

The
Imperial
Age



FANTASTICAL
RACES

From its inception, the *Imperial Age* line has been intended as a toolkit, or rather a smorgasbord of options so that you could take what you liked and leave out what you didn't. After releasing rules for magick and steam, we realized that some of you might want to bring in races from your favourite fantasy roleplaying game (and if you're playing *The Imperial Age*, then we have a pretty good idea what that is!). Toward that end, *The Imperial Age: Fantastical Races* adapts classic and not-so-classic fantasy races into the Victorian era.

Perhaps no *Imperial Age* supplement embodies the toolkit approach more than *Fantastical Races*. As the Game Master, you have a number of decisions to make when incorporating this product into your campaign. You will have to determine which races exist, how they came to exist, and how they fit into your Victorian world. Hopefully, we'll be able to give you enough guidance along the way to make these decisions fast and enjoyable.

THE DEFAULT SETTING

The default assumption for *Fantastical Races* is that Fantasy Races have always existed throughout recorded history, as most classic fantasy RPG settings follow this model. The human race is a relatively recent development, but humanity quickly spreads and dominates the globe. As it did so, the other races were pushed to the fringes of civilization or forced to assimilate into human cultures.

Prior to the ascendance of humanity, elves, dragons, dwarves and other elder races had large empires before "the Great Cataclysm." This apocalypse caused widespread destruction, destroying these ancient cultures and reshaping the world. The remnants of these elder races, now weakened, struggled for survival alongside newer races that arose after the Great Cataclysm.



**Fantastical
Races**
by
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For the sake of convenience, overall human history remains intact and progressed much as it did in the real world so that the Imperial Age geographically looks much the same as the historical Imperial Age. The beginning of each racial entry includes an extract from the fictional English naturalist Sir Tristan Mayweather's book, *The Races of Earth: a Survey* (1880).

A PLETHORA OF RACES

It can be a bit intimidating at first when flipping through this product. Many races are available and most have their own paragon classes. Before panic sets in, however, let us reassure you that *Fantastical Races* follows the "options, not limitations" school of thought. We've assumed that you won't be using every single race (although you could if you wanted to), but merely select those that you want to use.

The first section of races, "**A Survey of the Fantastical Races,**" includes the standard spread of races for the default setting. Most, if not all, of the races in this section should be familiar to anyone with passing experience of fantasy roleplaying games. That said you need not use all of these races if you don't want to. If you don't want goblins or halflings in your game, simply ignore them.

The second section, "**The Exotic and the Powerful,**" is even more optional. Many of these races have level adjustments or are rare in fantasy campaigns. Some are more easily incorporated than others; a half-dwarf would fit seamlessly in a campaign that already includes half-elves and half-orcs, while ogres would require you to consider level adjustments.

CUSTOMIZING FANTASTICAL RACES

While *Fantastical Races* uses the classic approach, there are still many things you'll need to consider when using Fantastical Races in your campaign. Do you wish for your races to maintain their "classic" appearance or do you want fin-eared dwarves and copper-skinned elves? Do all of the races share the same lifespan, or do different races mature and age at different rates? Is it possible for the races to interbreed or are they separate species?

The sections below are designed to guide you through such questions. Remember that familiarity and consistency are assets. If your players are used to a particular presentation of a gnome, then it will be easiest for you to simply use that presentation.

APPEARANCE

When adapting fantasy races for the Imperial Age, I deliberately stayed away from describing physical features unless the race was only found in a particular geographic area or had physical features that would be more or less uniform no matter where they settled. Stating that all elves have pale skin and golden hair might sound fine if you're running a campaign in a fantasy version of medieval north-western Europe, but sounds very out of place for elves that have lived along the Congo or Mississippi Rivers for thousands of years.

However, it's your game. If you decide that all halflings look like East Asians, go for it. This is especially true if you decide that a race is only found in a particular geographic area. If all orcs come from the Great Thar Desert, then they'll likely look like South Asians. On the other hand, especially for long-lived races like elves and gnomes, you may decide that there weren't enough generations to justify an evolutionary change of characteristics and that all elves resemble Persians, no matter how long their ancestors have lived in France, Japan, and Argentina.

On a related note, *Fantastical Races* has kept the races as classic as possible. Dwarves, elves, and half-orcs look as most players and GMs would recognize. That said, instead of selecting from the cosmetic differences portrayed in various media (do elves have short or long pointed ears? Do orcs have tusks?), you may wish to move your races even further away from their classic appearances. Perhaps your dwarves are clean-shaven and your elves have a golden skin. Perhaps your goblins come from the desert and have large dorsal fins. Perhaps your aquatic elves have green hair and silver-blue scales. It's your world; customise your races as you will.

WHY A DEFAULT SETTING?

We began this project with the goal of making *Fantastical Races* a generic toolkit. As Game Master, it is up to you to use as much or little of the material contained herein as you see fit. As a book of options, it may seem contradictory to present a default setting.

However, as the project developed we realized that a lightly detailed default setting helped tie the book together as well as establish a baseline for using the book as we felt most GMs would, adding a classic mix to their Imperial Age campaigns. The classic approach is also useful to long-time players that want to play traditional versions of their favourite Fantastical Races. In short, we took the path of least resistance to keep the setting familiar, rather than make jarring changes.

That said, Sir Tristan's excerpts are written in italics and easily ignored if you are using a different approach. The rest of the entries are written as generically as possible. Occasionally elements from the default setting slip in, but like Sir Tristan's excerpts they are also easily ignored.

LIFESPAN

A race's lifespan is a huge consideration in an Imperial Age campaign. If Queen Elizabeth was an elf, she might still be on the throne today (and perhaps Scotland might still be an independent nation or incorporated into Great Britain at a much later time). The same gnomish inventor that assisted Thomas Edison with the light bulb might have helped Benjamin Franklin discover that lightning was electricity (or, if Benjamin Franklin was a gnome, he might have lived long enough to invent the light bulb himself).

As these two examples show, the Imperial Age could be a very different place if you incorporate long-lived Fantastical Races, especially if you choose to change the race of famous historical characters. This could be a lot of work for you and may also confuse some players, making it difficult to get into a historical mindset. Unless you are willing to put in the work and deal with the consequences, you may wish to consider the following options.

First, you may rule that all famous historical characters were human. While this may seem unrealistic, it neatly sidesteps the problem and will seem much more palatable if other races are rare. Also, if your world includes magick, engines, or other anachronistic technologies, you may wish to make racial historical figures in those categories. Having Elwindalia the elven hermetic disciple develop the necromancy school in 1451 and add a new type of *flame strike* to the evocation school in 1680 will not harm your timeline.

Second, and perhaps more obviously, you can lower (or raise) age limits to roughly correspond with humanity. To pick on old Ben Franklin again, he lived to the ripe old age of 84 and had a flirtatious reputation. It would be quite easy to develop him into an elf that was a bit more youthful looking throughout his middle ages.

Third, you could use an elastic approach. Most players aren't history majors and, although Imperial Age players are likely to have a greater interest in history, will not notice subtle changes. Perhaps the elven Ben Franklin did live a few more decades. He might have even been President (and later Governor) of Pennsylvania for a few more terms, replacing historical figures unfamiliar to your players. Perhaps Alexander Graham Bell is a gnome, but he only succeeded with the same inventions that the historical Bell did. Your players may not even care if Ben Franklin invented the light bulb with his partner Tom Edison, and the old revolutionary is now in London hawking their wares.

THE SHOCK OF LONGEVITY

In many fantasy roleplaying game settings, the player does not have a good grasp of the history of the world. You may have crafted a long and colourful history of the world of Fictionia, but to the player they are just unfamiliar nations and wars. Technology may not have changed much over long periods of time, with elves and orcs using the same arms and armour in a thousand-year-old war that the PCs carry today. Conceptually, the player would portray a two hundred year old first level elven wizard no differently than he would an eighteen year old human one. It feels the same to him.

In the Imperial Age, however, the weight of history falls squarely on their shoulders. Assuming your players stayed awake during history classes, playing a character that spent her youth supporting the American and French Revolutions will certainly feel different than playing one born in 1862. This provides excellent roleplaying fodder and seeds for future adventures. The PC may have encountered and/or befriended a few notable and now deceased personalities along the way. Some characters, both player and game master, may have trouble letting go of past troubles and inflict them on their enemy's descendants.

INTIMATE RELATIONS

One of the questions you must consider when adding new races to your campaign is whether these other sentient beings are actually subspecies or species. The primary distinction is whether members of each race can produce fertile offspring together. Thus, if an elf and human mate and produce a fertile half-elf, then elves and humans are two subspecies within the same species. If they cannot (or if the half-elf is infertile), then elves and humans would be considered separate species. Other examples in the animal world include cats and dogs. Each has many different-looking subspecies, but they can interbreed and produce fertile mixed offspring.

Whether or not the offspring is fertile, if shared offspring exist then you must determine what traits they possess. Generally, there are two possibilities: either the child completely favours one parent (e.g.

ONE HAPPY FAMILY

One interesting option is that there's been so much intermingling in a particular nation or campaign world that a child could have traits of any race (for example, an elf and human could have a halfling child). In this case, racial prejudice is much less likely to exist and it allows for interesting familial ties. If you do choose this option, however, it's best not to muck it up with hybrid races (although, as always, it's your call).

the child of a human and a dwarf is either a human or dwarf) or the child blends traits from both (e.g. the child of a human and a dwarf is a half-dwarf). If the child completely favours one parent, then you will need to determine whether one race dominates (the child of a human and an elf is always human) or whether the child could favour either parent. It could also be possible that the child of a human and an elf could be a human, elf, or half-elf. Even if a child favours one parent racially, she may blend cosmetic traits. The elven daughter of a human mother, for example, may still look a lot like her mother.

If the offspring of two races is a hybrid (e.g. half-elf, half-orc), then you must also decide if the offspring is infertile, fertile only with one or both of the parent species, or fertile with others of its type. In the latter case, hybrids may form their own societies. You should also determine how many generations of true breeding with a parent race will purge (or at least bury) the other heritage.

LANGUAGE

Although it is a common fantasy trope, the Fantastical Races are presented without racial languages. This is because there are many possible ways to include Fantastical Races within an *Imperial Age* campaign, and any list of languages would be arbitrary. In a truly integrated racial setting, the average elf would speak the language from where he was born (most likely English in a standard *Imperial Age* campaign). In campaigns where elves keep a separate culture or subculture it is far more likely that they would have their own language.

Unless you are considering full integration (either the races have long been intermingled or the races evolved from man), then a good rule of thumb is to allow all races to be proficient in their cultural language as well as the main campaign language. Thus, a dwarven Londoner would be fluent in dwarvish and English.

In the default setting, racial languages are further divided by geography. Scandinavian dwarves (of all variations) speak Scandinavian Dwarvish, while Himalayan dwarves speak Himalayan Dwarvish. Each is about as similar as Tibetan would be to Swedish (in other words, none). These regional languages share common pronunciation, as well as some rules of grammar and shared words, with local human languages. A Norwegian dwarf, for example, might have a Danish or Swedish accent when speaking dwarvish, while a Romanian dwarf sounds Slavic.

CREATING A FANTASTICAL RACE CHARACTER

A character of a race other than human utilizes the same core rules that human characters do with the following modifications:

1. Characters of a race other than human receive one less feat at first level.
2. Characters of a race other than human receive four less skill points at first level and one less skill point each level thereafter. This does not include racial paragon classes given in this product, as they have been adjusted for Fantastical Races.

ADDING F/X TO FANTASTICAL RACES

Unless you are running an atypical *Imperial Age* campaign, it can be safely assumed that you will wish to add F/X elements to your Fantastical Races. While the core book provides rules on magic (arcane and divine) and psionics, certain *Imperial Age* products provide their own spin (information on incorporating these products is given in the Racial Paragon chapter).

If you wish for your *Imperial Age* campaign to have more of a fantasy feel, then the F/X in the core rules is sufficient (you may even allow characters to learn spells at 1st level, rather than the default 4th level). If, however, you wish for your campaign to feel more “Victorian,” then the appropriate *Imperial Age* products should be applied. You can, of course, mix and match, as every *Imperial Age* product is modular by design.

A NOTE ABOUT SKILLS

Various *Imperial Age* products have introduced a few new skills: Craft (engines), Craft (rune), Fantastic Science, and Knowledge (Fantastic Engines). These skills have been integrated into this product for convenience. Most of these skills can be ignored if you aren't using them, as the new rules in this product are balanced without them. Craft (engines) is a special case. If you do not have *Engines*, replace Craft (engines) with Craft (electrical) and Craft (mechanical).

A SURVEY OF THE FANTASTICAL RACES

The following are a number of Fantastical Races that are designed to accommodate the classic default setting. As such, passages from Sir Tristan Mayweather's work are included to illustrate where these races fit in the default setting.

Some races have variations. These are related races or cultures that have been used in fantasy settings. Many of these, such as the wood elf and the mountain dwarf, should be familiar to fantasy gamers. You are free to add these as distinct races, ignore them, or even substitute them for the default race (perhaps all elves in your campaign are aquatic elves). It is also possible to use the cultural notes and discard the mechanics (e.g. a grey elf and a wood elf have very different cultures, but mechanically they could both use the "elf" statistics rather than their own).

As noted above, you need not use every race in this section even if you are using the default setting. Some GMs may wish to stick with the "classic spread" (dwarf, elf, gnome, half-elf, half-orc, and halfling), while others may wish to eliminate all half-breeds.

DWARVES

The dwarves are an ancient and proud race that stands tall in spite of their short stature. Retreating into their mountain homes during the Great Cataclysm, the dwarves carved enormous civilizations deep within the rock. As humanity prospered, the dwarves shared in that prosperity, trading valuable minerals in return for the bounty of the surface world. It is said that dwarven engineers oversaw the construction of the Great Pyramids in Egypt, the Parthenon in Athens, and the Coliseum in Rome. Eventually, many dwarves began to establish themselves in the cities of the surface world and are now a common sight on urban streets.

Still, the ancient cities of the dwarves continue to prosper, bringing minerals such as precious aluminium into the hands of eager engineers. Most European dwarves trace their descent from the venerable cities Dvarheim in Norway, Altzvergarstadt in the Alps, and Chthonia in the Balkans. Other significant dwarven societies exist in the Himalayans, the mountainous isles of Japan, and the Andes.

Dwarves take great offense at the idea that working with one's hands is beneath the nobility. As such, no dwarf would willingly choose to be a



member of the upper class (although there are quite a few dwarven gentlemen) and scoff at the notion of hiring others to do work that they could do themselves. Those dwarves that choose a noble lifestyle are seen as soft and lazy by other dwarves. Unsurprisingly, this attitude leads many urban dwarves to support communist and anarchist causes.

Dwarves are short and stocky, standing between four and four and a half feet tall. Solidly built, the average dwarf weighs about as much as the average human. Male dwarves have traditionally sported long beards that were often braided, but this practice has been scaled back as dwarves integrate into industrial society. Extremely long beards can be hazardous around gears and steam so many “modern” dwarves trim their beards back to a still-respectable but more practical length. No dwarf would be caught clean-shaven (indeed, it is considered a grave punishment for a dwarven criminal to be shorn of his beard).

Traditionally, dwarves are found in hills and mountains, creating homes within the safety of the rock. As a result, they tend to be excellent miners and construction engineers. Dwarves also have a strong sense of practicality. They are not innovators, preferring to stick with tried-and-true methods, although they are quick to adopt new inventions from others. The Industrial Age has been a boon to dwarven workers, providing them with new tools and technologies.

Dwarves integrated in modern society tend to become engineers and are highly prized due to their intense work ethic. Unfortunately, this also makes it difficult for them to work side-by-side with members of other races, as dwarves have a hard time slowing down to keep pace with others’ “lazy” work ethic. As a result, dwarves tend to belong to construction teams exclusively made up of dwarves.

The dwarves’ hardy constitution and strong work ethic make them excellent soldiers. While not quite as fast as other races, dwarves can carry heavy loads long distances. As a result, dwarven units are always well-supplied.

Size: Medium. Dwarves have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Constitution, –2 Charisma.

Base Speed: 20 feet. Dwarves can move at this speed even when wearing medium or heavy armour or when carrying a medium and heavy load (unlike other creatures, whose speed is reduced in such situations).

Special Combat Bonuses: Dwarves gain a +1 species bonus on attack rolls against bugbears, goblins, orcs, and other goblinoids. Dwarves also gain a +4 dodge bonus to Defence against creatures of giants (including giants, trolls, and ogres). If a Dwarf loses his positive Dexterity bonus to Defence (such as when flat-footed), this dodge bonus is lost.

Stability: Dwarves gain a +4 species bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Dwarves can function with no light at all.

Saving Throw Bonuses: Dwarves are highly resistant to toxins and innately resistant to magic. They gain a +2 species bonus on saving throws against poisons, spells, and spell-like abilities.

Skill Bonuses: Dwarves gain a +2 species bonus on Search checks to notice unusual stonework, new construction, unsafe surfaces, ceilings, and the like. A Dwarf who merely passes within 10 feet of such exceptional construction can, as a free action, make a Search check (DC 15) as though he were actively searching for such. Dwarves are naturally skilled mechanics and engineers. They gain a +2 species bonus on Craft (engine), Craft (rune), Craft (structural), and Repair checks.

VARIATIONS

DEEP DWARVES

Deep dwarves are of almost mythic stature; with the exception of other dwarves, precious few can recall ever meeting one. Deep dwarves live closer to the mantle than almost any other race, the constant heat of which has darkened their skin. Tradition holds that the deep dwarves are the first of their race, but some naturalists believe it is the other way around.

While legends would have it that the deep dwarves run a kingdom that spans most of the world deep underground, deep dwarves scoff at the notion. They live in small, tightly knit communities with numerous defences against attack. As a dwarven naturalist once told me, there are far worse things than dwarves living beneath the surface.

Deep dwarves live deep underground and have a harder time integrating into “surface” society. Deep dwarves tend to be leaner than the hill-dwelling variety and have a reddish or copper tinge to their skin. They are also very aloof and slightly xenophobic of other races. In campaigns where they co-exist with other dwarves, deep dwarves will often use their cousins as intermediaries for trade. In campaigns where deep dwarves are the only type of dwarf, characters of other

racers will have to go through a great deal of trouble to contact and negotiate with them.

Deep dwarves use the same traits as standard dwarves, with the following additional traits:

Racial bonus on saves against spells and spell-like abilities increases to +3.

Racial bonus on Fortitude saves against poisons increases to +3.

Darkvision out to 90 feet.

Light Sensitivity: Deep dwarves are dazzled in bright sunlight or within the radius of a *daylight* spell.

MOUNTAIN DWARVES

Slightly taller than their cousins, mountain dwarves present a curious anomaly in evolution. As they tend to live deeper within mountain ranges, one would expect that they be shorter than their hill-dwelling kin. However, the average mountain dwarf stands half a foot taller than their kin.

From the time of the Roman Empire through the Dark Ages, it was believed that mountain dwarves could only be found in the Scandinavian Mountains. Around the turn of the millennium, however, dwarven Vikings discovered ancient dwarf tunnels in the mountains of Greenland. They soon discovered that these were the ruins of Hyperborea, another pre-Cataclysm civilization and home to many dwarves. For some reason still unknown, Hyperborean dwarves fled their tunnels and left them abandoned.

Spanish explorers would discover another group of mountain dwarves within the Andes Mountains of South America. It is believed that these dwarves also emigrated from Hyperborea, although they are more influenced by, or perhaps the progenitors of, Incan civilization.

