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## Pathfinder race builder

I could have sworn I'd seen a digital version of the race builder tool. Anyone got a link? There comes a point in almost every campaign when someone — either one of the players or the GM — wants to create a new race. Sometimes GM needs a new race to fill a niche story or ecology in the world of its campaigns. Such breeds may be as simple as elves living in arctic climates or giant clockwork ions from other areas of existence. Maybe a player wants to play a terrible race, or has been inspired by some fictional piece or creative fancy flight and wants to create a race for a new character concept that hasn't been seen in Pathfinder. The following rules allow AGMS, or even players with GM supervision, to create new races that are balanced and linked to core races. In addition, this rule allows you to create powerful races that are meant to take on more challenging encounters than the core races usually face. You can create new races, model races after existing monsters, or even power up core races to play those races side by side with new, more powerful races. Creating New Races This rule allows you to create new races by purchasing racial qualities and racial traits with Race Points (RP). There are a number of differences between racial quality and racial nature. The main difference is that racial quality is mandatory (you have to make choices for each category of racial quality provided in this rule), whereas racial traits are optional. There are six categories of racial quality, including type, subtype (if any), size, basic speed, ability score changer, and language. Racial traits present a number of interesting options for the races you create, from expanded movement modes and bonuses on skill checks to more alien forces, such as terrifying croak attacks or the ability to change shape. Racial traits are divided into a number of different categories, such as defense, offense, and magical traits. Before you buy the quality and racial nature, you have to determine the level of strength of your race. GM decided this was based on the needs of its campaign. The strength level of the race determines the amount of RP you get to build a race, as well as the maximum number of racial traits you can choose from each category of racial traits and what kind of traits you can take from that category. Sometimes the quality and racial nature cost 0 RP or negative numbers RP, which means they can be taken for free or regained RP, respectively. In the case of racial quality, selecting the 0-point option is still factored against your choice for that racial quality category, and in the case of racial traits, those choices are still calculated against the maximum number of traits per category of racial nature. Sidebar: Challenging Racing Levels and Terrible Because they have strong racial traits and abilities, advanced and terrible races require greater challenges, especially at the lower levels. The basic guidelines for achieving this are by a group of characters with advanced and horrible races as a level or higher for a number of levels based on the total RP served, using the following chart. Calculate the average level of the customized party, and use that number instead of the actual APL, when creating meetings and adventures for the group. For groups with mixed power levels, average RP and round the results to the nearest multiple of 10. Avg RP Average Party Level 1–5 6–10 11–15 16–20 20 +1 level +0 level +0 level +0 level +2 level +1 level +0 level +0 level +0 level +4 level +3 level +2 level +1 level +0 level There are three levels of power: standard, advanced, and terrible. Standard race can only take on standard racial traits, while advanced race can take on standard and advanced racial traits, and horrific races can take on standard, sophisticated, and horrific racial traits. Table: Racial Points and Maximum Properties by Power Level summarize the amount of RP you can spend as well as the maximum number of traits per racial trait category you can take based on your power level. Table: Racial Points and Maximum Properties by Power Level Power Level RP Range Traits per Standard Category 1–10 3 Advanced 11–20 4 Monstrous 20+ 5 Once you have determined the race power level, follow each of the steps below to create your race. Step 1: The Concept of Race is more than just a group of individuals of the same quality and nature. The race is a collection of people with a shared history and cultural identity. While racing builders present many options for creating new races, and it may be tempting to treat each section as a buffet of options to help you stake out the most optimal options for your character, it's generally more beneficial for your campaign world to conceptualize your race first. Before choosing an option, consider answering some questions about your race and culture. Answering these questions can help you make reasonable choices about the quality and traits of your race so that they can be better suited in the gaming world—rather than just being a seemingly random set of options. Such questions may include the following. Where