cold Iron	-5
Vulnerability to Cold Iron	-7
Greater Vulnerability to Cold Iron	-9
Lesser Vulnerability to Silver	-5
Vulnerability to Silver	-7
Greater Vulnerability to Silver	-9
Lesser Vulnerability to Adamantium	-3
Vulnerability to Adamantium	-4
Greater Vulnerability to Adamantium	-5
Sustenance Hunger (<i>taboo</i>)	-5
Sustenance Hunger (<i>rare</i>)	-4
Darkness Sensitivity	-3
Light Blindness	-8
Light Sensitivity	-4

TABLE 2.3: GREATER ABILITIES

Feature	Cost	Req'd	Feature	Cost	Req'd
Immunity to critical hits	40	4	Fast Healing 2 (<i>Ex</i>)	55	5
Power resistance 5 + character level	15	1	Every additional +1 to Fast Healing	15	N/A
Power resistance 10 + character level	20	2	Fear (<i>Su</i>)*	30	3
Every additional point of base power resistance	+2	N/A	Frightful Presence (<i>Ex</i>)	20	3
Spell resistance 5 + character level	15	1	Gaze (<i>Su</i>)**	20	4
Spell resistance 10 + character level	20	2	Hive Mind (<i>Ex</i>)	20	2
Every additional point of base spell resistance	+2	N/A	Improved Grab (<i>Ex</i>)	20	2
Immunity to one energy type	40	5	Movement mode: Burrow (<i>Ex or Su</i>) 10 feet	10	3
Immunity to two energy types	90	6	Movement mode: Burrow (<i>Ex or Su</i>) 20 feet	15	3
Immunity to three energy types	150	7	Movement mode: Fly (<i>Average</i>) (<i>Ex or Su</i>)	25	4
Resistance 15 to one energy type*	20	1	Movement mode: Fly (<i>Clumsy</i>) (<i>Ex or Su</i>)	20	4
Every 5 additional points of energy resistance	5	N/A	Movement mode: Fly (<i>Good</i>) (<i>Ex or Su</i>)	28	4
+3 natural armor bonus	30	1	Movement mode: Fly (<i>Perfect</i>) (<i>Ex or Su</i>)	35	4
Every additional point of natural armor bonus	+10	N/A	Movement mode: Fly (<i>Poor</i>) (<i>Ex or Su</i>)	22	4
+3 deflection bonus to AC	35	1	Every additional 5 feet of Fly speed	8	N/A
Every additional point of deflection bonus to AC	+10	N/A	Paralysis (<i>Ex or Su</i>)*	40	5
Damage Reduction 3/--	45	1	Poison (<i>Ex</i>)*	30	3
Every additional +1/-- DR	+15	N/A	Pounce (<i>Ex</i>)	25	2
Damage Reduction 5/material	40	1	Prehensile Tail	10	1
Every additional +1/material DR	+10	N/A	Psionics	Varies	3
Ability Damage (<i>Su</i>)*	25	3	Rake (<i>Ex</i>)	12	1
Blindsight (<i>Ex</i>) 60 feet	20	3	Ray (<i>Su or Sp</i>)**	10	0
Blindsight (<i>Ex</i>) 30 feet	40	4	Spellcasting	Varies	3
Blindsight (<i>Ex</i>) 60 feet	55	5	Stinger**	5	1
Breath Weapon (<i>Su</i>)**	20	3	Touch Attack**	5	1
Confusion (<i>Su</i>)*	35	4	Trample (<i>Ex</i>)	30	3
Constrict (<i>Ex</i>) (<i>1d6+Str bonus</i>)	15	2	Tremorsense (<i>Ex or Su</i>) 30 feet	35	3
Energy Blast (<i>Su</i>)**	20	0	Tremorsense (<i>Ex or Su</i>) 60 feet	50	4
Energy Drain (<i>Su</i>)*	50	6			
Exoskeleton (<i>Ex</i>) (<i>as per breastplate</i>)	15	1			
Fast Healing 1 (<i>Ex</i>)	40	5			

*This attack requires a delivery method, purchased separately. See the ability description.

**This is a delivery method for an attack of some kind. See the ability description.

TABLE 2.4: EXPANDED RACIAL TYPE AND SUBTYPE LIST

Racial Type or Subtype	Cost	Required	Racial Type or Subtype	Cost	Required
Aberration Type	16	0	Humanoid Type	0	0
Air Subtype	35	4	Lawful Subtype	5	0
Aquatic Subtype	0	0	Monstrous Humanoid Type	16	0
Baatezu Subtype	125	6	Native Subtype	-4	0
Chaotic Subtype	5	0	Outsider Type	20	0
Cold Subtype	36	5	Plant Type	75	3
Construct Type	100	3	Reptilian Subtype	0	0
Earth Subtype	15	3	Tanar'ri Subtype	125	6
Eladrin Subtype	110	6	Undead Type	100	3
Evil Subtype	5	0	Water Subtype	25	3
Fey Type	14	0	Tiny Size	-15	0
Fire Subtype	36	5	Small Size	0	0
Giant Type	14	0	Medium Size	0*	0
Good Subtype	5	0	Large (long) Size	8*	0
Goblinoid Subtype	-2	0	Large (tall) Size	25*	3
Guardinal Subtype	135	6			

*Creatures of the Construct type pay an additional 5 ability points for these sizes.

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