Mountain dwarves live deeper underground than standard dwarves but not as deeply as their deep dwarf cousins. Mountain dwarves stand a little taller than standard dwarves (they average four and a half feet).

Mountain dwarves share the same traits as standard dwarves.

ELVES

Elves occupy a peculiar place in modern society. Beautiful and graceful, elves represent the epitome of upper class nobility. It is somewhat surprising, then, that most elves chose to keep a discreet distance from society. While it is not polite to mention it, the elves are a dying race; for the last several centuries elven deaths have outpaced elven births. It is, therefore, perhaps too much for an elf to marry into a human family, only to watch as her children and grandchildren grow old and die before she does. Indeed, many older elves can recall the coronation of the Virgin Queen, and the most ancient recall the coronation of Richard the Lionhearted.

It wasn't always so. Before the dawn of man, elves ruled the great kingdoms of Atlantis, Lemuria, and Lyonesse. All were destroyed in the Great Cataclysm, leaving only the hardier, colonial elves to carry on. Some of these elves organized and ruled the earliest societies of man, but man proved a stubborn race and was not above murder to restructure society. Most elven societies were content to retreat into the wilderness, but even they were forced to deal with man eventually. Few purely elven communities remain; the largest are in Madagascar and the Amazon Jungle.

Country folk tend to treat their elven neighbours as country squires. Indeed, rural elves that attend a society function are



treated as such no matter what their lineage. Elves scoff at social conventions, usually because they've lived through so many iterations that they no longer bother to keep up. Elves are usually a generation or more behind in fashion and it is considered impolite to compare them to the attire of servants. While the walking stick is gaining popularity with younger elves, most elves still carry a rapier at their side.

Elves are a slim, graceful, and attractive race. They often follow (or inspire) the cultural trends of their human neighbours, which only enhances their beauty. As a whole, elves are slightly shorter than humans (four and a half to five and a half feet tall) and have pointed ears. Elves also lack the ability to grow body or facial hair. In the past, elves have grown out their hair into long, luxurious manes, but in modern society elves often follow human trends (although tying one's hair back is still preferable to some elves than getting a short hair cut).

Traditionally, elves have lived with nature rather than against it. Elves prefer the woodlands, building aesthetically pleasing buildings that often blend into their surroundings. One could literally walk into an elven village before he realized it was there. Elves prefer to use organic materials that can be regrown rather than pillage from the earth (which is a sticking point with dwarves, whom elves see as slowly destroying the world).

Elves integrated in modern society tend to be drawn to artistic endeavours. Many elves can be found teaching in universities, performance art, and in magical societies. Due to their pleasing appearance and artistic tastes, elves tend to occupy the upper levels of society. In particular, middle class gentlemen often find taking an elven bride to be as desirable as "marrying up," no matter what the actual social benefit, if any, is to be had.

Size: Medium. Elves have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, -2 Constitution.

Base Speed: 30 feet.

Low-Light Vision: Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Spell Immunities: Elves are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

Skill Bonuses: Elves gain a +2 species bonus on Listen, Search, and Spot checks. An elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.

ELVEN SIZE

The world's most popular roleplaying game has always treated elves as shorter than humans. However, other fantasy settings (including the works of J.R.R. Tolkien, which is a primary influence on elves in RPGs) portray elves as the same average height as humanity. As always, it is up to you, as the GM, to decide what works best in your campaign.

A similar argument exists for elven ears. While this is largely due to the style of a particular artist, some elves are portrayed as having only slightly pointed ears while others (especially anime-influenced art) portray elves as having extremely large pointed ears. Again, this is a matter of taste and should be decided upon by you.

ELVEN WEAPON SELECTION IN THE IMPERIAL AGE

The classic fantasy elf is proficient in archery and balanced blades, such as longswords and rapiers. While these types of weapons are all available and used in the Imperial Age, the question of technological advancement may arise. Should elf paragons be allowed to expand their weapon focus to include modern weapons?

For melee weapons, this is easily resolved. Expanding the list to include the katana and sword cane will hardly affect game balance; for that reason, those weapons are already included. The question becomes more complex with ranged weapons. Allowing elf paragons to include firearms enormously expands their options.

Initially, elves frowned upon firearms. They were noisy, inaccurate, and belched smoke. That opinion is slowly changing with the introduction of accurate modern firearms. You may wish to allow elf paragons to select either low calibre weapons or rifles of all types for weapon focus.

In a fantastic engines (steampunk) campaign, there would be little problem introducing the more effective compound bow a century early. With its cables and pulleys, a compound bow looks sufficiently "steampunk." While the necessary aluminium was scarce and expensive during the actual Imperial Age, it can be more easily mined by dwarves or other underground races in an Imperial Age using Fantastical Races.

VARIATIONS

AQUATIC ELF

The aquatic, or Atlantean, elf is a variation evolved through magic rather than time. When the great continent fell into the sea, elven sorcerers adapted many of their people to survive it. Some even argued that the transition was inevitable, pointing to the whales, dolphins, and seals, as mammals returning to the sea.

Aquatic elves have little contact with society due to their discomfort out of water. Aquatic elf ambassadors generally use magick to allow themselves to breathe in the air for long periods of time, but they constantly hydrate themselves for fear of drying out. Unlike the graceful gait of their cousins, the aquatic elf is clumsy on land, as if he had heavy weights pulling him down. He also has a tendency to glance all about him, including above and below, doubtless due to all directions normally being available and a concern to him.

While most elves escaped their sinking lands in the Great Cataclysm, some used magick to adapt to the conditions. Aquatic elves look like their land-breathing cousins except for gills on their neck and webbed fingers and toes. Most aquatic elves keep their hair short, as it is easier to swim. Aquatic elves tend to get along with most other races, as there is little competition. Shipping magnates eagerly trade surface goods for the bounty of the sea, which is more easily culled by the water-breathing elves.

Aquatic elves use the same traits as standard elves, with the following additional traits:

+2 Dexterity, -2 Intelligence. These adjustments replace the high elf's ability score adjustments.

An aquatic elf has the aquatic subtype.

An aquatic elf has a swim speed of 40 feet.

Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).

Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf's low-light vision.

AQUATIC RACES

Aquatic elves have been a part of the world's most popular roleplaying game for decades and are thus included here. That said there is no reason why you can't have aquatic versions of dwarves, goblins, halflings, orcs or any other race. Simply add the aquatic subtype, gills, and a swim speed of +10 its normal speed and you can make any race aquatic. You can also change the ability score bonus to dexterity if desired. If you're using racial paragon classes, add the aquatic elf paragon's amphibious class feature to the first level of the appropriate racial paragon (replacing another class feature to maintain balance).

GREY ELF

Only recently have English naturalists drawn a distinction between standard elves and their grey kin. Previously, elves that have acclimated themselves into society were seen as aberrations or perhaps an evolution. This was in no doubt due to the dearth of grey elf stock in the British Isles. In Madagascar and the Amazon, however, a distinct aristocratic caste of elves has existed for millennia.

Grey elves stand taller than their common cousins and have a distinctive appearance. In Madagascar, for example, all elves share characteristics of South Africans. Grey elves, however, also share characteristics of the Dravidian culture and have somewhat lighter skin. In Amazonia, the situation is reversed. Common elves are lighter skinned, while it is the grey elf that has darker skin.

The elves claim that grey elves were the ruling caste of Lemuria and most naturalists agree. Thus, most grey elves refer to themselves as Lemurians and each claims descent from one of the Great Houses of Lemuria. Currently, the Lemurian Society has a club on Pall Mall; proof of breeding is required.

Grey elves have an aristocratic air about them. They tend to be taller than standard elves (by half a foot) and are sticklers on social etiquette. Aloof and arrogant, grey elves populate the upper class (a gentlemen grey elf is something "lesser") and, if in large enough numbers, control it. If you wish to accentuate the upper class nature of elves in your campaign, then use the grey elf as the standard.

Grey elves use the same traits as standard elves, with the following additional traits:

+2 Intelligence, -2 Strength.

WILD ELF

Naturalists disagree as to whether wild elves are a distinct variation at all or merely a cultural differentiation. Civilized elves vehemently disagree, claiming that wild elves diverged from the rest of their kin by adopting a savage lifestyle when the great elven kingdoms were destroyed in the Great Cataclysm. While many brush this off as mere prejudice, the feeling amongst wild elves is mutual.

The primal nature of the wild elf has led some naturalists to conclude that they are the first race of elves and that the others descended from them. In this sense, the wild elf is the “purest” form of elf. In any case, wild elves are more practical and plain spoken than their civilized cousins and have neither time nor inclination for long discussions.

Wild elves are encountered in untamed areas, such as the American prairie, the African savannah, the Australian outback, and the Amazon jungle. They are tribal primitives and even other elves believe they are untameable. If you wish to use the elf as the epitome of the Victorian idea of the “noble savage,” use the wild elf as the standard.

Wild elves use the same traits as standard elves, with the following additional traits:

+2 Dexterity, -2 Intelligence. These adjustments replace the standard elf’s ability score adjustments.

WOOD ELF

Wood elves are an aloof variation of the common elf. For centuries, they have lived in the forests, away from urban civilization. While that civilization seems determined to come to them, many wood elves find themselves in a curious predicament. They prefer to be left alone, but resisting the spread of civilization brings them into more contact with it.

Wood elves are stronger than their common kin, but they are a simpler people. In England, the largest concentration of wood elves is in Sherwood Forest. On the continent, wood elves are most numerous in the Black Forest of the German Empire. There are also numerous wood elf populations in the African, East Indian, and South American jungles, as well as along the eastern North American coast.

Wood elves tend to be more muscular than other elves due to their rural nature. If your campaign portrays elves as woodland/country folk that avoid the grime and politics of the cities, then you may wish to use the wood elf as your standard.

Wood elves use the same traits as standard elves, with the following additional traits:

+2 Strength, -2 Intelligence.

EVIL BY ASSOCIATION

Many classic fantasy settings include a subrace of evil elves, often known as Drow (which are covered in the Exotic and the Powerful chapter). This race is often irredeemably evil (except for the numerous “good” PCs that they tend to spawn) and easily identifiable due to their jet black skin and pure white hair. While evil races work well within the confines of classic fantasy, *the Imperial Age* tends to use grayer morality. Nationality, social class, occupation, and religious beliefs play more of a role in a character’s ethical and moral conduct than being born into an evil race.

One intriguing possibility is to make the “Drow” a secret society of elves. In public life, a Drow looks and acts like any respectable elf in upper class circles. Secretly, however, she is part of an ancient, evil cult that secretly worships the Spider Queen. This cult is currently spinning a web of intrigue throughout London and other civilized cities, biding its time until the Spider Queen is ready to hatch her sinister plan.

GNOMES

Gnomes are a fascinating race, if indeed they are a true race at all. Long considered cousins to the dwarves, gnomes prefer to live on the surface and lack that race's affinity for engineering. Some naturalists believe that gnomes first appeared during the Great Cataclysm, when fleeing elves sought safety within dwarven strongholds and mingled their blood. While most modern dwarves and elves find the idea distasteful, "elf-blood" is a common dwarven slur for gnomes.

Like elves, gnomes have a fascination for nature but unlike their taller kin seek order within it. Like dwarves, gnomes take a scientific approach. Many gnomes become naturalists and chemists, seeking to understand natural forces and new ways to harness them. Unfortunately, while some gnomes have made significant progress, their formulae are often difficult, if not outright impossible, to duplicate. Arcane scholars believe this is due to the glamour magick in their blood, subconsciously making enchantments appear to be science. This is hotly repudiated by gnomish scientists.

Gnomes get along quite well with humans and enjoy the access to new materials that urban living brings, especially in major port cities. Unfortunately, the gnomish reputation for laboratory accidents has forced many gnomes to conduct experiments in their homes. This makes their neighbours understandably nervous, so most gnomes congregate in separate neighbourhoods, often with a communal laboratory.

Gnomes tend not to establish their own nations, choosing to live within other communities or in small villages, often dedicated to the advancement of a particular science. Most gnomes hail from East Asia and the Ottoman Empire, although most civilized cities boast at least a few gnomes. There are two known gnomish lands. The first is Shambhala, nestled in the mountains of Tibet. The second is Krakatoa, an abandoned dwarven stronghold. In both, gnomes toil endlessly for the betterment of society. Thus far, no indigenous gnomes have been found in the Americas.

Gnomes are a short race, averaging only three to three and half feet tall. Unlike the cherubic halflings, gnomes have a wizened countenance even at a young age and are never mistaken for children. Like dwarves, gnomes have the capability to sport long beards, although most gnomes trim them short or go clean-shaven.

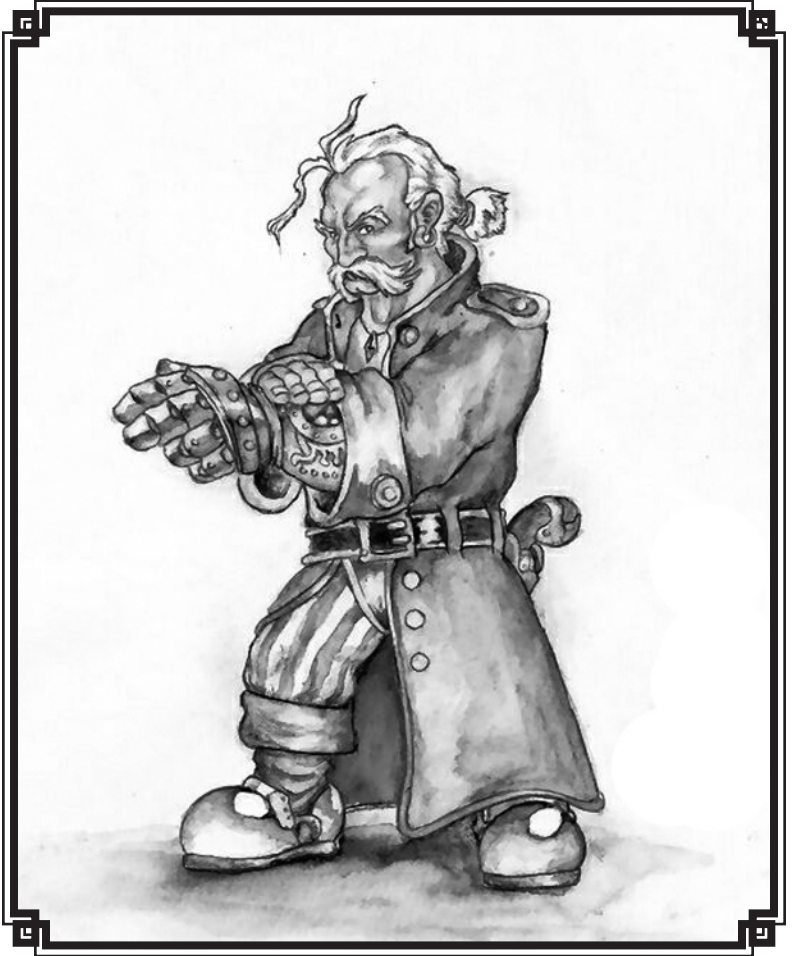
Experimental by nature, gnomes are fascinated with science and technology, often blending them with magick or attempting to understand the underlying scientific principles of magick. While not anti-social, a gnome would much rather spend time in the laboratory or out studying nature than partaking in social niceties. Thus, gnomes are solidly middle class. Unlike dwarves, gnomes don't have a disdain for the upper class and often seek nobles as patrons for some of their bolder and more expensive experiments.

Size: Small. Gnomes gain a +1 size bonus to Defence, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a -4 size penalty on grapple checks. Gnomes must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.

Ability Modifiers: -2 Strength, +2 Constitution.

Base Speed: 20 feet.

Special Combat Bonuses: Gnomes gain a +1 species bonus on attack rolls against bugbears, goblins (and other goblinoids), and kobolds. Gnomes also gain a +4 dodge bonus to their Defence against giant creatures (such as ogres and trolls); this bonus represents special training that gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a gnome loses his positive Dexterity bonus to Defence, such as when he's caught flat-footed, he loses this dodge bonus, too.



Illusion Mastery: Add +1 to the Difficulty Class for all saving throws against Illusion spells cast by gnomes.

Speak with Animals: Once per day, a gnome can use *speak with animals* to speak with a burrowing mammal (a mole, gopher, ground hog, and so forth). It has a duration of 1 minute, and the gnome is considered a 1st-level caster when he uses this spell-like ability, regardless of his actual level.

Low-Light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Saving Throw Bonus: Gnomes gain a +2 species bonus on saving throws against illusions.

Skill Bonuses: Gnomes gain a +2 species bonus on Listen checks. Gnomes who have one or more ranks in the Craft (chemical) skill also gain a +2 species bonus on Craft (chemical) checks.

STEAMPUNK GNOMES

Some fantasy settings portray gnomes as more mechanically-inclined, able to create powerful engines that may or may not be magickally enhanced. If you wish to take this route, remove the Illusion Mastery and Speak with Animals racial abilities and replace them with a +2 bonus on Fantastic Science and Knowledge (fantastic engines). Also, change the Craft (chemical) skill bonus to Craft (engines) instead.

VARIATIONS

FOREST GNOME

The forest gnome is less scientifically inclined than his larger cousin. As one might expect, forest gnomes are frequently encountered in woodland areas. Forest gnomes are on good terms with wood elves and there are many woodland communities that include both.

Many forest gnomes have a gift for trickery and often use illusory magicks to confuse and frighten travellers. For the forest gnome, this is a great game and most victims survive unscathed and unaware of the true nature of their tormentor.

On average, forest gnomes are a good foot shorter than their common kin. They also live longer than their cousins, the oldest of which can mark half a millennium. Forest gnomes tend to ignore society and would move rather than become part of a rural, civilized community.

These traits are in addition to the standard gnome traits, except where noted.

Pass without Trace (Su): A forest gnome can move through any type of terrain without leaving tracks or a scent. This ability only works in natural surroundings.

+1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.

+4 racial bonus on Hide checks, which improves to +8 in a wooded area.

Level Adjustment: +1



GOBLIN

By their nature goblins are devious creatures; in the past, they often employed strategic and tactical ingenuity to overcome unwary travellers. They were less effective in the art of war; goblin troops were notoriously cowardly and broke rank at the first sign of difficulty. They are, however, fast breeders, and decimated goblin tribes are quickly repopulated. A sizeable number of goblins also show magickal aptitude.

To their credit, many goblins have accepted the advance of civilization and do their best to assimilate. Rural goblins still tend to be bandits and poachers, but urban goblins have integrated into society. While they make poor labourers, many goblins are competent tradesmen and straddle the line between lower and middle class. The Goblin Market in Whitechapel is a popular Saturday morning destination, in spite of the rookery's reputation. A few goblins have even become respectable; goblin accountants, bankers, and hermetic disciples are starting to penetrate the upper middle class.

Goblins live in wilderness areas and can be found on every continent. Goblin historians claim that there was a large goblin kingdom prior to the Great Cataclysm, although this has not been confirmed by any other sources. In fact, no legends or records prior to the Great Cataclysm mention goblins, leading some naturalists to believe that goblins either came from another plane of existence or, more likely, appropriated another race's legends as its own.



Goblins stand 3 to 3 ½ feet tall and weigh about 40-45 lbs. Their eyes are usually dull and glazed. While goblins have the same skin variations as all other races, there is a definite yellow-to-reddish tinge to them. Goblins also have big ears, a subject of much ridicule.

With less than average strength, goblins have learned to use speed and trickery to their advantage. This has made goblin rookeries a dangerous place, and some goblin gangs use trickery to lure unwary strollers into their neighbourhoods so that they can pick their pockets.