do your races tend to live and why? What's your race like? How does a member's appearance help them adapt to their typical environment? What is your racial history? Does it have a creation myth? Is there an important event in the history of the race? What kind of race do you have with other races? Does it have allies? Competitors? Enemy? Hate the enemy? What classes do you tend to like your race? If you use this rule and you're not gm, make sure you work with your GM to create a race that fills a niche and a definite need in the world of his campaign. Step 2: Racial Quality The next step is to choose the quality of your race. You must select an option from each quality category Quality or quality aspects often serve as a prerequisite for racial traits. Quality Type It is a creature of race race This type of racial being is similar to the corresponding type of creature, with some important differences. The first difference is that each type of race assumes the race members are roughly humanoid in shape and have two arms, two legs, a torso, and a head. It's important that the race can take advantage of all the various magic item slots available to your character and be able to take advantage of standard weapon and armor options. The second difference is that all these types of races are 0-Hit Dice creatures, which means that their Hit Dice, basic attack bonuses, saves throwing progress, skill points, skill skills, and weapons and steel abilities based on the class level each race member needs. Like other racial qualities, each type has cost points. Basic creature types—humanoids—cost 0 RP, and offer the most flexibility when choosing racial traits and other racial abilities, while more expensive types typically provide less flexibility. The cost of the race type also determines which type you can choose based on the race power level you create. You cannot choose a type with an RP fee equal to or higher than the maximum RP cost of the race power level that you build. This means you have to build advanced races if you want to race with undead types, or terrible races if you build races with this type of construction. If you want to create construction-themed creatures— or the undead at a lower power level, check out the Special Subtype sidebar for some low-cost options. Sometimes this type of race can give racial traits as a feature. For example, this type of construction gives darkvision members a race that's 60 feet. If so, the cost of that racial trait is already paid when you buy quality types, and these traits don't count to the maximum when you buy a racial trait from an appropriate racial trait category. For example, when buying another vision trait for a construction race, the 60-foot darkvision feature that race already has doesn't count against the five-trait limit of the racial nature category of senses for race. The traits provided by this type of race are still calculated to meet the prerequisites of other traits. This type of humanoid requires you to select at least one subtype for your race, and the type of outsider (original) allows you to make decisions about what other aircraft might have a relationship with your race. Track the types of creatures of your race, any subtypes that exist, and any aircraft that have ties to them. Sometimes racial types, subtypes, or planar ties serve as prerequisites for some racial trait. For example, you must have a ratfolk subtype to take on the racial nature of rodent empathy, and you must have a relationship with Abaddon, The Abyss, or Hell to take on the racial nature of evil magic. Deviation (3 RP) Deviations have strange anatomy, strange abilities, patterns aliens, or a combination of all three. Deviations have the following features: Create (20 RP) Sidebar: Race without without Generate ability scores for most races you create with types—even advanced and terrible races—using standard methods. Race without a Constitution score is an exception, and requires little change to the ability scoring method. The changes are as follows, according to the five standard methods. Standard: Roll 4d6, throw away the lowest result as usual, and sum up the results, but only do this five times, and set it to your liking, skipping the Constitution. Classic: Roll 3d6 and sum the result five times, and set it to your liking, skip the Constitution. Heroic: Roll 2d6 and add 6 to each number. Do this five times and set it to your liking, skipping the Constitution. Dice Pool: Instead of the 24d6 pool, the race without the Constitution gets a 20d6 set to set the ability score, except the Constitution. These characters still have to set a minimum of 3d6 in each of the other ability scores. Increase numbers for high-powered games. Purchase: When using the purchase method to score abilities, assume race members without the Constitution have a Constitution score of 10 and purchase the remaining capabilities typically using points allocated to the campaign power level. A construction race is a group of animated objects or artificial creatures. The construction race has the following features: Construction does not have a Constitution score. ANY DC or other statistic