

# **PATHFINDER**<sup>®</sup>

**ROLEPLAYING GAME**<sup>™</sup>

## **ADVANCED RACE GUIDE**

Sample

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ROLEPLAYING GAME™

## ADVANCED RACE GUIDE

### CREDITS

**Lead Designer:** Jason Bulmahn

**Designers:** Dennis Baker, Jesse Benner, Benjamin Bruck, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor

**Cover Artist:** Wayne Reynolds

**Interior Artists:** Dave Allsop, Alex Aparin, Yngvar Asplund, Rayph Beisner, Eric Belisle, Eric Braddock, Christopher Burdett, Anna Christenson, Jorge Fares, Sara Forlenza, Grafit, Paul Guzenko, Andrew Hou, Mathias Kollros, Emiliano Petrozzi, Steve Prescott, Dmitry Prosvirnin, Klaus Scherwinski and Luisa Preissler, Marc Simonetti, J. P. Targete, Ben Wootten, Kieran Yanner, and Ilker Serdar Yildiz

**Creative Director:** James Jacobs

**Managing Editor:** F. Wesley Schneider

**Development:** Jason Bulmahn, Stephen Radney-MacFarland, Patrick Renie, and Sean K Reynolds

**Editing:** Judy Bauer, Christopher Carey, Erik Mona, and James L. Sutter

**Editorial Assistance:** Rob McCreary and Mark Moreland

**Editorial Interns:** Meredith Kniest, Alexandra Schecterson, and Jerome Virnich

**Senior Art Director:** Sarah E. Robinson

**Graphic Designer:** Andrew Vallas

**Production Specialist:** Crystal Frasier

**Publisher:** Erik Mona

**Paizo CEO:** Lisa Stevens

**Vice President of Operations:** Jeffrey Alvarez

**Director of Sales:** Pierce Watters

**Finance Manager:** Christopher Self

**Staff Accountant:** Kunji Sedo

**Technical Director:** Vic Wertz

**Senior Software Developer:** Gary Teter

**Campaign Coordinator:** Mike Brock

**Website Team:** Ross Byers, Liz Courts, Lissa Guillet, and Chris Lambertz

**Warehouse Team:** Will Chase, Michael Kenway, Jeff Strand, and Kevin Underwood

**Customer Service Team:** Cosmo Eisele, Erik Keith, and Sara Marie Teter

**Special Thanks:** Ryan Dancy; Clark Peterson; the KublaCon Development Workshop—Dawn R. Fischer, Richard Flynn, Gabriel S. Garcia, Bruce Higa, Jennifer Krull, Daniel Langton, Nicholas Lundback, Sarah Lundback, Ian McNear, Jason Nelson-Wolfe, Anthony Perinoni, Richard Pratt, Ryan Rivers, Richard Tishler, and Michael Weller—and the proud participants of the open gaming movement.

This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you all for your time and effort.



Paizo Inc.  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
paizo.com

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# TABLE OF CONTENTS

<b>INTRODUCTION</b>	<b>4</b>	Goblins	114
		Hobgoblins	120
<b>CHAPTER 1: CORE RACES</b>	<b>6</b>	Ifrits	126
<b>Dwarves</b>	10	Kobolds	132
Dwarf Racial Traits	10	Orcs	138
Alternate Racial Rules	11	Oreads	144
Racial Archetypes	13	Ratfolk	150
New Racial Rules	17	Sylphs	156
<b>Elves</b>	20	Tengus	162
Elf Racial Traits	20	Tieflings	168
Alternate Racial Rules	22	Undines	174
Racial Archetypes	24		
New Racial Rules	26	<b>CHAPTER 3: UNCOMMON RACES</b>	<b>180</b>
<b>Gnomes</b>	30	Changelings	184
Gnome Racial Traits	30	Duergar	186
Alternate Racial Rules	32	Gillmen	188
Racial Archetypes	34	Griplis	190
New Racial Rules	36	Kitsune	192
<b>Half-Elves</b>	40	Merfolk	194
Half-Elf Racial Traits	40	Nagaji	196
Alternate Racial Rules	42	Samsarans	198
Racial Archetypes	43	Strix	200
New Racial Rules	46	Sulis	202
<b>Half-Orcs</b>	50	Svirfneblin	204
Half-Orc Racial Traits	50	Vanaras	206
Alternate Racial Rules	52	Vishkanyas	208
Racial Archetypes	53	Wayangs	210
New Racial Rules	56		
<b>Halflings</b>	60	<b>CHAPTER 4: RACE BUILDER</b>	<b>212</b>
Halfling Racial Traits	60	Race Examples	214
Alternate Racial Rules	61	Creating a New Race	214
Racial Archetypes	63	Step 1: Concept	214
New Racial Rules	65	Step 2: Racial Qualities	215
<b>Humans</b>	70	Step 3: Racial Traits	220
Human Racial Traits	70	Core Race Examples	239
Alternate Racial Rules	71	Expanded Race Examples	241
Racial Archetypes & Bloodlines	73		
New Racial Rules	76	Appendix 1: Age	248
		Appendix 2: Height and Weight	250
<b>CHAPTER 2: FEATURED RACES</b>	<b>80</b>	Appendix 3: Spells	251
Aasimars	84		
Catfolk	90	<b>INDEX</b>	<b>253</b>
Dhampirs	96		
Drow	102	<b>OPEN GAME LICENSE</b>	<b>255</b>
Fetchlings	108		



## INTRODUCTION

In fantasy roleplaying games, race is fundamental. It both provides a starting point for character creation and sets the tone for a character as it progresses.