Size: Small. Goblins gain a +1 size bonus to Defence, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a -4 size penalty on grapple checks. Goblins must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character. See the Small Characters sidebar for more information.

Ability Modifiers: -2 Strength, +2 Dexterity, -2 Charisma.

Base Speed: 30 feet.

Darkvision: Goblins can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and goblins can function with no light at all.

Skill Bonus: Goblins gain a +4 species bonus on Move Silently checks.

VARIATIONS

GOBLYN

There are a number of goblins that stand out from their kin although they have historically done their best to blend in. These goblyns are more intelligent and further research has shown that they come from the same bloodlines. Naturalists agree that they are a distinct variation.

The admission of goblins into society has allowed the goblyn to become more distinctive. The goblyns tend to be scientists or magickal practitioners and they use their skills to help their goblin cousins. It is believed that goblyns run the Goblin Market and comprise the majority of goblins in middle class professions.

Physically, goblins look exactly like goblins and live with them. There is no separate goblin society. What is distinctive about the goblin is his grooming; as middle class, most goblins wear the latest fashions. Some also distinguish themselves with spectacles or monocles, whether or not they are necessary.

While goblins are fast becoming a distinct subculture from other goblins, centuries of cohabitation have left them with familial ties and obligations that they loathe to sever. Thus, goblins are very generous toward their less fortunate kin and charitable in general. Goblins are quick to join socialist causes, even when they stand to lose.

Goblins use the same traits as standard goblins, with the following additional traits:

-2 Strength, +2 Intelligence. This replaces the goblin ability modifiers.

HALF-ELF

It is difficult to count the number of true half-elves in the aristocracy as it has become quite fashionable for nobles to claim at least some elven blood in their veins. Indeed, quite a few members of the upper class have procured the services of an investigator to find elven ancestors in their lineage; it is quite a lucrative, if unscrupulous, occupation. Once a noble has claimed such a lineage it is inadvisable to challenge the claim without incontrovertible truth to the contrary.

Partly as a result of this phenomenon, many upper middle class humans attempt to take an elven bride in the hopes of breeding children of privilege. While this is largely a myth (noble title still trumps racial heritage), there have been many cases where a noble will "marry down" if the prospective middle class spouse is a verifiable half-elf. Dalliances with elven actors and artists have also led to a number of half-elven children filling out the middle class.

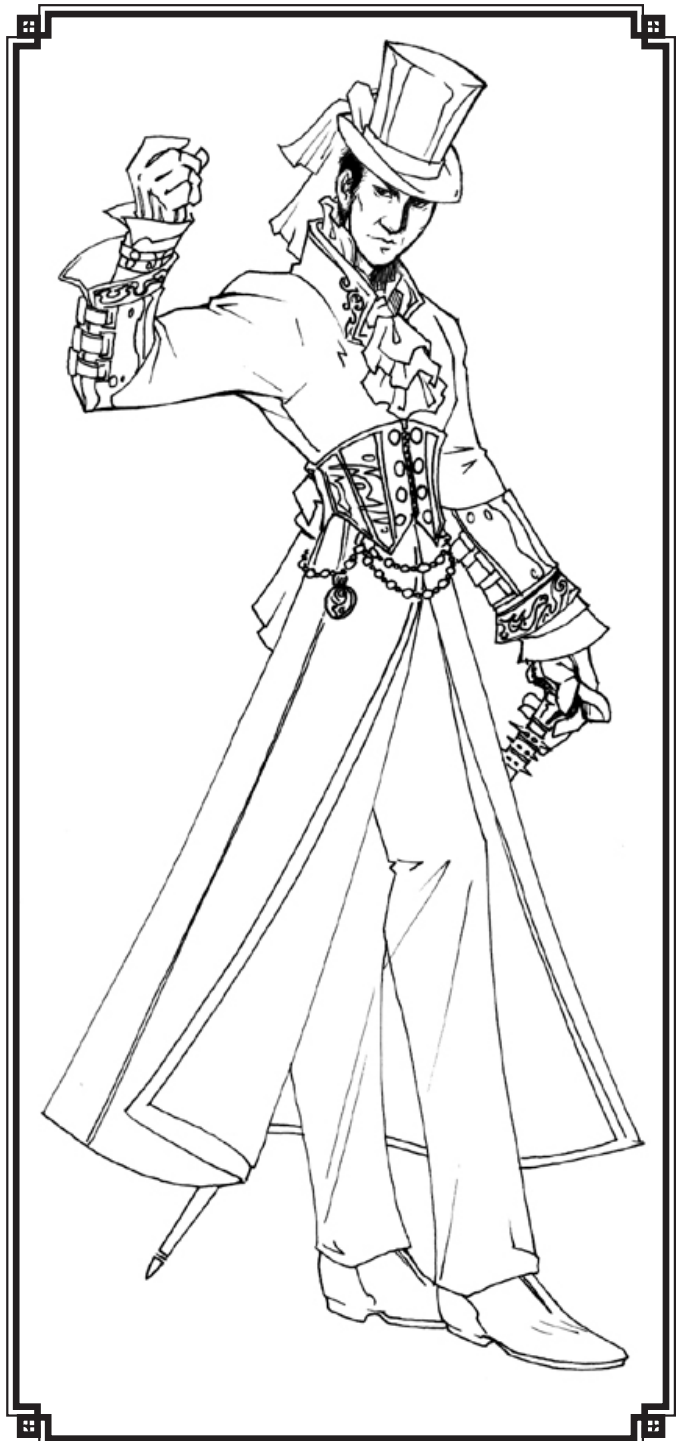
The average half elf is almost indistinguishable from a human save for a more pleasing appearance and slightly shorter stature.

Half-elves share traits from both heritages, often in contradictory ways. A half-elf with rounded ears, for example, might not be able to grow facial hair, while a half-elf with pointed ears might have a full beard. They have the full range of skin, hair, and eye colours as the other races.

Half-elves tend to approach their dual heritage as one might approach religion; they feel the need to choose one over the other. In some cases, this decision is made for them at an early age, as

HYBRIDS AS PURE RACES

It is possible to change the flavour text and present a hybrid race, such as the half-elf or half-orc, as a pure race of its own. This is especially applicable in campaigns where interbreeding either cannot occur or breeds true. A half-orc, for example, makes for a more civilized orc, while a campaign with elves and humans but no hybrids might use the half-elf as a distinct race of "high humans."



the half-elf is raised in only one culture. On the whole, half-elves tend to choose humanity, as they feel more comfortable aging slower than their acquaintances rather than the other way around.

Size: Medium. Half-elves have no special bonuses or penalties due to their size.

Ability Modifiers: None.

Base Speed: 30 feet.

Elven Blood: For all effects related to species, a half-elf is considered an elf. Half-elves, for example, are just as susceptible to special effects that affect elves as their elven ancestors are, and they can use magic items that are only usable by elves.

Spell Immunities: Half-elves are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

Low-Light Vision: Half-elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Skill Bonuses: Half-elves gain a +1 species bonus on Listen, Search, and Spot checks. They gain a +2 species bonus on Diplomacy and Gather Information checks.

HALF-ORC

Half-orcs have posed quite a quandary amongst naturalists. While orcs are generally thought to be an offshoot of the extinct Neanderthal, children born of human and orc always breed more half-orcs. Thus it is possible that the half-orc is an evolutionary step forward for man. Such a notion, of course, has received little support in the scientific community, and the overall scarcity of human-half-orc relations in civilized society has enabled the theory to remain comfortably swept under the rug.

Half-orcs are highly sought after as bodyguards, policemen, and soldiers. Their superior strength and darkvision give them an advantage in combat, especially when fighting off nocturnal assassins. In spite of their bestial appearance, most half-orcs are quite polite and loyal to their employers. It is said that, while half-orcs have few friends, to count yourself among them is a great boon.

Originally, half-orcs settled the areas between human and orcish populations, gaining more inroads into orcish societies due to increased acceptance. The largest half-orc populations are found in Central Asia (there was an explosion in the half-orc population during the expansion of the Mongol Empire), the American Great Plains, and Australia. Most half-orcs encountered in Western Europe are of Russian descent.

From a distance, half-orcs appear to be burly humans. They tend to have coarse hair, sloping foreheads, jutting jaws, and prominent teeth. While stockier than humans, they are able to wear the same clothes, enabling a half-orc to be well-dressed in comparison to other unfortunate races.

Half-orcs often find themselves in a quandary. They prefer the civilized urban life, but they tend to get more respect as the leaders of orcish tribes. They also suffer from severe prejudice, as society teaches that all half-orcs are the result a forced union. Unlike the half-elf, more half-orcs choose to live with the nonhumans under the belief that it is better to be the best of the worst than the worst of the best.

Size: Medium. Half-orcs have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, -2 Intelligence, -2 Charisma.

Base Speed: 30 feet.

Orc Blood: For all special abilities and effects, a half-orc is considered an orc. Half-orcs, for example, are just as susceptible to special effects that affect orcs as their orcish ancestors are, and they can use magic items that are only usable by orcs.

Darkvision: Half-orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and a half-orc can function with no light at all.

HALFLING

While they prefer the name “barrower,” halflings have been unfortunately saddled with the disparaging term given to them by other races due to their close kinship with humanity. Indeed, halflings (I shall stick with the common term to avoid confusion) have always coexisted with humanity; there are no records of independent halfling settlements that weren't in some way attached to a nearby human one. In spite of this cohabitation, halflings have retained their own racial identity. Naturalists attribute this to the fact that Halfling adults somewhat resemble human children, making it rather uncomfortable for a human to consider intimacy with one.

While the subject of jokes and bullying, the halfling's short stature has served him well in human communities. In modern society, a halfling's size makes him an ideal chimney sweep, sewer rat catcher, and freight hauler (a barge manned by halflings can carry more cargo). It has also made halflings excellent burglars and thieves, which has led to the prejudice that Halfling merchants can't be trusted. As a result, it is the rare halfling that rises to the upper middle class or aristocracy.

Halflings can be found all over the world, wherever human populations are found. In the United States of America, indigenous halflings are known as “the Little People” and were among the first to welcome European colonists. As they were quick to adopt the customs of the newcomers and assimilated into their settlements, most Little People avoided the forced immigration to the West imposed on the other Indians.

On average, a halfling looks like a human child, although closer inspection will reveal the signs of a halfling's true age. Halflings stand about 3 feet tall and weigh 30-35 lbs. Halflings are found wherever humans are and have the same range of regional variations in appearance.

A common misconception is that halflings like to go barefoot. This is actually a joke in reference to their preference for a comfortable, relaxed lifestyle (halflings do wear regular footwear). There is an element of truth to the humour, as halflings tend to see occupations as a grim necessity and can't wait to return to the comfort of their homes once their shift ends.

Size: Small. Halflings gain a +1 size bonus to Defence, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a -4 size penalty on grapple checks. Halflings must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.

Ability Modifiers: -2 Strength, +2 Dexterity.

Base Speed: 20 feet.

Special Combat Bonuses: Halflings gain a +1 species bonus on attacks with thrown weapons and slings.

Saving Throw Bonuses: Halflings gain a +1 species bonus on all saving throws. In addition, they gain an additional +2 morale bonus on saving throws against fear.

Skill Bonuses: Halflings gain a +2 species bonus on Climb, Jump, Listen, and Move Silently checks.

TALLFELLOW HALFLING

Naturalists disagree whether the tallfellow halfling is a variation of the halfling race or an elf-halfling hybrid race. It is difficult to prove or disprove any theories, as elves and halflings rarely court each other and tallfellow halflings have been bearing their own children for generations.

The tallfellow halfling is more industrious than his common kin but he lacks a taste for urban life. Tallfellow halflings enjoy



country living and can often be found in woodland communities mingling with elves and gnomes.

Talfellow halflings tend to be half a foot taller than their common cousins, but they are more slender in appearance. They also have slightly pointed ears. While common halflings enjoy human company, talfellow halflings are more comfortable around elves. Many talfellow halflings can be found in woodland elvish communities.

These traits are in addition to the standard halfling traits, except where noted.

+2 racial bonus on Listen, Search and Spot checks. Like an elf, a talfellow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it. This trait replaces the standard halfling's +2 bonus on Listen checks. Talfellows are less athletic than standard halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

DEEP HALFLING

Naturalists that believe talfellow halflings are the result of elf-halfling breeding believe that deep halflings are the result of dwarf-halfling pairings. Dwarven naturalists disagree, claiming that a dwarf-halfling hybrid, if indeed one were even possible, would result in a taller, stockier halfling. They believe that, as do other naturalists that do not favour the hybrid theory, deep halflings resulted from some halflings remaining in the safety of mountain caves and tunnels after the Great Cataclysm.

What naturalists do agree on is that deep halflings have learned a lot from dwarves, including an affinity for stonework and construction. The deep halfling also shares the dwarven philosophy on work and tend to see their common and talfellow cousins as lazy.

Whereas talfellow halflings are taller and more slender than their common kin, deep halflings are shorter and stockier. The average deep halfling stands only 2 ½ feet tall. Deep halflings tend to speak a regional form of the local dwarvish tongue rather than their own. Deep halflings also tend to have a red or coppery tinge to their skin, no matter what their actual skin colour.

These traits are in addition to the standard halfling traits, except where noted.

Darkvision out to 60 feet.

Stonecunning: Like dwarves, deep halflings have a +2 racial bonus on Search checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A deep halfling who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

+2 racial bonus on Appraise checks and Craft checks that are related to stone or metal.

Deep halflings are less athletic than standard halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

KOBOLD

Kobolds are short creatures with scaly skin and an almost canine appearance. Primarily scavengers, kobolds aren't above ganging up on larger prey. Kobolds have existed since the Golden Age and have proven themselves to be excellent archers and hunters. Many kobolds also have a knack for engines, clockwork devices, and elaborate traps.

Some naturalists draw comparisons to lizardfolk, although at least one prominent naturalist has drawn a connection between kobolds and dwarves, going so far as to suggest that kobolds were the progenitor race. Needless to say, dwarves are not amused by this prospect. Biologically, kobolds are difficult to classify. While their skin marks them as a reptile, the kobolds' canine features and internal biology marks them as mammals. Unfortunately, there have been no reported instances of kobolds cross-breeding with any other race, and most naturalists believe this to be impossible.

Most cities only begrudgingly accept the presence of kobolds, primarily due to ancient prejudices. Even highly skilled kobolds have a difficult time gaining employment

Of the classic races, kobolds are the least diverse. Their scaly skin varies from rusty brown to rusty black, no matter on which continent they are found. They have canine facial features and this has led to the racial slur of "snake dog" (and other variations on that theme).

Kobolds are hard and clever workers. The invention of gunpowder was a boon for them and some kobolds choose a soldier's life as hand-to-hand combat has become less common. Indeed, with their trap-making skills and clever guerrilla tactics, a kobold platoon is a fearsome opponent.

Ability Modifiers: -4 Strength, +2 Dexterity, -2 Constitution.

Size: Small. Kobolds get a +1 bonus to Defence, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.

Base Speed: 30 feet.

Darkvision: 60 feet.

Light Sensitivity: Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of effects or spells that duplicate bright sunlight (such as *daylight*).

Natural Armour Bonus: A kobold's scaly skin gives her a natural armour bonus of +1 to defence.

Skill Bonuses: A kobold character has a +2 species bonus on Craft (engine), Craft (rune), Profession (miner), and Search checks.

ORC

By all accounts, the orcish race is as old as humanity. Some naturalists believe orcs predate humanity as the descendants of Neanderthals. Unlike the halflings, who got along well with humans, the orc competed with humanity for resources, leading to many bloody battles in their early history. Humanity was more often the victor, pushing the orcs further into the more desolate areas. Many African tribes, for example, contain legends of orcs, yet not a single orcish tribe has been discovered in Africa. Even Europe, which once claimed numerous orcish tribes, was practically devoid of orcs by the time of the Roman Empire, and perhaps would have remained so had not the Mongol Empire brought orcish tribes back to Eastern Europe.

While stronger than humanity and able to fight in the darkness, orcs have been hampered by their aversion to sunlight. For millennia, human shamans and sorcerers have conjured sunlight to dazzle their foes, and human military units have always been better organized and led. Due to their numerous defeats, many orcs have something of an inferiority complex and generally allow half-orcs to dominate them. It is believed that this attitude led to the total replacement of orcs by half-orcs in the American Great Plains.

Orcs are rarely encountered in urban centres and those that do are often employed as guards or cheap labourers. Orcs generally honour their contracts, but they are ill-tempered and easy to goad into a fight. On the battlefield, they are fierce soldiers, fighting to the last. In both civilian and military life, orcs are often overseen by a half-orc. In the modern world, large orcish "communities" can be found in Siberia, the Gobi Desert, Australia, and northern Canada.

Orcs are a brutish race that is as tall as humanity but weighs about 30lbs heavier on average. While physically stronger, orcs are dim-witted and vulgar. The most barbaric of the common races, orcs appreciate strong leaders, even if they have different blood (such as the half-orc).

In society, orcs remain in the lower classes, frequently commanded by a half-orc foreman or captain. They live in their own communities on the outskirts of human areas, scavenging what they need from urban waste. Some orcs have gained respect as soldiers, but they have a difficult time adjusting to civilian life once their term is over.

Size: Medium. Orcs have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.

Base Speed: 30 feet.

Darkvision: Orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and orcs can function with no light at all.

Light Sensitivity: Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of effects or spells that duplicate bright sunlight (such as *daylight*).

THE EXOTIC AND THE POWERFUL

The races in this section tend to be more exotic or powerful (read: level adjustments). Many fantasy settings have mixed up the “classic set” with a new race or two (arguably, I did the same thing by including goblins and kobolds in the classic set). Some races are considered exotic simply because of their level adjustment.

Unlike the classic races section, this section does not attempt to tie in these races to the default setting, as it is presumed that each individual GM will cherry-pick from this section or ignore it altogether. Each race is given a short description and a stat block.

Also, while the classic races have been portrayed as regionally diverse, many of the exotic races have a stronger focus to a particular region. There are two reasons for this. First, tying an exotic race to a particular region enables me to offer more description. Second, if a GM is using a wide spread of races, it makes more sense to assign regions to them. Otherwise, every region of the world would be saturated with races.

BEASTFOLK

Beastfolk are animals that have been augmented to be sentient bipeds. The best known beastfolk in Victorian literature are, of course, those from *the Island of Doctor Moreau* (1896) by H.G. Wells. That said there are a number of fantasy settings that include races that resemble humanoid animals. Unfortunately, there are far too many possible combinations to do them justice and any sample list would be woefully inadequate (Wells gave some of his creatures traits from more than one animal, making the task even more daunting).

Beastfolk are humanoid with distinctive animal features. A horse person, for example, would be a bipedal humanoid, although he would have a horse’s head and tail. His hands and feet would be similar to a human’s. Creating a beastfolk is a bit more complex than the other races, but not overly so. Just use the following guidelines.

I. CHOOSE A SIZE

By default, all beastfolk are medium-size. However, you may wish to vary their sizes according to the relative size of their animal inspirations. Ferret beastfolk, for example, may be small, while elephant beastfolk may be large.

Each size category includes built-in ability modifiers, base speed, and skill bonuses. These are free, but may be modified by the choice of animal traits.

SMALL BEASTFOLK

Size: Small. Small beastfolk get a +1 bonus to Defence, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.

Ability Modifiers: -4 Strength, +2 Dexterity, -2 Constitution.

Base Speed: 20 feet.

Skill Bonus: Assign a total of +4 worth of skill bonuses to a single or multiple skills.