that relies on a Constitutional score treats construction as having a score of 10 (no bonuses or penalties). Construction has the racial nature of low-light vision. The construction has a 60-foot darkvision of racial nature. Construction is immune to all effects that affect the mind (charm, coercion, moral effects, patterns, and phantasms). Construction cannot heal damage on its own, but it can often be repaired through exposure to certain types of effects (depending on the racial capabilities of construction) or through the use of Craft Construction achievements. Construction can also be cured through spells such as making the whole. Construction with special qualities of rapid healing still benefits from that quality. Construction is not subject to damage to ability, drain ability, fatigue, fatigue, energy drain, or nonlethal damage. Construction is immune to any effect that requires the protection of Fortitude (unless the effect also works on objects or is harmless). Construction is not at risk of dying from major damage, but they are immediately destroyed when reduced to 0 hit points or less. Construction cannot be raised or resurrected. Construction is difficult to destroy, and earn bonus hit points based on its size, as shown in the following table: Construct Size Bonus Hit Points Tiny—Small 10 Medium 20 Large 30 Constructs do not breathe, eat, or sleep, unless they want to get an effect of any of these activities. This means that a construction can drink the herb to benefit from its effects and can sleep to regain the spell, but none of these activities are necessary to survive or stay alive good health. Custom Subtype Two of the creature types—construction and undead—make for interesting player options, but are too expensive if you're trying to make a race in a standard power level tight. If you're making a standard race and still want to be a construction race or the undead, consider the two special subtypes detailed below, half construction and half undead. Each includes many flavors of the kind associated with them, but provides less ability and immunity. This subtype can be added to any type of race except for construction and the undead. When you apply this subtype to a humanoid type, select the other subtype as the other half of the creature. For example, you could make humanoid creatures (half construction, human), Half-Construct (7 RP) The half-construction race is a group of creatures that are artificially enhanced or have parts replaced by built mechanisms, be it magical or mechanical. The half-construction race has the following features: Half the construction gets a +2 racial bonus to save the throw against disease, effects that affect the mind, toxins, and effects that cause fatigue or fatigue. Half the buildings cannot be resurrected or resurrected. Half the construction does not breathe, eat, or sleep, unless they want to get the beneficial effects of any of these activities. This means that half the construction can drink the herb to benefit from its effects and can sleep to regain the spell, but none of these activities are necessary to build up to survive or remain in good health. Half the Undead (5 RP) The half-undead race is a strange or unsanct bled kind of the living and the undead. Players interested in playing half-undead races may also consider dhampir, descendants of vampires and humans. The half-undead race has the following features: Half the undead have a racial nature of 60 feet of darkvision. Half of the undead get a +2 racial bonus to save the tox against diseases and effects that affect the mind. Half the undead don't take a penalty from the energy drain effect, although they can still be killed if they accumulate more negative levels than they have Hit Dice. After 24 hours, any negative traits they earn are removed without additional savings pitches. Half-undead creatures are harmed by positive energy and cured by negative energy. Half-undead creatures with special qualities of rapid healing still benefit from that quality. Sidebar: Humanoid Subtypes as Prerequisites There are a number of racial traits that require certain humanoid subtypes as prerequisites. This usually happens when a racial trait mentions race in his name. As GM, can see the prerequisites of this subtype as suggestions and indicators about what type of race or humanoid subtype would normally take these traits. Feel free to change the name or prerequisite of a racial subtype of such a trait to better match the race you are building. Dragon (10 RP) Dragon is a reptile creature with magical or unusual abilities. Dragon Dragon Race The following features: Fey (2 RP) Fey is a creature with supernatural abilities and connections to nature or to other forces or places. The fey race has the following features: Fey has a low-light vision racial trait. Fey breathes, eats, and sleeps. Humanoid races (0 RP) Humanoids have little or no supernatural or spell-like abilities, but most can speak and have a well-developed society. Humanoids are usually Small or Medium, unless they have a giant subtype, in which case they are Large. Each humanoid creature also has a subtype to match its race, such as