Race in the Pathfinder Roleplaying Game mixes biology and culture, then translates those concepts into racial traits. Yet since both biology and culture are mutable—especially when one considers the powerful forces of magic—racial traits can be so diverse that two elves can be extremely different while still manifesting aspects of their shared heritage and culture. A race's traits, its history, its relations with other races, and the culture that all of these things imply—all of these frame your character.

This is true whether you play to or against the stereotypes. A savage and bloodthirsty half-orc who lives only for battle is fun to play, but so is a stern and conflicted half-orc paladin constantly struggling to keep her bloodlust in check. Both fit comfortably within the theme of half-orc, but come off as very different characters around the game table. The *Advanced Race*

*Guide* allows for both typical members of a race and the interesting outliers that many players love to portray. In purely mechanical terms, it provides a wealth of new game material for the Pathfinder RPG's playable races, many available only to specific races in order to showcase those aspects that make the races unique.

But the *Advanced Race Guide* is more than that. While the Pathfinder RPG has always featured a variety of races for players to roleplay, this book alone offers 36 different playable races, not counting subraces, and this is merely a starting point. Virtually all worlds and campaign settings include open environmental and cultural niches that could be filled by new races and cultures uniquely tailored to them. Thus, this book also presents the race builder—a system that enables you to create brand-new races for your campaign worlds. These new rules allow you to make an unlimited number of new races, both equivalent in power to the races already in the game or more powerful if you want to experiment with dangerously exotic new characters.

You hold in your hands a toolbox—a lexicon of the various cultures and people who become heroes in the world of Pathfinder, as well as everything you need to create your own. Take your game someplace new, or return to the old classics and see them as you've never seen them before.

## NAVIGATING THIS BOOK

This book is organized a little differently than other Pathfinder RPG supplements. Typically, a book like this is divided into separate chapters on classes, feats, equipment, spells, and magic items. But since the main theme of this book is race, most chapters instead present a number of races, with each race's entry containing new alternate racial traits, favored class rewards, archetypes, feats, equipment, magic items, spells, and more. Chapter 4 presents the exciting new race builder rules, and at the end of the book you'll find a table to aid you in quickly locating the various spells presented in this book, along with a standard index that includes feats and magic items.

**Chapter 1—Core Races:** This chapter reintroduces the core races of the Pathfinder RPG. Each section of this chapter presents one of the seven core races—dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans—reprinting and expanding upon the information about those races found in the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG Advanced Player's Guide*. Here you'll find all the background material for each of these races and the standard racial traits, as well as a number of alternative racial traits and favored class rewards.

Furthermore, each of the core races takes the idea of alternate racial traits a step further by presenting a number of subraces for those races. These subraces bundle a group of alternate class features together into thematic categories that provide new takes on the existing core races. From imperious humans to arctic elves to gear gnomes, each subrace gives players a chance to play a core race in a way that's completely out of the ordinary.

But races are not all about racial traits and favored class rewards. Each of the core races comes from a vibrant culture with its own history, norms, and adventuring outlooks. To represent this, each race's entry presents a number of new character options, such as race-specific archetypes, adventuring equipment, feats, magic items, and spells.

**Chapter 2—Featured Races:** Following the detailed information on the core races, Chapter 2 provides a selection of 15 featured races. From the celestial aasimar to the fiendish tiefling, and from the feathery and mischievous tengu to the shadowy and spiteful drow, featured races are those peoples just beyond the core races in their exoticism, who despite their relative rarity

are still likely familiar faces for adventuring groups. As in Chapter 1, each of these entries presents information on the race's culture, society, interactions with other races, and how the race fits into Pathfinder's cosmology. Each section details a number of alternate racial traits, favored class rewards, archetypes, feats, equipment, magic items, and spells designed specifically for those players interested in creating such characters.

**Chapter 3—Uncommon Races:** Some races are so rare as to seem strange and monstrous to many of the core races, yet that doesn't mean they can't make for fun and exciting characters. Many of them, like the griplis, rarely leave their isolated homes, while others, like the kitsune, nagaji, and samsarans, may be more common in far-off lands, but are rare and wondrous in a baseline campaign. While the entries for the uncommon races are shorter than those of either the core or featured races, they provide a number of new options for those who want to play a truly exotic race. Each of the 14 uncommon race entries presented here feature a handful of alternate racial traits and favored class rewards; a single archetype; and a mix of feats, equipment, magic items, and spells.

**Chapter 4—Race Builder:** The last chapter of this book introduces a new race-creation system that was extensively playtested by the gaming community at [paizo.com](http://paizo.com). This race builder allows you to mix and match new and existing racial traits using a Race Point system to create new playable races for your campaign. This system is not merely a matrix of costs and values, but also an essential tool for crafting your race's story and finding its niche within your game world. In this chapter you'll find the point costs for the racial abilities and traits of the races described in the other chapters of the *Advanced Race Guide*—these examples are there to provide you with benchmarks for your own race creation. Use them to make sure your new races are balanced, or treat them as a foundation from which you can build more powerful versions of existing races by increasing the Race Point value and adding new and appropriately themed racial traits. This is especially useful if you want to create the possibility of more monstrous races coexisting with standard races—you can create supercharged versions of dwarves, elves, halflings, and other core races, with each variant roughly balanced against the others, thus providing a high-powered but roughly even playing field.

Lastly, a few examples of new and monstrous races are presented throughout the chapter, allowing you to insert even more racial diversity into your Pathfinder game without having to build a new race from whole cloth. Incorporate them as presented, or pick them apart and rebuild them yourself. You have the tools now—the possibilities are endless.



# **1** CORE RACES