MEDIUM BEASTFOLK

Size: Medium. Medium beastfolk have no special bonuses or penalties due to their size.

Ability Modifiers: None.

Base Speed: 30 ft.

Skill Bonus: Assign a total of +4 worth of skill bonuses to a single or multiple skills.

LARGE BEASTFOLK

Size: Large. Large beastfolk take a -1 size penalty to Defence and a -1 size penalty on attack rolls. They gain a +4 size bonus on grapple checks and suffer a -4 size penalty on Hide checks.

Ability Modifiers: +8 Strength, -2 Dexterity, +4 Constitution.

Extra Starting Hit Dice: A beastfolk gains 2 Hit Dice (2d8 hit points). The beastfolk's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Large beastfolk gain a +2 natural armour bonus to Defence.

Attack Bonus: Large beastfolk gain a +3 species bonus on attack rolls.

Fighting Space: As Large creatures, beastfolk occupy a 10-foot-by-10-foot fighting space.

Reach: As Large creatures, beastfolk have a 10-foot reach.

Level Adjustment: +2

2. ASSIGN ABILITY SCORE MODIFIERS

Once you've determined the size of the beastfolk, you need to determine its racial ability modifiers. As a general rule, you should assign a +2 to one ability score and balance it with a -2 in another ability score. This is not a hard rule; you may assign up to a +4 in one ability score and balance it with a -4 in another ability score or -2 in two ability scores. Alternatively, you may not wish to add any modifiers at all (as is the case with humans and half-elves). It's not recommended that you grant higher than a +4 bonus to a single ability score.

You may also raise an ability score without assigning a corresponding penalty to another ability score. However, each +2 that is not balanced raises the Level Adjustment by 1. For example, you decide to give a large bear person a +2 Strength, -2 Dexterity, and +2 Constitution. The Strength and Dexterity bonuses cancel each other out, leaving the bear person with a +2 Constitution. Since the bear person already has a +1 Level Adjustment for being a large creature, his new Level Adjustment is +2.

3. ASSIGN ANIMAL TRAITS

Your final step in designing a beastfolk is the assignment of animal traits. You have three slots to assign; some animal traits take two slots (see trait descriptions below). You may assign more than three slots; if you do, you automatically receive a Level Adjustment. Each Level Adjustment automatically grants an additional hit die (1d8 hit points). This level adjustment may be lowered by taking a -2 in an ability score modifier; if lowered, the beastfolk loses the hit die.

It is not recommended to take more than a single adjustment in this manner. If you do allow it, however, remember that every three slots increases the Level Adjustment. For example, if you use 4 slots, your Level Adjustment is +1. If you take three more slots (7 slots total), you are now at a +2 Level Adjustment.

Attach: If a beastfolk hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached beastfolk loses its Dexterity bonus to Defence and has a Defence of 12.

Fast: The beastfolk moves an extra 10 feet per round.

Feat: The beastfolk gains a bonus feat. This trait uses two slots.

Ferocity: Ferocious beastfolk are such tenacious combatants that they continue to fight without penalty until reduced to -10 hit points. At -10 hit points, they are slain. This trait uses two slots.

Improved Grab: To use this ability, the beastfolk must hit with a claw attack.

Low-Light Vision: Beastfolk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Natural Weapon: Choose bite (1d3), claw (1d3), gore (1d4), or slam (1d2)

Pounce: If a beastfolk leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Prehensile limb: The beastfolk has a prehensile limb, such as a tail or trunk, which can grasp objects or hold

the beastfolk in place while leaving his hands free. The prehensile limb cannot be used for attack actions, nor does it grant additional actions.

Rage: The beastfolk may rage 1/per day, as per the Rage talent. This trait uses two slots.

Rake: A beastfolk that gets a hold of its target can make two rake attacks with its hind legs for 1d4 points of damage each. If the beast man has the pounce ability and pounces on an opponent, it can also rake. This counts as two slots.

Scent: This ability allows a beastfolk to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip: A beastfolk that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the beastfolk.

Skill Bonus: Choose +4 worth of skill bonuses. You may apply the full bonus to a single skill or spread them out over multiple skills. (For example, you may give +1 to Listen and Spot checks and a +2 to Balance checks).



INTEGRATING BEASTFOLK

Dr. Moreau created the beastfolk through science. Continuing with this theme, the beastfolk in a *Fantastical Races* campaign could be created in order to perform manual labour or other tasks; creating in effect a slave race. This could add an interesting perspective on social classes in Victorian Britain.

Alternatively, the beastfolk rules can be used to create distinct animal races in an Imperial Age campaign. Want catfolk or dogfolk? Simply design a template with the beastfolk rules and add them into your Victorian world.

BUGBEAR

Bugbears are larger, hairier, and fiercer cousins of goblins. Bugbears have a harder time adjusting to the comforts of society, as they are used to fighting for and getting what they want. Most bugbears found in urban areas are hired thugs. They make excellent cold region soldiers, but only so long as they can satiate their bloodlust. Bugbears have no problem abandoning their posts if there are easy pickings in a nearby settlement.

Bugbears are commonly found in the colder regions of the world, such as northern Canada and Russia. Some may even be found along the coast of Antarctica.

Sir Tristan describes bugbears as “hairy hobgoblins,” and to a large extent that’s true. If you’re using racial paragon classes, bugbears may take levels in the Goblin Paragon class.

Size: Medium. Bugbears have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.

Extra Starting Hit Dice: A bugbear gains 3 Hit Dice (3d8 hit points). The bugbear’s Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Bugbears have tough hides and gain a +3 natural armour bonus to Defence.

Attack Bonus: Bugbears gain a +2 species bonus on attack rolls.

Darkvision: Bugbears can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and bugbears can function with no light at all.

Scent: Bugbears may use their keen sense of smell to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Bugbears gain a +4 species bonus on Move Silently checks.

Level Adjustment: +2.

CELESTIAL - BLOODED

A celestial-blooded is a human with celestial-blooded (angelic) blood coursing through his veins. A celestial-blooded is usually a beautiful, perfectly sculpted model of his human side, which ironically makes them seem to be elves from a distance. The celestial-blooded are believed to be descended from the Nephilim, the children of angels and humans.

In some campaigns, the celestial-blooded are indistinguishable from humans. In others, there may be a sign of their celestial-blooded heritage, such as unusual hair, eyes, or skin. In all cases, these variations only enhance the celestial-blooded’s beauty.

It is possible for other races to be celestial-blooded. These are always extraordinarily beautiful members of their race. Regardless of their mortal heritage, however, their celestial blood is strong and as such they use the celestial-blooded traits.

If you are using racial paragon classes, celestial-blooded paragons take levels in their mortal paragon class (as the celestial-blooded strive to bring out the best in their mortal heritage). Devilish celestial-blooded characters may choose the infernal-blooded paragon class instead, but must be physically marked in some way (hooves for feet, small horns, cat eyes, etc).

Size: Medium. The celestial-blooded have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Wisdom, +2 Charisma.

Base Speed: 30 feet.

Outsider Traits: As outsiders, the celestial-blooded cannot be raised from the dead.

Darkvision: The celestial-blooded can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the celestial-blooded can function with no light at all.

Energy Resistance: The celestial-blooded have acid, cold and electricity resistance 5.

Spell-Like Abilities: The celestial-blooded can use the *light* spell once per day, as cast by a divine caster of the celestial-blooded character’s level.

Skill Bonuses: The celestial-blooded gain a +2 species bonus on Listen and Spot checks.

Level Adjustment: +1.

DARK CELESTIALS

Many fantasy games have clear lines of morality, especially in terms of good and evil. Often, this is reflected in the depiction. The celestial-blooded are born of angels, so they are beautiful and good, while the infernal-blooded are born of demons, so they are deformed and evil. In the Imperial Age, however, morality is rarely so easily defined. Fallen angels, or devils, use their beauty to tempt and seduce mortals. Thus, an individual celestial-blooded may carry angelic or devilish blood in his veins.

CENTAUR

A centaur has the upper body of a human and the lower body of a horse. They are tall, averaging 7 feet and over a ton in weight. Centaurs can comfortably carry one or two humanoids on their backs. They are commonly found on plains, such as the African savannah, Central Asia, and numerous European forests. Interestingly, there are no centaurs in Australia or the Americas.

Centaur's have difficulty living in urban areas due to their large size. The elevator is slowly changing this, although centaurs still have to worry about low ceilings and doorways. Centaurs that do choose to live in cities tend to select occupations that keep them outdoors or at least on the ground floor. Centaurs have an excellent reputation as cavalry soldiers and many of them are knighted before the end of their careers.

Size: Large. Centaurs have a -1 penalty to Defence, -1 penalty on attack rolls, -4 penalty on Hide checks, and a +4 bonus on grapple checks. Lifting and carrying limits double those of Medium characters.

Ability Modifiers: +8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom.

Base Speed: 50 ft

Fighting Space: As Large creatures, centaurs occupy a 10-foot-by-10-foot fighting space.

Reach: While large creatures, centaurs only have a 5-foot reach due to their medium-size arms.

Extra Starting Hit Dice: A centaur gains 4 Hit Dice (4d8 hit points). The centaur's Constitution modifier applies to each Hit Die when determining hit points.

Natural Armour Bonus: Centaurs have tough hides and gain a +3 natural armour bonus to Defence.

Darkvision: Centaurs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and centaurs can function with no light at all.

Level adjustment: +3



DEMON - BLOODED

The demon-blooded is a human with demon blood coursing through her veins. While it is believed that demons have consorted with mortals in the past, most naturalists believe that a demon-blooded more likely received his "gifts" from a demonic blessing or curse. While the demon-blooded aren't naturally evil, they often find it difficult to be socially accepted in polite society, leaving them to congregate with less savoury elements.

It is possible to have a member of a race other than human to be demon-blooded. For non-level adjusted races, this is as simple as calling them demon-blooded and considering that their normal racial abilities have been removed as a result. For level adjusted races, you may wish to create a more powerful version of the demon-blooded.

Size: Medium. The demon-blooded have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, +2 Intelligence, -2 Charisma.

Base Speed: 30 feet.

Outsider Traits: As outsiders, the demon-blooded can't be raised from the dead.

Darkvision: The demon-blooded can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the demon-blooded can function with no light at all.

Demonic Trait: Each demon-blooded has a demonic trait that marks him as different. See the Demonic Traits sidebar for details.

Energy Resistance: The demon-blooded have cold, electricity, and fire resistance 5.

Spell-Like Abilities: An demon-blooded can use the *darkness* spell once per day, as cast by a divine caster of the demon-blooded character's level.

Skill Bonuses: The demon-blooded gain a +2 species bonus on Bluff and Hide checks.

Level Adjustment: +1.

DEMONIC TRAITS

Demon-blooded characters have at least one demonic trait. Roll or choose a demonic trait from the following table (roll a d6 twice. The first is the tens and the second is the ones). Remember that a demon-blooded character gains a new demonic trait for every level taken of the demon-blooded paragon class. You could also create your own traits, using these as a guide.

If the trait selected would be normal for the demon-blooded's mortal race, make sure that it is unnatural in some way. A minotaur normally has horns, but a single unicorn horn would be unnatural.

11	Horns
12	Unnaturally collared skin
13	Forked tongue
14	Animal eyes (such as a cat or snake)
15	Scaly skin
16	Tail
21	Vestigial bat wings
22	Clawed fingers
23	Hoofed feet
24	Unnaturally-shaped ears
25	Glowing eyes
26	Oddly-pitched voice
31	Protruding spine
32	Asymmetrical face (e.g. one eye lower than the other)
33	Backwards hands
34	Symmetrical hands (thumb, index, middle, index, thumb)
35	Shark teeth
36	Unusual body odour
41	Snakelike neck
42	Completely hairless
43	Almost no nose
44	Fur all over the body
45	Vestigial gills
46	Fewer/more fingers on each hand
51	Third eye
52	Cadaverous appearance
53	Almost no ears
54	Bulging, unblinking eyes
55	Constant sweating, no matter the temperature
56	Webbed fingers and toes
61	No neck
62	Feathers instead of hair
63	Featureless face
64	Extra arm or leg joints
65	Large incisors
66	Single eye in centre of head

DRAGON - BLOODED

As their name implies, the dragon-blooded can trace their ancestry several generations back to a dragon. From a distance, the dragon-blooded appear human. Some have more pronounced draconic features, such as scaly skin, slit pupils, or exotic bone structure. Others may look completely human. All have long, sharp fingernails that are more akin to claws.

The dragon-blooded are primarily from East Asia, although they are found all over the world. In North America, the dragon-blooded are known as the Sons of Thunder, as they are believed to be descended from the Thunderbird (or the feathered serpent of the Aztecs).

It is possible that there are dragon-blooded members of other races. At least one half-orc chieftain in the Russian steppes claims to have dragon blood in his veins. If you choose to allow such characters, presume that their special abilities are overridden by the dragon-blooded ones below. This could be troublesome in some situations, as one expects a dwarf to excel at examining stonework. The dragon-blooded aren't a true race; they are humans with a hint of dragon ancestry. As such, if you are using racial paragon classes, the dragon-blooded may take levels in the human paragon class. If the dragon-blooded has a different racial ancestry, substitute its racial paragon class instead.

Size: Medium. The dragon-blooded have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, +2 Constitution, +2 Charisma.

Base Speed: 30 feet.

Natural Weapon (Claw): The dragon-blooded may use their sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt.

Low-Light Vision: The dragon-blooded can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Darkvision: The dragon-blooded can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the dragon-blooded can function with no light at all.

Saving Throw Bonuses: The dragon-blooded gain a +4 species bonus on saves against *sleep* and *paralysis*.

Skill Bonuses: The dragon-blooded gain a +2 species bonus on Intimidate and Spot skill checks.

Level Adjustment: +1.

DROW

The drow, or dark elf, has become such a staple of fantasy games that one might wonder why it is included here and not in the classic races. It has been classified as exotic because it has a level adjustment and doesn't fit well into the morally grey world of the Imperial Age (see the Evil by Association sidebar under Elves).

The drow are primarily an evil race that lives deep underground. They are commonly portrayed as a matriarchal society. The typical drow looks like an elf with jet black skin, stark white hair, and red eyes. They have a special hatred for their kin and often dominate other subterranean races.

Game Masters wishing to follow a Darwinian theme can differentiate the Drow by making them the losers of a great elf war prior to the Great Cataclysm. They were driven underground and, over time, evolved to have very pale skin (in contrast to the magically-induced jet black). While not technically evil, such Drow will be highly xenophobic and have a grudge, if not outright hatred, against their old enemies and their allies.

Size: Medium. Drow have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma.

Base Speed: 30 feet.

Darkvision: Drow can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and drow can function with no light at all.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a drow for 1 round. In addition, drow take a -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

Spell Immunities: Drow are immune to *sleep* spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects. They also gain a +2 species bonus on Will saves against spells and spell-like abilities.

Spell Resistance: A drow gains spell resistance equal to 11 + the drow's character level (if any).

Skill Bonuses: Drow gain a +2 species bonus on Listen, Search, and Spot checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check (as a free action) to notice it as if she were actively looking for the door.

Level Adjustment: +2.

DUERGAR

The duergar are a variant of subterranean dwarves that look much like their hill and mountain cousins but with paler skin. Duergar communities are deep underground and exploit other communities (although they rarely come to the surface themselves). Duergar have little use for magick, but have an affinity for psionics. Duergar well-versed in such powers will often use them to influence agents in the surface world.

As a variant of the dwarf, duergar may take levels in the dwarf paragon class.

Size: Medium. Duergar have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Constitution, -4 Charisma.

Base Speed: 20 feet. Duergar can move at this speed even when wearing medium or heavy armour or when carrying a medium and heavy load (unlike other creatures, whose speed is reduced in such situations).

Special Combat Bonuses: Duergar gain a +1 species bonus on attack rolls against bugbears, goblins, orcs, and other goblinoids. Duergar also gain a +4 dodge bonus to Defence against creatures of giants (including giants, trolls, and ogres). If a Duergar loses his positive Dexterity bonus to Defence (such as when flat-footed), this dodge bonus is lost.

Stability: Duergar gain a +4 species bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Darkvision: Duergar can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Duergar can function with no light at all.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

Saving Throw Bonuses: Duergar are highly resistant to toxins and innately resistant to magic. They are immune to paralysis, phantasms, and poison. They gain a +2 species bonus on saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar gain a +2 species bonus on Search checks to notice unusual stonework, new construction, unsafe surfaces, ceilings, and the like. A Duergar who merely passes within 10 feet of such exceptional construction can, as a free action, make a Search check (DC 15) as though he were actively searching for such. Duergar are naturally skilled mechanics and engineers. They gain a +2 species bonus on Craft (engine), Craft (rune), Craft (structural), and Repair checks. Duergar receive a +4 species bonus to Move Silently checks and a +1 species bonus to Listen and Spot checks.

Level Adjustment: +2



FLIND

The flind is a more powerful race of gnoll (similar to goblins and hobgoblins). Flinds are stockier, stronger, and hardier than their gnoll kin and evolved in the steppes and plateaus of Central Asia and Tibet. They were among the fiercest warriors of the Mongol Empire. When encountering gnolls, flinds often take a position of authority among them. Gnolls seem to have no problem with this. The children of a flind and gnoll is always a flind. That said flinds have a low birth-rate.

In urban society, flinds are sought after as guards and soldiers. While too brutish to be upper class, flinds do ape the trappings of middle/high society and expect others, especially gnolls, to treat them as such. A few flinds have been granted knighthoods.

If using the racial paragon classes, the flind uses the gnoll racial paragon class.

Size: Medium. Flinds have no special bonuses or penalties due to their size.

Ability Modifiers: +6 Strength, +2 Dexterity, +4 Constitution.

Extra Starting Hit Dice: A flind gains 2 Hit Dice (2d8 hit points). The flind's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Flinds have tough hides and gain a +1 natural armour bonus to Defence.

Attack Bonus: Flinds gain a +1 species bonus on attack rolls.

Darkvision: Flinds can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and flinds can function with no light at all.

Level Adjustment: +2.

THE FLINDBAR

The signature weapon of the flind is the flindbar, a powerful weapon that is a variation of the nunchaku. Naturalists and historians believe that the flindbar has similar origins; at one time, possibly before the Great Cataclysm, flinds were farmers, possibly as slaves. They turned a threshing tool into a weapon. The flindbar consists of two iron bars, approximately 18 inches in length, connected by a length of chain. With a flindbar, the wielder gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). Most flind warriors wield two flindbars at once.

Flindbar: Exotic Light Melee Weapon; 4 gp; 1d4 (S), 1d6 (M); crit x2; weight 2 lb.; bludgeoning. While not required, most flinds take an Exotic Weapon Proficiency to use the flindbar.

GNOLL

Gnolls are a race of hyena-headed humanoids found primarily in Africa and Southwest Asia. After the Great Cataclysm, they joined human civilization fairly early on and were a common race within the Egyptian Empire. Since the rise of Rome, gnolls have declined in numbers and only a scattered few families remain in the Levant; most modern gnolls are Egyptian, Sudanese, or Ethiopian.

Due to their long history of civilization, gnolls have no problem integrating themselves into urban societies. In Western Europe, however, they are generally seen as "foreign," as the majority of gnolls trace their heritage to Egypt. A growing number of gnolls are archaeologists and guides, leading expeditions into ancient ruins.

Size: Medium. Gnolls have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma.

Extra Starting Hit Dice: A gnoll gains 2 Hit Dice (2d8 hit points). The gnoll's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Gnolls have tough hides and gain a +1 natural armour bonus to Defence.