humans, giants, goblinoids, reptiles, or tengu. If you create a new humanoid race, you must find an existing subtype to match or create a new one by using the race name as the subtype. If you make the race half-breed, it should have the racial kind of both parent races. For example, half of elves have human and elf subtypes. Subtypes are often important to qualify for other racial abilities and achievements. If a humanoid has a racial subtype, it is considered a member of that race in case of racial prerequisites. The humanoid race has the following features: Humanoid breathing, eating, and sleeping. Monstrous Humanoid (2 RP) Humanoids with horrible features or animals. They often have magical abilities as well. The terrible humanoid race has the following features: The outsider (original) (3 RP) The original outsider is at least partly composed of the essence (but not necessarily the problem) of some aircraft other than the Material Aircraft. Some creatures begin as some other kind and become outsiders when they reach a higher (or lower) state of spiritual existence. When creating a genuine outsider race, it is sometimes important to choose one Outer Plane that is tied to the race. For example, teflings are tied to Abaddon, The Abyss, or Hell. Such ties can be important to qualify for other racial abilities, but it is not necessary that a genuine outsider be tied to another aircraft. The original outsider race has the following features. Plants (10 RP) This type includes humanoid-shaped vegetable creatures. Note that ordinary plants, such as those found in ordinary gardens and fields, have no score of Wisdom and Charisma and are not creatures, but objects, even though they are still alive. The plant race has the following features: Plants have the racial properties of low-light vision. Plants are immune to all effects that affect the mind (charm, coercion, moral effects, patterns, and phantasms). Plants are immune to paralysis, toxins, polymorphs, sleep effects, and amazing. Plants breathe and eat, but do not sleep, unless they want to get the beneficial effects of this activity. This means that plant creatures can sleep to regain spells, but sleep necessary to survive or remain in good health. Undead (16 RP) The undead race is a living being animated by spiritual or supernatural forces. The undead race has the following features: The undead do not have Score. The undead use their Charisma score as a substitute for their Constitution score when calculating hit points, Fortitude saves, and any special abilities that depend on the Constitution (such as when calculating DC breath weapons). The undead have a racial nature of 60 feet of darkvision. The undead are immune to all the effects that affect the mind (charm, coercion, moral effects, patterns, and phantasms). The undead are immune to bloody damage, the effects of death, disease, paralysis, toxins, sleep effects, and amazing. The undead suffer no nonlethal damage, the ability to drain, or drain energy, and are immune to damage to physical ability scores (Constitution, Dexterity, and Strength), as well as fatigue and fatigue effects. The undead are harmed by positive energy and cured by negative energy. Undead creatures with special qualities of rapid healing still benefit from that quality. The undead are immune to any effect that requires fortitude unless the effect also works on objects or is harmless). The undead are not at risk of death from major damage, but are immediately destroyed when reduced to 0 hit points or less. The undead are not affected by spells or abilities that die and reincarnate. True resurrection and resurrection can affect undead beings. These spells turn undead creatures back into their living beings before becoming the undead. The undead do not breathe, eat, or sleep, unless they want to get the beneficial effects of any of these activities. This means that undead creatures can drink potions to benefit from their effects and can sleep to regain spells, but none of these activities are necessary to survive or remain in good health. Quality Size The next step is to choose the size quality for your race. Most races are Medium or Small, which have no prerequisites, but you can also choose to make your race either Big or Small with the following modifications at the cost of the points listed. Great prerequisite (7 RP): Humanoids that take this quality must have a giant subtype. Benefits: Large creatures get a size +2 bonus for Power and a -2 size penalty for Dexterity. Big races take a -1 size penalty to their air conditioning, a -1 size penalty on the attack roll, a +1 bonus on their combat maneuver and CMD checks, and a -4 size penalty on Stealth checks. Large creatures take up space that is 10 feet by 10 feet and has a range of 5 feet. Medium race (0 RP) Medium has no bonus or penalty due to its size. Medium creatures have a space of 5 feet by 5 feet and a range of 5 feet. Small race (0 RP) Small races get a +1 size bonus for their air conditioning, a +1 size bonus on the attack roll, a -1 penalty on combat maneuver inspection and CMD and a +4 size bonus on Stealth checks. The small race has a space of 5 feet by 5 feet