Attack Bonus: Gnolls gain a +1 species bonus on attack rolls.

Darkvision: Gnolls can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and gnolls can function with no light at all.

Level Adjustment: +1.

BASELINE GNOLLS

As the jackal-headed gnolls evoke a strong Egyptian flavour, you may wish to incorporate them into the campaign without the level adjustment. To create a gnoll that has no level adjustment, make the following changes: Lower the Strength bonus to +2 and remove the extra hit dice.

HALF - DRAGON

Half-dragons are the children of dragons and humanoid races. They resemble the general shape of their humanoid parent, but this is overlaid with a general reptilian appearance. Half-dragons that mingle with humanoids will eventually have dragon-blooded descendants. Like the dragon-blooded, half-dragons are most prominent in East Asia but found all over the world.

Half-dragons integrate well in societies that respect dragons, especially in East and Southeast Asia. A powerful race, half-dragons tend to rise quickly to the upper classes of societies that accept them. Others use magick to hide their true appearance as they build secret underworld empires.

Size: Medium. Half-dragons have no special bonuses or penalties due to their size.

Ability Modifiers: +8 Strength (+4 Strength if half-dragon has wings), +2 Constitution, +2 Intelligence, +2 Charisma.

Base Speed: 30 feet. Weaker half-dragons have wings and can fly 30 feet (average manoeuvrability).

Natural Armour Bonus: Half-dragons have scaly hides and gain a +4 natural armour bonus to Defence.

Natural Weapons (Bite, Claw): A half-dragon can replace an unarmed attack with a bite attack (1d3 points of lethal piercing damage) or claw attack (1d3 points of lethal slashing damage). Using natural weapons to deal lethal damage does not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt.

Breath Weapon: A half-dragon can use its breath weapon once per day. A half-dragon may also spend an action point to use its breath weapon, but each extra use of its breath weapon costs 1 action point. The type of breath weapon depends on the colour of the half-dragon, as shown in Table: Half-Dragons. The save DC against the half-dragon's breath weapon equals 10 + 1/2 the half-dragon's character level (rounded down) + the half-dragon's Constitution modifier.

Low-Light Vision: Half-dragons can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Darkvision: Half-dragon humans can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-dragon humans can function with no light at all.

Immunities: Half-dragons are immune to *sleep*, paralysis, and one type of energy (see Table 1–5: Half-Dragons).

Free Language Skills: Read/Write Draconic, Read/Write Language (any one), Speak Draconic, Speak Language (any one).

Other Languages: Any Shadow or Earth-based languages.

Level Adjustment: +3.

TABLE: HALF-DRAGONS

Type	Breath Weapon ¹	Energy Immunity
Black	60-foot line of acid (6d4 points of acid damage; Reflex half)	Acid
Blue	60-foot line of electricity (6d8 points of electricity damage; Reflex half)	Electricity
Brass	30-foot cone of <i>sleep</i> gas (fall asleep for 1d6 rounds; Will negates)	Fire ²
Bronze	30-foot cone of <i>repulsion</i> gas (move away for 1d6 rounds; Will negates)	Electricity
Copper	30-foot cone of <i>slow</i> gas (slowed, as the spell, for 1d6 rounds; Will negates)	Acid
Gold	30-foot cone of weakening gas (1d2 temporary Str damage; Fortitude negates)	Fire ²
Green	30-foot cone of corrosive gas (6d6 points of acid damage; Reflex half)	Acid
Red	30-foot cone of fire (6d10 points of fire damage; Reflex half)	Fire ²
Silver	30-foot cone of paralyzing gas (paralyzed for 1d6 rounds; Fortitude negates)	Cold ³
White	30-foot cone of cold (6d6 points of cold damage; Reflex half)	Cold ³

¹ All lines are 5 feet high, 5 feet wide and 60 feet long. All cones are 30 feet long and 30 feet wide at the base.

² Dragons with fire immunity take 50% more damage against cold-based attacks.

³ Dragons with cold immunity take 50% more damage against fire-based attacks.

HALF - DROW

Half-drow are the result of a union between a drow and a human. Due to the nature of drow society, this union often occurs through guile or violence. As a result, some half-drow hate their heritage and do their best to conceal it (usually through magickal means) or they revel in it, accepting their drow heritage and using it to their advantage.

Half-drow take traits from both of their parents, but the drow heritage is more prominent. A half-drow will always have jet black skin, stark white hair, and crimson eyes. Other traits, such as pointed ears or facial hair, depend upon your interpretation of half-elven traits in your campaign.

Unfortunately, most humans and drow despise half-drow. Humans see them as evil creatures and drow don't believe they are "drow" enough. Half-drow that try to fit into either society without taking precautions will soon meet an unfortunate and violent end.

Size: Medium. Half-drow have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, -2 Constitution, +2 Intelligence.

Base Speed: 30 feet.

Elven Blood: For all effects related to species, a half-drow is considered an elf. Half-drow, for example, are just as susceptible to special effects that affect elves as their elven ancestors are, and they can use magic items that are only usable by elves.

Spell Immunities: Half-drow are immune to *sleep* spells and effects, and they gain a +2 species bonus on Will saves against spells or spell-like effects.

Spell Resistance: A half-drow gains spell resistance equal to 9 + the half-drow's character level (if any).

Darkvision: Half-drow can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-drow can function with no light at all.

Skill Bonuses: Half-drow gain a +1 species bonus on Listen, Search, and Spot checks.

Level Adjustment: +2

HALF - DWARF

While it may seem more appropriate to add the half-dwarf to the classic races, in most fantasy settings a dwarf/human hybrid is unheard of and it would seem odd to give it a place of honour amongst the half-elf and half-orc.

Half-dwarves stand 5 feet tall on average and have a stocky build, weighing as much as an average human. Half-dwarves have the ability to grow long beards and most use the length and shape of their beards as a way to indicate whether they prefer their dwarven or human heritage (longer beards for dwarf, shorter or sculpted beards for human). There is no clear majority of a favoured race; half-dwarves tend to choose a dwarven or human lifestyle on an individual basis.

Unlike dwarves, half-dwarves appreciate beauty for beauty's sake and are much more artistic than the practical-minded dwarves. This makes half-dwarven architects and craftsmen in high demand. As a result, many half-dwarves are middle class and a few have made inroads into the gentry and the aristocracy.

Size: Medium. Half-dwarves have no special bonuses or penalties due to their size.

Base Speed: 30 feet.

Special Combat Bonuses: Half-dwarves gain a +1 species bonus on attack rolls against bugbears, goblins, orcs, and other goblinoids. Half-dwarves also gain a +2 dodge bonus to Defence against creatures of giants (including giants, trolls, and ogres). If a half-dwarf loses his positive Dexterity bonus to Defence (such as when flat-footed), this dodge bonus is lost.

Stability: Half-dwarves gain a +2 species bonus on ability checks to resist bull rush and trip attempts when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Darkvision: Half-dwarves can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-dwarves can function with no light at all.

Saving Throw Bonuses: Half-dwarves are highly resistant to toxins and innately resistant to magic. They gain a +1 species bonus on saving throws against poisons, spells, and spell-like abilities.

Skill Bonuses: Half-dwarves gain a +1 species bonus on Craft (engine), Craft (rune), Craft (structural), and Repair checks.

HALF-GOBLIN

Half-goblins are the offspring of goblins and humans. As such successful pairings are rare; a sizeable part of the scientific community believes that hobgoblins are actually goblin-human hybrids. In truth, half-goblins are not as tough as hobgoblins, although they will associate with them, especially given that the half-goblin tends to find little comfort in either the goblin or human community. The half-goblin's size is intimidating to goblins, and his goblin appearance is discomfoting to humans.

There is no discernable difference between a half-goblin and a half-goblyn. There is, however, a difference in the racial paragon class used (if you are using paragon classes).

Size: Medium. Half-goblins have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, -2 Charisma.

Base Speed: 30 feet.

Darkvision: Half-goblins can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-goblins can function with no light at all.

Goblin Blood: For all special abilities and effects, a half-goblin is considered a goblin. Half-goblins, for example, are just as susceptible to special effects that affect goblins as their goblin ancestors are, and they can use magic items that are only usable by goblins.

Skill Bonus: Half-goblins gain a +2 species bonus on Move Silently checks.

HALF-OGRE

Half-ogres are a race valued for labour and shunned for their appearance. Half-ogres are the backbone of any engineering crew, as their great strength and toughness make them excellent for building and digging. While few humans would wish to mate with an ogre, enough half-ogres have gathered together to form their own society and most modern half-ogres are children of other half-ogres.

In a darker campaign, a nation might create half-ogres through selective breeding, using financial incentives or other forms of coercion to convince lower class humans to mate with a half-ogre. Eugenics was a controversial topic in the Victorian era, and such an arrangement could drive that point home.

As indicated in the previous chapter, the half-ogre race could represent a smaller ogre race in a campaign, especially if the half-ogre baseline option (see sidebar) is used.

Size: Medium. Half-ogres have no special bonuses or penalties due to their size.

Ability Modifiers: +4 Strength, -2 Dexterity, +2 Constitution, -2 Intelligence, -2 Charisma.

Extra Starting Hit Dice: A half-ogre gains 2 Hit Dice (2d8 hit points). The half-ogre's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Half-ogres have thick hides and gain a +3 natural armour bonus to Defence.

Attack Bonus: Half-ogres gain a +1 species bonus on attack rolls.

Low-Light Vision: Half-ogres can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions

Level Adjustment: +1



BASELINE HALF-OGRES

Half-ogres make strong labourers in an industrialized society and you may wish to incorporate them into the campaign without the level adjustment. To create a half-ogre that has no level adjustment, make the following changes: Lower the Strength bonus to +2 and remove the extra hit dice.

HOBGOBLIN

Hardy warriors, hobgoblins are well sought after as frontline military soldiers. Hobgoblins resemble goblins, although they are medium-size humanoids and are more powerfully built. In urban society, hobgoblins tend to be criminal ring leaders, leading groups of less-powerful humanoid races. While not as fierce as orcs, the hobgoblin's intelligence and understanding of discipline often make them more dangerous opponents when organized.

If racial paragons are being used, hobgoblins may take levels in the goblin paragon class.

Size: Medium. Hobgoblins have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, +2 Constitution.

Base Speed: 30 feet.

Darkvision: Hobgoblins can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and hobgoblins can function with no light at all.

Skill Bonus: Hobgoblins gain a +4 species bonus on Move Silently checks.

Level Adjustment: +1.

LIZARDFOLK

As the name implies, lizardfolk are reptilian humanoids. Based on the campaign, a lizardfolk may look like a bipedal lizard or a humanoid with a scaly appearance. Lizardfolk prefer the country to the city, but there are small lizardfolk populations in any urban area. Lizardfolk are generally hired as security guards. They are a carnivorous race and have no reservations about eating the flesh of mammalian races, although they do not practice this in urban society (although there are rumours of a black market that caters to this delicacy).

As reptiles, lizardfolk cannot mate with other humanoid races (indeed, female lizardfolk lack certain "assets" that other races find appealing) and thus are always set apart. This has led to distinct lizardfolk subcultures within others, as they tend to have their own traditions and rites of passage.

Some naturalists believe that the lizardfolk formed an ancient empire before the Great Cataclysm and may even have suffered a similar event before the elder races started their empires. While there is no support for this, a few naturalists spend many hours observing lizardfolk rituals (and a few have disappeared).

Size: Medium. Lizardfolk have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, +2 Constitution, -2 Intelligence.

Extra Starting Hit Dice: A lizardfolk gains 2 Hit Dice (2d8 hit points). The lizardfolk's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Natural Weapons (Bite, Claw): A lizardfolk can replace an unarmed attack with a bite attack (1d4 points of lethal piercing damage) or claw attack (1d4 points of lethal slashing damage). Using natural weapons to deal lethal damage does not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt.

Level Adjustment: +2

BASELINE LIZARDFOLK

Reptilian humanoids are a staple in some fantasy campaigns and you may wish to incorporate them into the campaign without the level adjustment. To create a lizardfolk that has no level adjustment, make the following changes: Eliminate the Constitution modifier and remove the extra hit dice.

MINOTAUR

Minotaurs are a large race, a cross between man and bull (interestingly, female minotaurs, unlike their bovine counterparts, also sport horns). They are believed to be the result of magickal experimentation although they can reproduce. Minotaurs are noted for their notorious tempers and claustrophobia; a minotaur gets irritable if he has no place to roam.

Minotaurs enjoy hunting, especially in maze-like conditions. In urban society, minotaurs can often be found stalking prey in rookery alleys or the sewers, while in the wild they prefer natural caverns or ravines. There are rumours that a criminal entrepreneur regularly prepares a labyrinth in a secret location and offers money to an individual if he can get to the other exit before a minotaur kills him. Spectators, of course, are allowed to gamble on his odds. This rumour started in Constantinople, although similar rumours have sprung up in other European cities, including London.

Size: Large. Minotaurs take a –1 size penalty to Defence and a –1 size penalty on attack rolls. They gain a +4 size bonus on grapple checks and suffer a –4 size penalty on Hide checks.

Ability Modifiers: +8 Strength, +4 Constitution, –4 Intelligence, –2 Charisma.

Extra Starting Hit Dice: A minotaur gains 4 Hit Dice (4d8 hit points). The minotaur's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Minotaurs have thick hides and gain a +5 natural armour bonus to Defence.

Attack Bonus: Minotaurs gain a +4 species bonus on attack rolls.

Fighting Space: As Large creatures, minotaurs occupy a 10-foot-by-10-foot fighting space.

Reach: As Large creatures, minotaurs have a 10-foot reach.

Natural Weapon (gore): A minotaur can replace an unarmed attack with a gore attack (1d8 points of lethal piercing damage). Using natural weapons to deal lethal damage does not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt.

Darkvision: Minotaurs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and minotaurs can function with no light at all.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 3d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Scent (Ex): This ability allows the minotaur to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus: Minotaurs gain a +4 species bonus on Listen, Search, and Spot checks.

Level Adjustment: +3.

OGRE

Large but slow-witted, ogres are used sparingly as workers and soldiers. The typical ogre can be trained to follow simple orders as long as his basic needs are provided for, but occasionally even well-treated ogres cause trouble.

Unlike other races, ogres tend to be kept near their jobs in specially-prepared homes. This is partly for their own protection as well as others, for ogrish rampages in the middle of the night aren't uncommon.

Size: Large. Ogres take a –1 size penalty to Defence and a –1 size penalty on attack rolls. They gain a +4 size bonus on grapple checks and suffer a –4 size penalty on Hide checks.

Ability Modifiers: +10 Strength, –2 Dexterity, +4 Constitution, –4 Intelligence, –4 Charisma.

Extra Starting Hit Dice: An ogre gains 4 Hit Dice (4d8 hit points). The ogre's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Ogres have thick hides and gain a +5 natural armour bonus to Defence.

Attack Bonus: Ogres gain a +3 species bonus on attack rolls.

Fighting Space: As Large creatures, ogres occupy a 10-foot-by-10-foot fighting space.

Reach: As Large creatures, ogres have a 10-foot reach.

Low-Light Vision: Ogres can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions

Level Adjustment: +3.

SERPENTFOLK

The mysterious race known as the serpentfolk are difficult to study due to their ability to blend into other cultures. It is believed that they exist in only small numbers and that they can live for a long time, perhaps a thousand years or more. Like the lizardfolk, the serpentfolk are believed to have once had an ancient empire that stretched across the world.

Serpentfolk tend to infiltrate positions of power. In the past, they've been treated as god-kings in the earliest civilizations of

the Egyptians, the Mesopotamians, and the Mesoamericans. While they share reptilian characteristics, serpentfolk do not normally work with half-dragons or lizardfolk. They will, however, recruit kobold and troglodyte servants. As it is believed that serpentfolk have been infiltrating governments for centuries, no one is quite certain what their ultimate purpose is, other than comfortable survival.

Size: Medium. Serpentfolk have no special bonuses or penalties due to their size.

Ability Modifiers: -2 Constitution, +2 Intelligence, +2 Charisma.

Base Speed: 30 feet. A serpentfolk has a swim speed of 20 ft.

Natural Armour Bonus: Serpentfolk have scaly skin and gain a +1 natural armour bonus to Defence.

Natural Weapons (Bite, Claw): A serpentfolk can replace an unarmed attack with a bite attack (1d6 points of lethal piercing damage) or claw attack (1d4 points of lethal slashing damage). Using natural weapons to deal lethal damage does not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt.

Change Shape: Serpentfolk with a Charisma of 10 or higher can assume the form of any small or medium humanoid at will. They receive a +10 species bonus on Disguise checks when using this ability.

Darkvision: Serpentfolk can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and serpentfolk can function with no light at all.

Skill Bonus: Serpentfolk get a +8 species bonus on swim checks and a +4 species bonus on Escape Artist and Hide checks.

Level Adjustment: +3

THE SERPENT CONSPIRACY

While the Drow are often touted as the "bad guy race" in fantasy campaigns, the serpentfolk can also, and perhaps more appropriately, fill that role in an *Imperial Age* campaign. With the ability to change shape, serpentfolk can slowly infiltrate positions of power. The serpentfolk also contrast well with the theme of evolution; as evolution teaches that creatures evolve to replace their forebears, the serpentfolk are a pre-mammalian race that won't go extinct without a fight and may even conquer their evolved neighbours.

TROGLODYTE

The troglodytes are a subterranean reptilian race that stands slightly shorter than man. Naturalists believe that the troglodytes are an offshoot of lizardfolk that retreated into the mountains during the Great Cataclysm.

While troglodytes are carnivorous and don't meld well in urban society, they do keep the sewers and underground clean when introduced to an urban environment. As a result, small bands of troglodytes form squatter communities underneath the city and are generally left alone unless provoked. Occasionally humanoid remains are found near a troglodyte community and this will result in a purge. This tends to anger civil rights organizations, as the policy treats the troglodytes as somewhat less than sentient beings.

Size: Medium. Troglodytes have no special bonuses or penalties due to their size.

Ability Modifiers: -2 Dexterity, +4 Constitution, -2 Intelligence.

Extra Starting Hit Dice: A troglodyte gains 2 Hit Dice (2d8 hit points). The troglodyte's Constitution modifier applies to each Hit Die when determining hit points.

Base Speed: 30 feet.

Natural Armour Bonus: Troglodytes have thick hides and gain a +6 natural armour bonus to Defence.

Attack Bonus: Troglodytes gain a +1 species bonus on attack rolls.

Darkvision: Troglodytes can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and troglodytes can function with no light at all.

Natural Weapons (Bite, Claw): A troglodyte can replace an unarmed attack with a bite attack (1d4 points of lethal piercing damage) or claw attack (1d4 points of lethal slashing damage). Using natural weapons to deal lethal damage does not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt.

Stench: When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal

life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skill Bonuses: Troglodytes gain a +4 species bonus on Hide checks (+8 in sewer or underground settings).

Level Adjustment: +3.

RACIAL PARAGON CLASSES

Whether through culture or evolution, some members of a race stand out as extraordinary examples, or paragons. One cannot train to be a paragon; it's an innate ability. Paragons are simply better at things normally associated with their race.

Obviously, a character must be of the same race as the paragon class; a dwarf cannot take levels in elf paragon. Paragon classes are similar to advanced classes in that the character gives up the versatility of the basic classes to specialize in strengthening the virtues of his heritage. Paragon classes may be taken at first level.

As with everything else in this product, paragon classes are entirely optional and add an extra layer of complexity. Should you choose not to include them, you have the option of introducing new feats that allow PCs to gain some of the benefits offered to paragons. See the New Feats section for details.