and reaches 5 feet. Minor prerequisites (4 RP): Aberration, construction, dragon, fey, outsider (original), or plant type. Modifiers: Small creatures get a +2 size bonus for Dexterity and a -2 size penalty for Power. Small races get a +2 size bonus to their air conditioner, they. Size bonuses on attack rolls, -2 penalties on their combat maneuver and CMD checks, and +8 size bonuses on Stealth checks. Small characters take up 2-1/2 feet of space by 2-1/2 feet, so that up to four of these characters can fit into one square. Small breeds usually have a natural range of 0 feet, which means they cannot reach to the adjacent square. They have to enter the opponent's square to attack him at close range. This provokes an attack of opportunity from the opponent. Since they have no natural range, they do not threaten the square around them. Other creatures can move through the boxes without provoking an attack of opportunity. Small creatures usually can't flank enemies. Basic Speed Quality The next step is to choose the basic speed quality for your race. Some racial traits can increase speed or provide other types of movement, but these traits usually require normal speed quality as a prerequisite. You have the following options. The race has a base speed of 30 feet. Slow Speed (-1 RP) This race has a base speed of 20 feet. Quality Score Changer Ability The next step is to determine the quality of the ability score changer for your race. In many ways, choosing this quality is one of the most important choices when creating a new race, as it determines many of the original abilities of that race. With the exception of the quality of the human heritage modifier, when you select the race ability score changer, you can choose what ability score is modified for each member of that race. Only the quality of human heritage modifiers allows individual members to decide which ability scores are modified during character creation. Most quality ability score modifiers divide ability scores into two broad categories that each represent three of the six abilities: physical (Strength, Dexterity, and Constitution) and mental (Intelligence, Wisdom, and Charisma). With the exception of quality modifiers of human heritage, bonuses awarded for ability scores with one of these qualities are counted as racial bonuses for the purpose of qualifying for prerequisites of racial traits. Prerequisite: Advanced or terrible power level. Modifier: : Select a mental or physical ability score. Members of this race get a +2 bonus for all of these scores, a +4 bonus for one score of another, and a -2 penalty for one other ability score of another. Flexible modifier (2 RP) : Members of this competition get a +2 bonus for two ability scores. Greater Paragon Modifier (2 RP) : Members of this race get a bonus of +4 for one ability score, a -2 penalty for one physical ability score, and a -2 penalty for one mental ability score. Prerequisites for Greater Weakness (-3 RP) : mental or physical ability scores. Modifiers: Members of this race take a -4 penalty for one of these ability scores, a -2 penalty for another ability score, and a +2 bonus for two other ability scores. Human Heritage (0 (0) Prerequisite: Human subtype. Modifier: : Members of this race get +2 to score the single ability of your choice during character creation. Mixed Weakness Prerequisite (-2 RP) : Choose a mental or physical ability score. Modifiers: Members of this race get a +2 bonus for one score of that type of ability and a penalty -2 for scores of other abilities of that type. They also get a +2 bonus for one ability score of another type and a -4 penalty for scoring other abilities of another type. Paragon (1 RP) Modifiers: Members of this race get a +4 bonus for a single physical ability score, and a -2 penalty for all physical or all mental ability scores, the penalty applies to all mental ability scores, and vice versa. Special Prerequisites (1 RP) : Select a mental or physical ability score. Modifiers: Members of this race get a +2 bonus for two ability scores of the selected type, and a -2 penalty for one ability score of another. Standard modifier (0 RP) : Members of this race get a +2 bonus for one physical ability score, a +2 bonus for one mental ability score, and a -2 penalty for another. Weaknesses (-1 RP) Modifiers: Members of this race get a +2 bonus for one physical ability score, a +2 bonus for one mental ability score, and a -4 penalty for another type score. Language Quality The next step is to choose the quality of the race language. This quality determines the initial language and bonus language for the race. There are three options. In cases where the nature of language instructs you to choose a racial language, it is the racial language of the race (if any; feel free to create a new language for the race if you wish), Draconic (if it is a humanoid with a reptilian subtype), or, if the race is of an outer type (original), one of the planar languages (Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran) of the appropriate field. (Creatures tied to Abaddon can take Abyssal or Infernal as racial language.) If your race comes from underground, you