If you do decide to add paragon classes to your campaign, then the human characters should not be neglected. The human paragon class introduced below should be made available to human characters.

USING PARAGON CLASSES TO LEVEL THE PLAYING FIELD

You may wish to add a fantastic race (or several) that has a level adjustment. If you want all of your PCs to start at roughly the same level, you could grant free paragon classes to members of other races to balance them out. This is a good option if you want all characters to start with the same level in basic classes.

For example, you may decide that, in addition to humans, dwarves, elves, half-elves, half-orcs, and orcs, you wish to add half-ogres. You want everyone to start with only one level in a basic class. Since half-ogres have a +1 level adjustment, you allow the other races to take one level of their appropriate paragon class. All races are now balanced and ready to take their first level in a basic class.

If you decide to use this method, you may want to limit the paragon classes of level adjusted races to maintain race balance (although this isn't necessary for game balance). Taking the half-ogre example, all other races would have to take one level in a paragon class at start. Moving forward, the other races may take their last two paragon classes, but the half-ogre may only take his first two. More simply put, subtract your level adjustment from 3. That is the number of paragon classes you may take.

IMPERIAL AGE F/X

The *Imperial Age* products *Magick*, *Spiritualism*, *Alienist*, *Engines*, and *Gentleman Scientist* have slightly different F/X rules than their SRD counterparts. When adding an extra level of F/X Boost, use the following rules.

Magick

A paragon will only receive an additional Magickal Mastery feat if he can meet the level prerequisite (which differs based upon the prevalence of magick in the campaign). Each F/X Boost counts toward the total number of character levels needed. If the paragon cannot meet the prerequisite, then he gains an additional Magickal Mastery feat once the requirements are met. *For example, Sir Reginald Winterbourne has one level of Magick Mastery in a "common magick" campaign. At 3rd level, he takes a second level of elf paragon. Since he meets the minimum requirement for a second*

level of Magick Mastery (3rd character level), Sir Reginald gets another Magick Mastery feat. However, if Sir Reginald takes his final level of elf paragon at 4th level, he will not get his next Magick Mastery feat until he attains 6th level.

Spiritualism

A paragon's F/X Boost class features count when determining odd levels for the Medium advanced class's Spirit Guide class feature. When the paragon takes another level of Medium, he only gets Spirit Guide if he has an odd number of Medium levels and F/X Boosts. This supersedes the Medium class feature table (for Spirit Guide only). *Lady Amelia Cornwallis has four class levels of Medium. She takes a second level in Gnome Paragon, which gives her an odd number (4 Medium + 1 F/X Boost). She gets another Spirit Guide. However, when Lady Amelia takes a fifth level in Medium, she does not receive the Spirit Guide class feature as listed. She must wait until she takes another level of Medium or gains another F/X Boost.*

Alienist

A paragon's F/X Boost counts when determining powers known and power slots per day for the Psychological Abilities class feature.

Engines

Each F/X Boost adds 200 engine points to the Engineer's Engine Reserve class feature.

Gentleman Scientist

Each F/X Boost counts as a class level to determine discoveries known and preparation points available.

BEASTFOLK PARAGON

Beastfolk paragons are interesting creatures; while a paragon generally denotes a pinnacle of the race; many beastfolk paragons instead embrace their animal natures. Some naturalists believe that this is due to the surgeries confusing the beastfolk's original nature and that the paragon represents the animal(s) settling into the new form.

Beastfolk paragons that embrace "humanity" tend to be more civilized and better able to integrate into polite society, while beastfolk paragons that embrace their animal nature tend towards feral killers better left in the wild.

Beastfolk that choose "humanity" take levels in the human paragon class, while beastfolk that give in to their feral natures take levels in the beastfolk paragon class.

Hit Die: 1d8

Action Points: Beastfolk paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The beastfolk paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (engine, structural) (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (streetwise) (Int), Jump (Str), Listen (Wis), Navigate (Int), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis) and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all beastfolk get at first level, a beastfolk paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Perceptive, Rage	+1	+1
2nd	+2	+2	+0	+0	Animal Trait	+2	+2
3rd	+2	+2	+1	+1	Animal Trait	+2	+3

CLASS FEATURES

All of the following are class features of the beastfolk paragon.

Perceptive: At 1st level, a beastfolk paragon becomes more of a hunter. He receives a +1 to listen, search, and spot checks.

Rage: At 1st level, a beastfolk paragon comes to understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if he already has the Rage talent). The effect of this ability is identical with the effect of the Tough Hero's Rage talent.

Animal Trait: At 2nd and 3rd level, the beastfolk paragon rediscovers more of his animal nature. He receives a new slot that he can fill with an animal trait. The beastfolk paragon may "bank" his second level slot in order to take an animal trait that uses two slots at 3rd level (this would obviously use up his 3rd level slot as well).

CENTAUR PARAGON

The centaur paragon overcomes his clumsy size and becomes a very productive member of modern society. Many such centaur paragons become decorated army officers, known for their bravery in battle. A centaur paragon would not only charge into an enemy line but also rescue and return wounded comrades. Many such centaur paragon officers retire in the country, living out the rest of their lives as respected country squires.

Hit Die: 1d8

Action Points: Centaur paragons gain a number of action points equal to 4 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The centaur paragon's class skills (and the key ability for each skill) are: Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (behavioural sciences, earth and life sciences, physical sciences), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Feats: In addition to the feat all centaurs get at first level, a centaur paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Increased Speed	+1	+1
2nd	+2	+2	+1	+1	F/X/ Boost, Improved Darkvision	+2	+2
3rd	+3	+2	+1	+1	Ability Boost, F/X Boost	+2	+3

CLASS FEATURES

All of the following are class features of the centaur paragon.

Increased Speed: At 1st level, a centaur paragon's base speed increases to 60 feet.

Improved Darkvision: At 2nd level, a centaur paragon's darkvision range increases by 30 feet.

F/X Boost: At 2nd and 3rd level, a centaur paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the centaur paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a elf paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

Ability Boost: At 3rd level, a centaur paragon's Dexterity score increases by 2 points.

DEMON-BLOODED PARAGON

A demon-blooded paragon embraces more and more of her demonic nature. While she still mingles with the rougher edges of society, there is a certain nobility within her. Unfortunately, the demon-blooded's chaotic nature often leads her astray, and even the most efficient demon-blooded crime lord is prone to the occasional bout of insanity.

Whenever a demon-blooded takes a paragon level, she gains another demonic trait.

Hit Die: 1d6

Action Points: Demon-blooded paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The demon-blooded paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (chemical, pharmaceutical) (Int), Craft (rune), Disguise (Cha), Hide (Dex), Knowledge (arcane lore) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sleight of Hand (Dex), and Spot (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all demon-blooded get at first level, an demon-blooded paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Improved Resistance	+3	+1
2nd	+1	+0	+2	+0	Darkness, Skill Bonus	+4	+2
3rd	+2	+1	+2	+1	Ability Boost	+4	+3

CLASS FEATURES

All of the following are class features of the demon-blooded paragon.

Improved Resistance: At 1st level, one of a demon-blooded paragon's natural resistances to energy (fire, cold, or electricity) improves from 5 to 10. The character can choose which of her three resistances improves, but once she makes this choice it can never be altered.

Darkness (Sp): At 2nd level, a demon-blooded paragon can use her darkness spell-like ability three times per day.

Skill Bonus: A 2nd-level demon-blooded paragon's racial bonus on Bluff and Hide checks improves to +4.

Ability Boost: At 3rd level, a demon-blooded paragon's Dexterity score increases by 2 points.

DWARF PARAGON

Dwarf paragons are excellent warriors and craftsmen. The best of their race also have an increased resistance to magic and are better able to see in the dark. Most important buildings and engines were constructed with a dwarf paragon at the helm.

Hit Die: 1d10

Action Points: Dwarf paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The dwarf paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (engine, rune, structural) (Int), Fantastic Science (Int), Intimidate (Cha), Jump (Str), Knowledge (earth & life sciences, fantastic engines, physical sciences) (Int), Profession (Wis), Sense Motive (Wis), and Survival (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Feats: In addition to the feat all dwarves get at first level, a dwarf paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Craft Expertise, Improved Stonecunning	+1	+1
2nd	+2	+2	+0	+0	Improved Darkvision, Save Bonus	+2	+2
3rd	+3	+2	+1	+1	Ability Boost	+2	+3

CLASS FEATURES

All of the following are class features of the dwarf paragon.

Craft Expertise: A dwarf paragon may add a +1 on all Craft (engine), Craft (rune) and Craft (structural) checks.

Improved Stonecunning: At 1st level, a dwarf paragon's racial bonus on Search checks to notice unusual stonework increases to +4. The range at which he receives an automatic Search check for coming near an example of unusual stonework increases to 20 feet. Also, he can intuit where true north lies in relation to himself (as if he had 5 ranks in Survival) whenever underground.

Improved Darkvision: At 2nd level, a dwarf paragon's darkvision range increases by 30 feet.

Save Bonus: A 2nd-level dwarf paragon's racial bonus on saves against poison and against spells and spell-like effects increases by 1.

Ability Boost: At 3rd level, a dwarf paragon's Constitution score increases by 2 points.

ELF PARAGON

Legends highlight mighty elven heroes proficient in both warfare and magic. The elf paragon exemplifies both of these traits, making them deadly adversaries. As a consequence, elf paragons tend to be less concerned with artistic pursuits, although their capabilities are an art all their own. All elf paragons see themselves as protectors of their environments, although grey elf paragons act more like noble bodyguards (which they normally are).

Hit Die: 1d6

Action Points: Elf paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Elf paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Feats: In addition to the feat all elves get at first level, an elf paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Elfsight, Resist Enchantments	+3	+1
2nd	+1	+0	+2	+2	Weapon Focus, F/X Boost	+4	+2
3rd	+2	+1	+2	+2	Ability Boost, F/X Boost	+4	+3

CLASS FEATURES

All of the following are class features of the elf paragon.

Elfsight: An elf paragon has exceptional visual acuity. Her racial bonus on Search and Spot checks increases to +4. In addition, an elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Resist Enchantments: An elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

Weapon Focus: At 2nd level, an elf paragon gains Weapon Focus as a bonus feat. This feat may be applied to the katana, longsword, rapier, sword cane, longbow, composite longbow, shortbow, and composite shortbow. It may also be applied to compound bows, if available (see sidebar). The elf paragon must be proficient with the weapon chosen.

F/X Boost: At 2nd and 3rd level, an elf paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the elf paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a elf paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

Ability Boost: At 3rd level, an elf paragon's Intelligence score increases by 2 points.

AQUATIC ELF PARAGON

Aquatic elf paragons are more adept out of the water; otherwise, they are similar to their surface paragon brethren. Most aquatic elves that spend significant periods of time on land are aquatic elf paragons.

Aquatic elf paragons have the following changes:

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Amphibious, Resist Enchantments	+1	+1
2nd	+2	+2	+0	+0	Weapon Focus, F/X Boost	+2	+2
3rd	+3	+2	+1	+1	Ability Boost, F/X Boost	+2	+3

Amphibious: An aquatic elf paragon can survive indefinitely on land and under water.

Ability Boost: At 3rd level, a wild elf paragon's Strength score increases by 2 points.

DROW PARAGON

Drow paragons attempt to better integrate into surface society, exemplifying the best and most honourable members of their race. Drow paragons often fight for social justice which unfortunately has a tendency to tar them as anarchists.

The Drow paragon uses the Elf Paragon class with the following changes:

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Elfsight, Improved Darkvision	+3	+1
2nd	+1	+0	+2	+2	F/X Boost, Light sensitivity	+4	+2
3rd	+2	+1	+2	+2	Ability Boost, F/X Boost	+4	+3

Elfsight: A drow paragon has exceptional visual acuity. Her racial bonus on Search and Spot checks increases to +4. In addition, a drow paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Improved Darkvision: At 2nd level, a drow paragon's darkvision range increases by 30 feet.

F/X Boost: At 2nd and 3rd level, a drow paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the drow paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a drow paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

Light Sensitivity: A 2nd-level drow paragon's light blindness is lessened to light sensitivity. Instead of being blinded by bright light, she is merely dazzled in bright sunlight or within the radius of a daylight spell.

Ability Boost: At 3rd level, a drow paragon's Dexterity score increases by 2 points.

WILD ELF PARAGON

The wild elf paragon embraces his feral, uncivilized nature and, unlike his elf paragon brethren, this leads the wild elf paragon away from civilized society rather than draw him closer to it. Still, the wild elf paragon is a champion of the primitive, rural way of life and rails against the industrialization and urban sprawl that threatens it.

Wild elf paragons have the following changes:

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Rage, Resist Enchantments	+1	+1
2nd	+1	+2	+0	+2	Weapon Focus, F/X Boost	+2	+2
3rd	+1	+2	+1	+2	Ability Boost, F/X Boost	+2	+3

Rage: A wild elf paragon can draw upon his primal nature and survival instinct to devastating effect. He gains the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if he already has the Rage talent). The effect of this ability is identical with the effect of the Tough Hero's Rage talent.

Ability Boost: At 3rd level, a wild elf paragon's Dexterity score increases by 2 points.

WOOD ELF PARAGON

Like the wild elf paragon, the wood elf paragon prefers the pastoral to the urban way of life. Unlike his wild brethren, however, the wood elf paragon integrates well in modern society, often choosing the life of a country squire or other esteemed rural subject. The wood elf paragon is a protector of small villages and travellers.

Wood elf paragons have the following changes:

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Elfsight, Resist Enchantments	+1	+1
2nd	+2	+2	+0	+0	Weapon Focus, F/X Boost	+2	+2
3rd	+3	+2	+1	+1	Ability Boost, F/X Boost	+2	+3

Ability Boost: At 3rd level, a wood elf paragon's Dexterity score increases by 2 points.

GNOLL PARAGON

Gnoll paragons are scavengers by nature; this predilection serves them well in seeking out old ruins or new paths. Gnoll paragons remember the glories of the past and dedicate themselves to finding and preserving ancient treasures. Unfortunately, this sometimes means taking them out of the hands of others. The best of the gnoll paragons can aspire to be powerful magickians, drawing power from ancient rituals.

Hit Die: 1d8

Action Points: Gnoll paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The gnoll paragon's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (behavioural sciences, earth and life sciences, physical sciences), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all gnolls get at first level, a gnoll paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Improved Darkvision, Skill Bonus	+1	+1
2nd	+2	+2	+0	+0	Improved Perception	+2	+2
3rd	+3	+2	+1	+1	Ability Boost, F/X Boost	+2	+3

CLASS FEATURES

All of the following are class features of the gnoll paragon.

Improved Darkvision: At 1st level, a gnoll paragon's darkvision range increases by 30 feet.

Skill Bonus: At 1st level, a gnoll paragon is a font of information. Choose two Knowledge categories and add a +2 bonus to them.

Improved Perception: At 2nd level, a gnoll paragon's perceptive abilities become like an elf's. The gnoll paragon gains a +2 bonus on Listen, Search, and Spot checks. A gnoll paragon that merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for the door.

Ability Boost: At 3rd level, a gnoll paragon's Intelligence score increases by 2 points.

F/X Boost: At 3rd level, a gnoll paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the gnoll paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a gnoll paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

GNOME PARAGON

Curious, intelligent, and likable, gnomes move easily through the societies and communities of other races. They enjoy careful observation of the natural world and testing hypotheses in the laboratory. Gnomish paragons are an exemplary example of their race, making successful advances in science as well as integrating themselves into urban society. They also have an extra measure of the magick that flows through gnomish veins.

Hit Die: 1d6

Action Points: Gnome paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Gnome paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (chemical) (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (Wis), Spellcraft (Int), and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Starting Feats: In addition to the feat all gnomes get at first level, a gnome paragon begins play with the Simple Weapons Proficiency feat.

CLASS FEATURES

All of the following are class features of the gnome paragon.

Illusion Aptitude: A gnome paragon may add his class level to his caster level to determine the effects of any illusion spells he casts, including those gained as innate abilities of the gnome race. This bonus stacks with the extra spellcasting levels gained from the gnome paragon's spells per day entry (see above).



For example, a 2nd-level wizard/3rd-level gnome paragon's caster level is 2nd for most wizard spells but 5th for wizard

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Illusion Aptitude, Keen Senses	+1	+1
2nd	+1	+0	+2	+2	Mirror Image, F/X Boost	+2	+2
3rd	+2	+1	+2	+2	Ability Boost, F/X Boost	+2	+3

spells of the illusion school (and 4th for his innate spell-like abilities dancing lights, ghost sound, and prestidigitation). A 3rd-level bard/2nd-level gnome paragon's caster level is 4th for most bard spells but 6th for bard spells of the illusion school.

This increased caster level affects only spells that the character can cast; it does not give him access to higher-level spells or more spells per day.

Keen Senses: A gnome paragon's racial bonus on Listen checks and Craft (chemical) checks increases to +4.

Mirror Image (Sp): At 2nd level, a gnome paragon gains the ability to cast mirror image once per day as a spell-like ability with a caster level equal to his gnome paragon level.

F/X Boost: At 2nd and 3rd level, a gnome paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the gnome paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a gnome paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

Ability Boost: At 3rd level, a gnome paragon's Charisma score increases by 2 points.

STEAMPUNK GNOME PARAGON

If you've chosen to use the steampunk version of gnomes, then make the following changes:

Add Craft (engine) and Fantastic Science as class skills. Replace Illusion Aptitude with a +2 bonus to Craft (engine) and Fantastic Science checks. Replace Mirror Image with a +2 to Concentration checks.

GOBLIN PARAGON

Goblin paragons become better burglars and robbers, although quite a few of them turn to magick or science (especially goblin paragons). Goblin paragons are often the leaders of rookery goblin gangs or even neighbourhood leaders. A small number of goblin paragons have even managed to get themselves elected into office, where they have found new ways to cheat and steal.

Hit Die: 1d6

Action Points: Goblin paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The goblin paragon's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Concentration (Con), Demolitions (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Feats: In addition to the feat all goblins get at first level, a goblin paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Chameleon, Destructive	+3	+1
2nd	+1	+1	+2	+1	Improved Darkvision	+4	+2
3rd	+2	+1	+2	+1	Ability Boost	+4	+3

CLASS FEATURES

All of the following are class features of the goblin paragon.

Chameleon: At 1st level, a goblin paragon gains a +5 circumstance bonus to Hide checks when he has half cover or concealment. This increases to +10 for three-quarters and +15 to full cover or concealment.

Destructive: At 1st level, a goblin paragon gains a +1 to Demolition, Disable Device, and Escape Artist checks.

Improved Darkvision: At 2nd level, a goblin paragon's darkvision range increases by 30 feet.

Thrown Weapon Mastery: At 2nd level, a goblin paragon gains a +2 bonus on damage rolls when using a thrown weapon or a sling.

Ability Boost: At 3rd level, a goblin paragon's Dexterity score increases by 2 points.

GOBLYN PARAGON

Goblyn paragons are always middle class, aspiring to be amongst the greatest magickal practitioners of the nation. Compared to other goblins (and goblyn's), the goblyn paragon is quite suave and sophisticated and is often knowledgeable not only about the arcane arts, but also arcane lore within the lower classes of the city.