can replace Common with Undercommon. See Linguistics for a list of languages. Construction races and the undead usually have the racial language of the race that created them. Members of this race begin with common plus their racial language (if any). In addition, members of this race with high Intelligence scores can learn any language they want (except Druidic and other secret languages). Standard members (0 RP) of this race begin with common plus their racial language (if any). Additionally, select up to seven languages (except for Druidic or other secret languages). Members of this race with a high Intelligence score can choose from one of these additional languages. Xenophobic (0 RP) Members of this race begin with their racial language only. Race without racial language cannot take this array. In addition, select up to four languages for Druidic or other secret languages), one language which should be Common (or Less akomon, if this breed is native to the underground area). Members of this race with a high Intelligence score can choose from one of these additional languages. Step 3: Racial Traits Once you choose all your racial qualities, you can then choose your racial traits with your remaining RP. Racial traits are divided into several categories: skill scores, defenses, achievements and skills, magical, movement, transgression, senses, weaknesses, and other racial traits. The number of racial traits you can buy from each category depends on the level of race strength you create—standard races can choose no more than three traits from each category, advanced races can choose no more than four traits of each category, and terrible races can choose no more than five traits from each category. In addition, the properties in each category are organized by type—standard, advanced, and terrible. Standard races can only choose the nature of the standard part of each category, advanced races can choose the nature of the standard or advanced sections, and terrible races can be selected from any section. Unless otherwise stated, all racial traits are exceptional abilities, and any racial trait can only be taken once. The following formats are used for all racial traits. Name (RP Cost) Each racial trait begins with its name. The RP amount of each cost of the properties is listed in parentheses directly after the name. For racial traits you can take more than once, this is the RP amount you pay each time you take the traits, unless otherwise stated in the Special line of trait description. Prerequisite: Some racial traits have prerequisites. Your race must meet any of the prerequisites listed in this entry before you can retrieve its nature. Some traits require a particular type or subtype, while others require you to take other racial traits or qualities before you take them. Benefits: These are benefits that racial traits to members of the race you create. Special: This includes additional facts about racial traits. The following racial Trait Score Changer adds a basic ability score changer selected in the quality of the ability score changer. Advanced Properties (Ability Score) Advanced Charisma (4 RP) Prerequisite: None. Benefits: Members of this race receive a +2 racial bonus for Charisma. Special: This bonus can be taken multiple times, but each time an extra is taken, the fee increases by 1 Rp. Stack of effects. Advanced Dexterity Prerequisite (4 RP): None. Benefits: Members of this race receive a +2 racial bonus for Dexterity. This bonus can be taken several times, but each time an extra is taken, the fee increases by 1 Rp. Stack of effects. Advanced Intelligence (4 RP) RP) Not. Benefits: Members of this race receive a +2 racial bonus for Intelligence. Special: This bonus can be taken multiple times, but each time an extra is taken, the fee increases by 1 Rp. Stack of effects. Advanced Strength Prerequisite (4 RP): None. Benefits: Members of this race receive a +2 racial bonus for Strength. Special: This bonus can be taken multiple times, but each time an extra is taken, the fee increases by 1 Rp. Stack of effects. Advanced Wisdom (4 RP) Prerequisite: None. Benefits: Members of this race receive a +2 racial bonus for Wisdom. Special: This bonus can be taken multiple times, but each time an extra is taken, the fee increases by 1 Rp. Stack of effects. Racial Traits The following racial traits add to the defense of race members. Standard Features (Defense) of Ancient Enemies (3 RP) Prerequisites: None. Benefits: Choose one type of monster or one subtype of the humanoid type. Members of this race get a +2 dodge bonus for air conditioning against that type of monster and a +2 racial bonus on combat maneuver checks made to wrestle that type of creature. Battle-Hardened Prerequisites (4 RP): None. Benefits: Members of this race get a +1 bonus to CMD. Bonds to Land (2 RP) Prerequisites: None. Benefits: Members of this race get a +2 dodge bonus to air conditioning when in certain types of terrain are selected from the ranger's preferred terrain list. This choice is made on character creation, and cannot be changed. Breeze-Kissed Prerequisites (4 RP) : Outsiders (original) with ties to Plane of Air or fey types. Benefits: Members of this race are surrounded by swirling winds, earning a +2 racial bonus for air conditioning against non-magical distance attacks. They can calm or update these winds as a quick action. Once per day, members of this race can channel this wind into a single gust, making a bull rush or attempt a maneuver of a battle trip against one creature within 30 feet. Doing so exhausts the ability of the wind-kissed user for 24 hours. It's a supernatural ability. Cat Luck Prerequisite (1 RP): This race has at least a +2 racial bonus for Dexterity. Benefits: Members of this race get the following



(+2 Stealth) 2 RP Movement Racial Traits Flight (50 ft., average) 8 RP Racial Trait Violation Bite 1 RP Claw 2 RP Natural attack (gore) 1 RP Senses Racial Traits Total 36 RP Gathlain These strange fey creatures have symbiotic relationships with ivy-like plants that serve as their wings. The relationship is so close, it is impossible to separate the fey from the plant. Gathlains are sometimes helpful, often mischievous, and come from deep primeval forests and forests, but are also prone to adventure and adventure. Type Fey 2 RP Size Small 0 RP Base Speed Normal 0 RP Ability Score Modifiers Standard (+2 Cha, -2 Con, +2 Dex) 0 RP Languages Standard 0 RP Racial Traits Racial Defense Racial Traits Racial Traits Abilities such as spells, lower (entangled, feather step) 2 RP Movement Racial Traits Flight (40 ft. poor) 6 RP Senses Racial Traits Total 12 RP Gno 0 RP Medium Size 0 RP Base Speed Normal 0 RP Ability Score Modifiers Flexible (+2 Str, +2 Con) 2 RP Xenophobic Language 0 RP Racial Nature Defense Racial Traits Feel Racial Traits Total 6 RP Kasatha Hunters and desert robbers, clans, four-armed kasatha guard their territory by means of lightning-fast raids and horrific attacks. As young adults, some members of this race roam the world for a whole year looking for adventures and treasures to bring back to their clans. A few rebels decided to set up their clan and spend their lives on an adventure. Humanoid Type (kasatha) 0 RP Medium Size 0 RP Normal Base Speed 0 RP Flexible Modifier Capability Score (+2 Dex, +2 Wis) 2 RP Language Standard 0 RP Racial Capability Defense Racial Nature Defensive training, larger 4 RP Desert runner 2 RP Feat and Skill Racial Traits Racial Traits Movement Racial Traits Jumper 2 RP Terrain stride (desert) 1 RP Other Racial Traits Multi-armed (4 arms) 8 RP Total 20 RP Lizardfolk Type Humanoid (reptile) 0 RP Medium Size Normal Speed 0 RP Ability Score Modifiers Flexible (+2 Str, +2 Con) 2 RP Xenophobic Language 0 RP Racial Nature Defense Racial Traits Movement Racial Traits Total Racial Traits 8 RP Ogre Type Humanoid (giant) 0 RP Large Size 7 RP Normal Base Speed 0 RP Paragon Modifier Score Ability (+4 Str, -2 Int, -2 Cha, -2 Wis) 1 RP Xenophobic Language 0 RP Racial Nature Advanced Constitution Change Score Score (+2) 4 RP Advanced Wisdom (+2) 4 RP Defense Racial Traits Improved natural armor (+1) 1 RP Natural armor 2 RP Offense Racial Traits Senses Racial Traits Darkvision 60 ft. 2 RP Low-light vision 1 RP Total 23 RP Trox Burrowers these large and terrible come from mountains and highlands, but are often enslaved to serve as a terrifying shock squad in marauding armies or as gladiatorialists Some trox gain their freedom and find work as bodyguards , or even adventurous. Monstrous Humanoid Type 3 RP Large Size 7 RP Normal Base Speed 0 RP Paragon Modifier Capability Score (+4 Str, -2 Int, -2 Wis, -2 Cha) 1 RP Languages Xenophobic 0 RP Ability Racial Ability Advanced Power Changer Score (+2) 4 RP Racial Attitude Movement Violations Racial Traits Feel Racial Traits Other Racial Traits Total 28 RP Wyrwood Wyrwoods original created centuries ago to serve witches as spies and emotions The fall of the witch appeared when he gave them freedom , which in addition to their cool and calculating intelligence touts the birth of a strange new breed. The Wyrwoods kill their former masters and steal the secrets of their own creations, which they guard with jealousy and strict control. Construct Type 20 RP Size Small 0 RP Base Speed Normal 0 RP Ability Score Modifiers Standard (+2 Dex, +2 Int, -2 Cha) 0 RP Languages Standard 0 RP Racial Traits Racial Senses Racial Traits 60 ft. — RP Low-light vision — RP Total 20 RP Wyvaran Thought to be a fusion of kobolds and wyverns, wyvarans sering ditemukan ditemukan kobold tribe, serve wyvern, or even live among the true dragons. Like wyvern, they are territorial creatures, but also have an acute sense of honor. Depending on how they are treated, wyvarans can be powerful allies or deadly enemies. Type Dragon 10 RP Size Medium 0 RP Base Speed Normal 0 RP Ability Score Standard Modifier (+2 Dex, -2 Int, +2 Wis) 0 RP Languages Standard 0 RP Racial Traits Movement Racial Traits Flight (30 ft., clumsy) 4 RP Offense Racial Traits Senses Racial Traits Darkvision 60 ft. — RP Low-light vision — RP Total 17 RP Section 15: Copyright Notice Pathfinder Roleplaying Game Advanced Race Guide © 2012 , Paizo Publishing, LLC; Writers: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor. Taylor.

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