Hit Die: 1d6

Action Points: Goblyn paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The goblyn paragon's class skills (and the key ability for each skill) are: Craft (chemical, pharmaceutical) (Int), Decipher Script (Int), Gather Information (Cha), Hide (Dex), Investigate (Int), Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, fantastic sciences, history, physical sciences, popular culture, streetwise, tactics, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none) and Spot (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

Starting Feats: In addition to the feat all goblyns get at first level, a goblyn paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Chameleon, Skill Bonus	+3	+1
2nd	+1	+1	+2	+1	F/X Boost Improved Darkvision	+4	+2
3rd	+2	+1	+2	+1	Ability Boost, F/X Boost	+4	+3

CLASS FEATURES

All of the following are class features of the goblin paragon.

Chameleon: At 1st level, a goblin paragon gains a +5 circumstance bonus to Hide checks when he has half cover or concealment. This increases to +10 for three-quarters and +15 to full cover or concealment.

Skill Bonus: At 1st level, a goblin paragon learns more about the arcane arts, even those practiced in the rookeries. He receives a +2 bonus to Knowledge (arcane lore) and Knowledge (streetwise) checks.

Improved Darkvision: At 2nd level, a goblin paragon's darkvision range increases by 30 feet.

F/X Boost: At 2nd and 3rd level, a goblin paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the goblin paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a goblin paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

Ability Boost: At 3rd level, a goblin paragon's Intelligence score increases by 2 points.

HALF-DRAGON PARAGON

Half-dragons are a diverse lot. Their dragon parents differ in attitudes and abilities depending on their kind, and the magical nature of dragons means that their other parent can be nearly anything. This diversity might seem to preclude the idea of a half-dragon paragon, but the overwhelming strength of the dragon heritage makes such paragons possible. Half-dragon paragons are defined in large part by the nature of their dragon parent, making a half-gold dragon much different from a half-red dragon—although both are gifted with extraordinary physical abilities and force of personality.

There are a few half-dragons that eschew their draconic heritage and embrace the best qualities of their humanoid parentage. Rather than become half-dragon paragons, these half-dragons may take levels in the appropriate humanoid paragon class instead.

Hit Die: 1d10

Action Points: Half-dragon paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The half-dragon paragon's class skills (and the key ability for each skill) are: Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). In addition, a half-dragon paragon gets class skills based on his dragon type:

Black: Hide (Dex), Move Silently (Dex), and Swim (Str).

Blue: Bluff (Cha), Hide (Dex), and Spellcraft (Int).

Brass: Bluff (Cha), Gather Information (Cha), and Survival (Wis).

Bronze: Disguise (Cha), Survival (Wis), and Swim (Str).

Copper: Bluff (Cha), Hide (Dex), and Jump (Str).

Gold: Disguise (Cha), Heal (Wis), and Swim (Str).

Green: Bluff (Cha), Hide (Dex), and Move Silently (Dex).

Red: Appraise (Int), Bluff (Cha), and Jump (Str).

Silver: Bluff (Cha), Jump (Str), and Perform (Cha).

White: Hide (Dex), Move Silently (Dex), and Swim (Str).

Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all half-dragons get at first level, a half-dragon paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+1	Sorcerous Blood	+1	+1
2nd	+2	+2	+0	+2	Natural Armour Increase	+2	+2
3rd	+3	+2	+1	+2	Breath Weapon 3/day	+2	+3

CLASS FEATURES

All of the following are class features of the half-dragon paragon.

Sorcerous Blood: A character's half-dragon paragon levels stack with appropriate class levels for purposes of determining the level of F/X abilities gained. While this usually applies only to arcane spells, the GM may choose a different type of F/X based on the parameters of his campaign.

Natural Armour Increase: At 2nd level, a half-dragon paragon's natural armour bonus improves by 1.

Breath Weapon (Su): At 3rd level, a half-dragon paragon can use his innate breath weapon three times per day (but only once every 1d4 rounds).

HALF-DWARF PARAGON

Half-dwarves are among the most well-adjusted and self-sufficient of the hybrid races and the half-dwarf paragon takes this to the extreme. Half-dwarf paragons combine the best of both dwarf and human. Their hardy constitution enables them to push themselves to the limits of their abilities and they are very creative. Half-dwarf paragons are excellent craftsmen, explorers, and warriors.

Hit Die: 1d10

Action Points: Half-dwarf paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The half-dwarf paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (engine, rune, structural) (Int), Fantastic Science (Int), Intimidate (Cha), Jump (Str), Knowledge (earth & life sciences, fantastic engines, physical sciences) (Int), Profession (Wis), Sense Motive (Wis), and Survival (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Feats: In addition to the feat all half-dwarves get at first level, a half-dwarf paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Craft Expertise, Divided Ancestry	+1	+1
2nd	+2	+2	+0	+0	Improved Darkvision, Save Bonus	+2	+2
3rd	+3	+2	+1	+1	Ability Boost	+2	+3

CLASS FEATURES

All of the following are class features of the half-dwarf paragon.

Craft Expertise: A half-dwarf paragon may add his class level as a racial bonus on all Craft (engine), Craft (rune), and Craft (structural) checks.

Divided Ancestry: Half-dwarves can take levels in more than one racial paragon class. After gaining at least one level as a half-dwarf paragon, a character can take either dwarf paragon levels or human paragon levels (but not both).

Improved Darkvision: At 2nd level, a half-dwarf paragon's darkvision range increases by 30 feet.

Save Bonus: A 2nd-level half-dwarf paragon's racial bonus on saves against poison and against spells and spell-like effects increases by 1.

Ability Boost: At 3rd level, a half-dwarf paragon's Constitution score increases by 2 points.

HALF-ELF PARAGON

Modern society has been good for half-elves, as they make up a large percentage of the upper class. Half-elf paragons parlay this into careers as diplomats, and ambassadors to foreign courts are primarily half-elven. Even those half-elves unable to ascend to the aristocracy find a use for their social skills as entertainers and salesmen.

Hit Die: 1d8

Action Points: Half-elf paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Half-elf paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (Wis), and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all half-elves get at first level, a half-elf paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Divided Ancestry, Elven Vision	+1	+1
2nd	+1	+2	+0	+2	F/X Boost, Persuasion	+2	+2
3rd	+2	+2	+1	+2	Ability Boost, F/X Boost	+2	+3

CLASS FEATURES

All of the following are class features of the half-elf paragon.

Divided Ancestry: Half-elves can take levels in more than one racial paragon class. After gaining at least one level as a half-elf paragon, a character can take either elf paragon levels or human paragon levels (but not both). If the elven parent is of a variant race, use the appropriate variant rules for the elf paragon class.

Elven Vision: At 1st level, a half-elf paragon's visual acuity improves to match that of an elf's. A half-elf paragon's racial bonus on Search and Spot checks increases to +2.

Persuasion: A 2nd level half-elf paragon's racial bonus on Diplomacy and Gather information checks increases to +3. She gains a +2 racial bonus on all other Charisma-based skills.

F/X Boost: At 2nd and 3rd level, a half-elf paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the half-elf paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a half-elf paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

Ability Boost: At 3rd level, a half-elf paragon increases one ability score of her choice by 2 points.

HALF-DROW PARAGON

Unlike his surface cousins, the half-drow paragon is never willingly brought into upper class society. He does, however, utilize his persuasive talents to curry favour with the underworld. A half-drow paragon makes an effective interrogator and some have even organized their own criminal gangs.

The half-drow paragon uses the half-elf paragon with the following adjustments:

Divided Ancestry: Half-drow paragons can take levels in more than one racial paragon class. After gaining at least one level as a half-drow paragon, a character can take either drow paragon levels or human paragon levels (but not both). This replaces the half-elf class ability of the same name.

Improved Darkvision: At 1st level, a half-drow paragon's darkvision improves to 120 feet.

HALF-GOBLIN PARAGON

The half-goblin paragon has carved a place in the underworld. Using his skills and stealthy nature, half-goblin paragons are sought after as spies and assassins. In some cases, a half-goblin paragon may actually lead a gang of goblins or be a respected member of a crime boss.

Hit Die: 1d6

Action Points: Half-goblin paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The half-goblin paragon's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (civics, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Swim (Str) and Tumble (Dex). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

Starting Feats: In addition to the feat all half-goblins get at first level, a half-goblin paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Divided Ancestry, Improved Darkvision	+3	+1
2nd	+1	+0	+2	+0	Sneak Attack	+4	+2
3rd	+2	+1	+2	+1	Ability Boost	+4	+3

CLASS FEATURES

All of the following are class features of the half-goblin paragon.

Divided Ancestry: Half-goblin paragons can take levels in more than one racial paragon class. After gaining at least one level as a half-goblin paragon, a character can take either goblin paragon levels or human paragon levels (but not both).

Improved Darkvision: At 1st level, a half-goblin paragon's darkvision improves to 60 feet.

Sneak Attack: At 2nd level, a half-goblin may perform a sneak attack. Any time the half-goblin paragon's target would be denied her Dexterity bonus to Defence (whether she actually has a Dexterity bonus or not), the half-goblin paragon's attack deals +1d6 points of damage. This ability stacks with and is subject to the same restrictions as the Thug Talent of the same name (see the New Talent Trees chapter).

Ability Boost: At 3rd level, a half-goblin paragon's Dexterity score increases by 2 points.

HALF-GOBLYN PARAGON

Half-goblin paragons aren't as stealthy as their half-goblin brethren, but they make up for it in magickal power.

Make the following changes for a half-goblin paragon:

F/X Boost: At 2nd and 3rd level, a half-goblin paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the half-goblin paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a half-goblin paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section. This class feature replaces the Sneak Attack class feature.

Ability Boost: Instead of Dexterity, the half-goblin's Intelligence increases by 2 at 3rd level.

HALF-OGRE PARAGON

While generally born under less than ideal circumstances, the half-ogre paragon is a testament to his heritage. He combines the discipline of man with the brute strength of the ogre. This makes the half-ogre paragon a reliable soldier and law-enforcer. A few half-ogre paragons have appointed themselves protectors of their rookeries and look out for those that reside in them.

Hit Die: 1d10

Action Points: Half-ogre paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The half-ogre paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (structural) (Int), Intimidate (Cha), Jump (Str), Knowledge (streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), and Survival (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Feats: In addition to the feat all half-ogres get at first level, a half-ogre paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Divided Ancestry, Improved Low-light Vision	+1	+1
2nd	+2	+2	+0	+0	Brutish	+2	+2
3rd	+3	+2	+1	+1	Ability Boost	+2	+3

CLASS FEATURES

All of the following are class features of the half-ogre paragon.

Divided Ancestry: Half-ogres can take levels in more than one racial paragon class. After gaining at least one level as a half-ogre paragon, a character can take either ogre paragon levels or human paragon levels (but not both).

Improved Low-light Vision: A half-ogre paragon's low-light vision increases in range, allowing him to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Brutish: At 2nd level, a half-ogre paragon receives a +1 bonus to all Bull Rush, Grapple and Trip checks. These bonuses stack with those offered in the Strong Hero's Brute Talent Tree (see the New Talent Trees chapter).

Ability Boost: At 3rd level, a half-ogre paragon's Strength score increases by 2 points.

HALF-ORC PARAGON

Half-orc paragons differ from other racial paragons in that they rarely have large populations of other half-orcs promoting and supporting their views of their race. Rather, most half-orc paragons find the strength to champion their heritage by overcoming the challenges of a unique and sometimes isolating background. Powerful warriors, half-orc paragons combine the innate ferocity of their orc heritage with the quick thinking and adaptability of humanity.

Hit Die: 1d8

Action Points: Half-orc paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Half-orc paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (streetwise) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all half-orcs get at first level, a half-orc paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Divided Ancestry, Monstrous Mien	+1	+1
2nd	+2	+2	+0	+0	Rage	+2	+2
3rd	+3	+2	+1	+1	Ability Boost	+2	+3

CLASS FEATURES

All of the following are class features of the half-orc paragon.

Divided Ancestry: Half-orcs can take levels in more than one racial paragon class. After gaining at least one level as a half-orc paragon, a character can take either orc paragon levels or human paragon levels (but not both).

Monstrous Mien: Half-orc paragons can channel their innate ferocity, resulting in a +4 racial bonus on Intimidate checks.

Rage: At 2nd level, a half-orc paragon comes to understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if he already has the Rage talent). The effect of this ability is identical with the effect of the Tough Hero's Rage talent.

Ability Boost: At 3rd level, a half-orc paragon's Strength score increases by 2 points.



HALFLING PARAGON

Clever and capable, halfling paragons love travel, and they embody the curiosity and easygoing ways of the halfling people. Despite their curiosity and good-natured outlook, halfling paragons are the most capable members of their race. They are survivors, cunning and resourceful enough to survive in a world filled with large, dangerous creatures. When halfling paragons travel through communities and countries, they are quick to make friends and often end up joining long journeys or explorations on a whim.

Hit Die: 1d6

Action Points: Halfling paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Halfling paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Diplomacy (Cha), Fantastic Science (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (any) (Wis), Survival (Wis), and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all halflings get at first level, a halfling paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Athletic Prowess, Save Bonus	+3	+1
2nd	+1	+0	+2	+0	Thrown Weapon Mastery	+4	+2
3rd	+2	+1	+2	+1	Ability Boost	+4	+3

CLASS FEATURES

All of the following are class features of the halfling paragon.

Athletic Prowess: At 1st level, a halfling paragon's racial bonus on Climb, Jump, and Move Silently checks improves to +3.

Save Bonus: A halfling paragon's racial bonus on all saving throws increases by 1.

Thrown Weapon Mastery: At 2nd level, a halfling paragon gains a +2 bonus on damage rolls when using a thrown weapon or a sling.

Ability Boost: At 3rd level, a halfling paragon's Dexterity score increases by 2 points.

TALLFELLOW HALFLING PARAGON

Tallfellow halfling paragons are protectors of travellers. They keep a sharp eye out for harm, especially from suspicious-looking travellers. While not particularly strong, a tallfellow halfling paragon keeps good company and is often the lookout for an elf or gnome paragon.

Tallfellow halfling paragons have the following changes:

Add Search and Spot to class skills. Remove Climb, Jump and Move Silently.

Replace the Athletic Prowess class feature with the following:

Heightened Perception: At 1st level, a tallfellow halfling paragon's racial bonus on Listen, Search, and Spot checks improves to +3.

DEEP HALFLING PARAGON

Deep halfling paragons aspire to be dwarves or, perhaps more accurately, appreciate the dwarven lifestyle. Unlike their kin, deep halfling paragons settle in a particular area, often in hills or mountains, and defend that land with their last breaths.

Deep halfling paragons have the following changes:

Add Craft (engine), Craft (structural) and Repair to class skills. Remove Climb, Jump and Move Silently.

Replace the Athletic Prowess class feature with the following:

Improved Stonecunning: At 1st level, a deep halfling paragon's racial bonus on Search checks to notice unusual stonework increases to +4. The range at which he receives an automatic Search check for coming near an example of unusual stonework increases to 20 feet. Also, he can intuit where true north lies in relation to himself (as if he had 5 ranks in Survival) whenever underground.

HUMAN PARAGON

Human inventors, explorers, and others who push the boundaries of knowledge and experience may become human paragons. They turn adversity into opportunity by finding new ways to apply their skills, discovering new techniques to solve problems, and challenging entropy by constantly seeking out ventures they have not yet mastered. Humans, and the paragons who rise from among them, balance strength with agility and temper intellect with intuition.

Hit Die: 1d8

Action Points: Human paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The human paragon may choose any ten skills as class skills. Each category within Craft, Knowledge, Perform, and Profession is treated as a separate skill. Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the two feats all humans get at first level, a human paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Adaptive Learning	+1	+1
2nd	+1	+2	+0	+2	Bonus Feat, F/X Boost	+2	+2
3rd	+2	+2	+1	+2	Ability Boost, F/X Boost	+2	+3

CLASS FEATURES

All of the following are class features of the human paragon.

Adaptive Learning: At 1st level, a human paragon can designate any one of his human paragon class skills as an adaptive skill. This skill is treated as a class skill in all respects for all classes that character has levels in, both current and future. For example, if a human paragon chooses Spot as an adaptive skill, he treats Spot as a class skill for all future class levels he gains, even if it is not normally a class skill for the class in question.

Bonus Feat: At 2nd level, a human paragon gains a bonus feat. The character must meet the prerequisites for the bonus feat normally.

F/X Boost: At 2nd and 3rd level, a human paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the human paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a human paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section.

Ability Boost: At 3rd level, a human paragon increases one ability score of his choice by 2 points.

KOBOLD PARAGON

Kobold paragons are primarily soldiers, bringing their knowledge of ambushing, guerrilla warfare, and complex trap-making skills to the battlefield. They tend to be a bit bloodthirsty and proudly collect (and prominently display) battlefield souvenirs (naturalists believe this is a holdover from earlier times, when such collections served as a warning to potential attackers).

Hit Die: 1d6

Action Points: Kobold paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Kobold paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (engine, rune) (Int), Decipher Script (Int), Knowledge (arcane lore, earth and life sciences, fantastic engines, physical sciences) (Int), Navigate (Int), Profession (Wis), Sense Motive (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Feats: In addition to the feat all kobolds get at first level, a kobold paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Craft Expertise, Save Bonus	+3	+1
2nd	+1	+1	+2	+2	Improved Darkvision	+4	+2
3rd	+2	+1	+2	+2	Ability Boost	+4	+3

CLASS FEATURES

All of the following are class features of the kobold paragon.

Craft Expertise: A kobold paragon may add his class level as a racial bonus on all Craft (engine) and Craft (structural) checks.

Save Bonus: A kobold paragon's racial bonus on all saving throws increases by 1.

Improved Darkvision: At 2nd level, a kobold paragon's darkvision range increases by 30 feet.

Thrown Weapon Mastery: At 2nd level, a kobold paragon gains a +2 bonus on damage rolls when using a thrown weapon or a sling.

Ability Boost (Ex): At 3rd level, a kobold paragon's Dexterity score increases by 2 points.

LIZARDFOLK PARAGON

Lizardfolk paragons understand the challenges of their race and begin down a spiritual path. Lizardfolk paragons are the spiritual (and often temporal) leaders of their communities, seeking guidance from ancestor spirits and "the ancient ways" that are ancient even by druidic standards.

Note: While the acolyte advanced class in the core rules emulate lizardfolk "shamans" quite well, if you prefer a Victorian slant then create them as mediums, as detailed in *the Imperial Age: Spiritualism*.

Hit Die: 1d8

Action Points: Lizardfolk paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The lizardfolk paragon's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Knowledge (arcane lore, behavioural sciences, earth and life sciences, physical sciences, theology and philosophy), Listen (Wis), Navigate (Int), Profession

(Wis), Read/Write Language (none), Ride (Dex), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Feats: In addition to the feat all lizardfolk get at first level, a lizardfolk paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Athletic Prowess, Skill Bonus	+1	+1
2nd	+1	+2	+0	+2	Dodge Bonus, F/X Boost	+2	+2
3rd	+2	+2	+1	+2	Ability Boost, F/X Boost	+2	+3

CLASS FEATURES

All of the following are class features of the lizardfolk paragon.

Athletic Prowess: At 1st level, a lizardfolk paragon's racial bonus on Balance, Jump, and Swim checks improves to +3.

Skill Bonus: At 1st level, a lizardfolk paragon learns that avoiding a fight can be better than having to fight. He gains a +2 bonus to Diplomacy and Intimidate checks.

Dodge Bonus: At 2nd level, a lizardfolk paragon that is aware of his surroundings can better guard against attack. He receives a +1 dodge bonus to Defence. The lizardfolk paragon loses this bonus if he is denied his dodge bonus.

F/X Boost: At 2nd and 3rd level, a lizardfolk paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the lizardfolk paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a lizardfolk paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section. This class feature replaces the Sneak Attack class feature.

Ability Boost (Ex): At 3rd level, a lizardfolk paragon's Wisdom score increases by 2 points.



MINOTAUR PARAGON

Minotaur paragons are amongst the best hunters in the world. They prefer sentient prey, enjoying the thrill of the hunt and the fear in their victims. Criminal bosses often employ minotaur paragons to hunt down their debtors or enemies. A minotaur paragon is a fearsome opponent, hindered somewhat only by its large size.

Hit Die: 1d10

Action Points: Minotaur paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The minotaur paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (streetwise) (Int), Jump (Str), Listen (Wis), Navigate (Int), Profession (Wis), Speak Language (none), Spot (Wis), Survival (Wis) and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats: In addition to the feat all minotaurs get at first level, a minotaur paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Hunter, Improved Darkvision	+1	+1
2nd	+2	+2	+0	+0	Rage	+2	+2
3rd	+3	+2	+1	+1	Ability Boost	+2	+3

CLASS FEATURES

All of the following are class features of the minotaur paragon.

Hunter: The minotaur paragon is a master hunter. He adds +4 to his Survival checks when tracking.

Improved Darkvision: At 1st level, a minotaur paragon's darkvision range increases by 30 feet.

Rage: At 2nd level, a minotaur paragon can understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if he already has the Rage talent). The effect of this ability is identical with the effect of the Tough Hero's Rage talent.

Ability Boost: At 3rd level, a minotaur paragon's Strength score increases by 2 points.

OGRE PARAGON

Naturalists have long debated whether ogres and ogre magi are a single race or separate species entirely. While there have been no documented ogre/ogre magi hybrid births, the ogre paragon suggests a link between the two. As he gains in power, the ogre paragon becomes more and more like her oriental cousins. While an ogre paragon will never be a true ogre magi, she can become a potent mystical force in her own right.

Hit Die: 1d6

Action Points: Ogre paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The ogre paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (chemical, pharmaceutical, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, art, current events, earth and life sciences, physical sciences, popular culture, streetwise) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

Starting Feats: In addition to the feat all ogres get at first level, an ogre paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Evolved	+1	+1
2nd	+1	+2	+0	+2	Evolved, F/X Boost	+2	+2
3rd	+1	+2	+1	+2	Evolved, F/X Boost	+2	+3

CLASS FEATURES

All of the following are class features of the ogre paragon.

Evolved: At 1st level, the ogre paragon realizes that something sets her apart from her kin. At first level and each ogre paragon level thereafter, the ogre paragon may add +2 to one mental (Int, Wis, Cha) ability score. She may choose to upgrade a single mental ability score more than once.

F/X Boost: At 2nd and 3rd level, an ogre paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the ogre paragon knows more than one F/X class (for example, Acolyte and Telepath), then she must choose which F/X class receives the benefit. At 3rd level, an ogre paragon may increase her previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section. This class feature replaces the Sneak Attack class feature.

ORC PARAGON

Aggressive, brutal, and often at odds with the other humanoid races, orcs view war and hatred as their right. They have a deep and nearly endless enmity for elves and dwarves, having battled both races for countless generations. Like members of other paragon classes, orc paragons embody the best of their race, combining the strength and confidence of their people with intelligent observation and a willingness to temper risk with calculation.

Hit Die: 1d10

Action Points: Orc paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Orc paragon's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Starting Feats: In addition to the feat all orcs get at first level, an orc paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	No light sensitivity, Rage	+1	+1
2nd	+2	+2	+0	+0	Improved Darkvision	+2	+2
3rd	+3	+2	+1	+1	Ability Boost	+2	+3

CLASS FEATURES

All of the following are class features of the orc paragon.

No Light Sensitivity: An orc paragon loses his race's light sensitivity at 1st level.

Rage: An orc paragon can understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if he already has the Rage talent). The effect of this ability is identical with the effect of the Tough Hero's Rage talent.

Improved Darkvision: At 1st level, an orc paragon's darkvision range increases by 30 feet.

Ability Boost: At 3rd level, an orc paragon's Strength score increases by 2 points.

SERPENTFOLK PARAGON

As a race, serpentfolk are deceptive and sneaky. A serpentfolk paragon simply takes this to a new level. A serpentfolk paragon is more skilled at impersonating others and getting into places unseen; this results in a serpentfolk paragon being higher-placed in humanoid societies than his kin.

Hit Die: 1d8

Action Points: Serpentfolk paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The serpentfolk paragon's class skills (and the key ability for each skill) are: Concentration (Con), Craft (pharmaceutical, visual art, writing) (Int), Diplomacy (Cha), Knowledge (art, behavioural sciences, business, civics, current events, earth and life sciences, history, popular culture, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), and Treat Injury (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Feats: In addition to the feat all serpentfolk get at first level, a serpentfolk paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Improved Darkvision, Perceptive	+1	+1
2nd	+1	+2	+0	+2	F/X Boost, Sneaky	+2	+2
3rd	+2	+2	+1	+2	Ability Boost, F/X Boost	+2	+3

CLASS FEATURES

All of the following are class features of the serpentfolk paragon.

Improved Darkvision: At 1st level, a serpentfolk paragon's darkvision range increases by 30 feet.

Perceptive: At 1st level, a serpentfolk paragon becomes more perceptive. He receives a +1 to listen, search, and spot checks.

F/X Boost: At 2nd and 3rd level, a serpentfolk paragon that already has levels in an F/X-using class may add a level for purposes of determining spells known, spells per day, and power points. If the serpentfolk paragon knows more than one F/X class (for example, Acolyte and Telepath), then he must choose which F/X class receives the benefit. At 3rd level, a serpentfolk paragon may increase his previous upgraded F/X an extra level or choose to apply the bonus to another F/X class. For specific *Imperial Age* classes, see the sidebar at the beginning of this section. This class feature replaces the Sneak Attack class feature.

Sneaky: At 2nd level, a serpentfolk paragon learns to better hide his motives and his presence. He receives a +2 to Bluff and Move Silently checks.

Ability Boost: At 3rd level, a serpentfolk paragon's Charisma score increases by 2 points.

TROGLODYTE PARAGON

Troglodyte paragons are master scavengers and survivalists. Many of them become leaders within their communities as they teach the skills necessary for survival. Some troglodyte paragons become community defenders and often the first troglodyte encountered within the sewers or underground will be a troglodyte paragon.

Hit Die: 1d8

Action Points: Troglodyte paragons gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The troglodyte paragon's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (streetwise), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis). Also, the starting occupation selected can provide additional class skills to choose from.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Starting Feats: In addition to the feat all troglodytes get at first level, a troglodyte paragon begins play with the Simple Weapons Proficiency feat.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Improved Darkvision, Scavenger	+1	+1
2nd	+2	+2	+0	+0	Putrid Stench, Sewer Lore	+2	+2
3rd	+3	+2	+1	+1	Ability Boost	+2	+3

CLASS FEATURES

All of the following are class features of the troglodyte paragon.

Improved Darkvision: At 1st level, a troglodyte paragon's darkvision range increases by 30 feet.

Scavenger: At 1st level, a troglodyte paragon is well-versed in sewer survival. He receives a +2 on all Survival checks.

Putrid Stench: At 2nd level, a troglodyte paragon's stench is even more potent. A DC 17 Fortitude save is necessary to resist its effects.

Sewer Lore: At 2nd level, a troglodyte paragon knows his way around the sewers and other underground areas. He receives a +2 on appropriate Knowledge checks and Search checks while underground.

Ability Boost: At 3rd level, a serpentfolk paragon's Constitution score increases by 2 points.

RACIAL FEATS

Feats with an asterisk (*) may not be appropriate if you are allowing racial paragon classes in your campaign, as they can be too easily abused. They are, however, given here for GMs that are not using racial paragon classes but still wish to give PCs the opportunity to further develop their inherent abilities.

AMPHIBIOUS*

While most members of your race struggle outside of water, you are equally comfortable in both environments.

Prerequisite: Gills

Benefit: You can survive indefinitely above and underwater.

CHARISMATIC PLUS

Your race is naturally charismatic.

Prerequisite: At least a +2 species bonus to Charisma.

Benefit: You gain two talents from the Charismatic hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Favour, Captivate, Dazzle, Taunt, Inspiration, Greater Inspiration.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

DEDICATED PLUS

Your race is naturally dedicated.

Prerequisite: At least a +2 species bonus to Wisdom.

Benefit: You gain two talents from the Dedicated hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Aid Another, Intuition, Healing Touch 1, Healing Touch 2, Aware, Faith, Cool Under Pressure.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

FAST PLUS

Your race is naturally fast.

Prerequisite: At least a +2 species bonus to Dexterity.

Benefit: You gain two talents from the Fast hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, Opportunist, Improved Increased Speed, Advanced Increased Speed.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

IMPROVED DARKVISION*

You have exceptional sight for a member of your race.

Prerequisite: Darkvision.

Benefit: The range of your darkvision increases by 30 feet.

IMPROVED LOW-LIGHT VISION*

You have exceptional sight for a member of your race.

Prerequisite: Low-light Vision

Benefit: The range of your low-light vision doubles.

IMPROVED NATURAL ARMOUR*

You have a tougher hide than most members of your race.

Prerequisite: A racial natural armour bonus.

Benefit: Your natural armour bonus increases by 1.

IMPROVED RACIAL SKILLS*

You are an exceptionally skilled member of your race.

Prerequisite: Two skills with racial bonuses.

Benefit: Choose two skills in which you received racial bonuses. These skills receive an additional +2 racial bonus.

Special: This feat may be taken multiple times. Each time you select this feat you must choose two different skills. If no skills remain for which you have racial bonuses, you may no longer take this feat.

IMPROVED SAVE BONUS*

You are particularly resilient for a member of your race.

Prerequisite: A racial save bonus.

Benefit: Your racial save bonuses double.

NO LIGHT SENSITIVITY*

While your race is primarily nocturnal, you have adapted to life under the sun.

Prerequisite: Light Sensitivity

Benefit: You no longer suffer the effects of light sensitivity.

RACIAL RAGE*

Your monstrous blood boils more so than other members of your race.

Prerequisite: Wild elf, half-orc, or orc.

Benefit: You can understand and draw upon the natural ferocity coursing through your blood. You gain the ability to fly into a screaming blood frenzy once per day (or one additional time per day, if you already have the Rage talent). The effect of this ability is identical with the effect of the Tough Hero's Rage talent.

SMART PLUS

Your race is naturally smart.

Prerequisite: At least a +2 species bonus to Intelligence.

Benefit: You gain two talents from the Smart hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Savant, Linguist, Exploit Weakness, Plan, Trick.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents. The exception is the savant talent, which you can select multiple times. However, each time you select the savant talent, you must choose a different skill (see the savant talent's description).

STRONG PLUS

Your race is naturally strong.

Prerequisite: At least a +2 species bonus to Strength.

Benefit: You gain two talents from the Strong hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Extreme Effort, Advanced Extreme Effort, Improved Ignore Hardness, Advanced Ignore Hardness, Improved Melee Smash, Advanced Melee Smash.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

TOUGH PLUS

Your race is naturally tough.

Prerequisite: At least a +2 species bonus to Constitution.

Benefit: You gain two talents from the Tough hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Damage Reduction 2/—, Damage Reduction 3/—, Energy Resistance (choose one energy type), Remain Conscious, Second Wind, Stamina.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

NEW TALENT TREES

BRUTE TALENT TREE (Strong Hero)

Strong heroes with these talents are remarkably forceful and powerful in close combat, dominating the battlefield wherever they go.

Rough: The Strong hero receives a +1 bonus to all Bull Rush, Grapple and Trip checks.

Rowdy: The Strong hero receives an additional +1 bonus to all Bull Rush, Grapple and Trip checks (+2 total).

Prerequisite: Rough

Brute: The Strong hero receives an additional +1 bonus to all Bull Rush, Grapple and Trip checks (+3 total).

Prerequisites: Rough, rowdy

RAGE TALENT TREE (Tough Hero)

A terrible wrath broods and seethes within the Tough hero's soul, a fury that finds release only in battle.

Rage 1/day: The Tough hero can fly into a rage once per day. In a rage, the Tough hero temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Defence. The increase in Constitution increases the Tough hero's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, the Tough hero cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has, except those that have a minimum Intelligence score and/or spellcasting or psionic ability (in a campaign featuring magic or psionics) as prerequisites. A fit of rage lasts for a number of rounds equal to 3 + the Tough hero's (newly improved) Constitution modifier. The Tough hero may prematurely end his rage. At the end of the rage, the Tough hero loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but the Tough hero can do it only during his action, not in response to someone else's action.

Whirling Frenzy: The Tough hero can choose to use his rage ability differently. Instead of gaining the normal bonuses for a rage (described above), the Tough hero temporarily gains a +4 bonus to Strength and a +2 dodge bonus to Defence and on Reflex saves. He does not take the penalty to Defence he would receive in a rage. While in a whirling frenzy, the Tough hero may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as do all other attacks made this round. This penalty applies for 1 round, so it also affects any attacks of opportunity the Tough hero might make before his next action. Any time a Tough hero enters a whirling frenzy, it counts as 1 use of his rage ability. It is impossible to enter a rage and a whirling frenzy during the same encounter.

Prerequisite: Rage 1/day

Rage 2/day: The Tough hero can enter a rage twice per day rather than once. However, the Tough hero can fly into a rage only once per encounter.

Prerequisites: Rage 1/day, character level 4

Rage 3/day: The Tough hero can enter a rage three times per day rather than once. However, the Tough hero can fly into a rage only once per encounter.

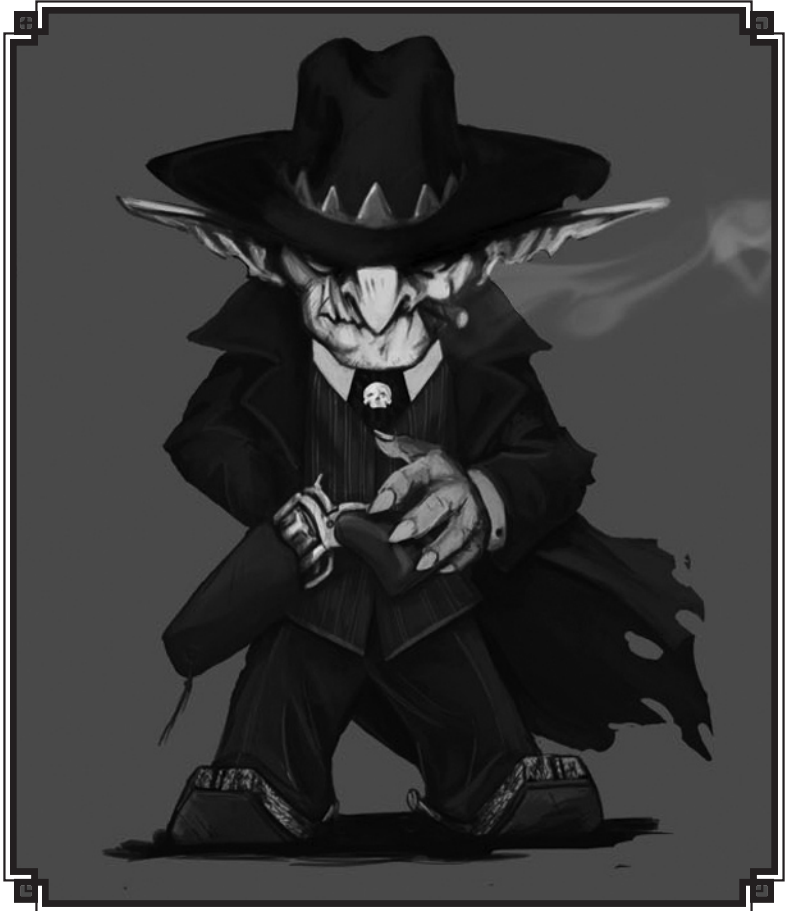
Prerequisites: Rage 2/day, character level 8

THUG TALENT TREE (Fast Hero)

The Fast hero understands how to hit someone where it hurts the most.

Sneak Attack: Any time the Fast hero's target would be denied her Dexterity bonus to Defence (whether she actually has a Dexterity bonus or not), the Fast hero's attack deals +1d6 points of damage. Should the Fast hero score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less. With a sap or an unarmed strike, the Fast hero can make a sneak attack that deals nonlethal damage instead of normal damage. He cannot use a weapon that deals normal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack. A Fast hero can only sneak attack living creatures with discernible anatomies. Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the Fast hero must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The Fast hero cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach. If the Fast hero gains sneak attack from another class or feat, the bonus dice from the various sneak attacks stack.



Sneak Attack 2: The bonus damage from the Fast hero's sneak attack is increased to +2d6.

Prerequisites: Fast hero level 3, sneak attack

Sneak Attack 3: The bonus damage from the Fast hero's sneak attack is increased to +3d6.

Prerequisites: Fast hero level 5, sneak attack 2

Crippling Strike: A Fast hero with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Prerequisites: Sneak attack, base attack bonus

+5

OTHER FANTASTIC SETTINGS

In addition to the default assumption, there are other ways to incorporate Fantastical Races into your *Imperial Age* campaign. Below are a few examples of other types of campaigns, along with several plot hooks for each.

“The New Age of Magick” posits a world inspired by FASA’s (and now Catalyst Games’) *Shadowrun* setting, in which a mundane Victorian world undergoes a radical change overnight. **“The Obsolescence of Man”** introduces a world in which a new race is beginning to evolve from humanity. Finally, the *Alien Nation* and Arcana SRD-inspired **“Guess Who’s Coming to London?”** campaign model posits a world in which the other races are very recent immigrants to the Victorian world.

THE NEW AGE OF MAGICK

For all of recorded history, the idea of Fantastical Races and magick was the realm of fairy tales and superstition. There was certainly no evidence to support such a notion and the educated wrote off any suggestion of such things as simple fancy. Magickal cults were little more than social clubs with a decidedly occult window dressing.

That all changed on April 7, 1862. No one is quite certain what exactly happened, but magick returned to the world with a vengeance. Overnight, this new force reawakened latent genes in man and beast, creating new races and monsters that recalled the old fairy tales. Practitioners of “old ways” suddenly found that their spells and rituals worked, and dusty old books half-forgotten in libraries all over the world suddenly contained a wealth of arcane knowledge and power.

The immediate effect was to throw the world into total social chaos. Thankfully, most immediate families were able to weather the changes, as each were largely composed of one or two races and humanity remained the dominant race overall. An inordinate number of elves found themselves in the aristocracies, granting the aristocracies of the world a level of camaraderie. Ongoing wars, such as the American Civil War and the Taiping Rebellion in China, were quickly negotiated into cease fires as world leaders gathered to assess the changes. Long-ignored peoples, such as Native American tribes and the wandering Romani, suddenly wielded real political clout.

Today, almost two decades later, the world has largely recovered from the shock. While scientists and scholars warn that this may be a temporary change, the result of the solar system entering a strange “ether,” the citizens of the world have woven magick and Fantastical Races into society. Magickally-enhanced airships rule the skies, while debates rage over whether some races are naturally elevated over the others. Religions have done their best to accommodate the changes and religions that believe in reincarnation and/or world rebirths are currently the rage.

There have been some political changes. The United States of America has fractured, as the Treaty of St. Louis granted recognition to the Confederate States of America as well as the Tribal Confederations of America. In Europe, Ireland was granted independence from Great Britain and new countries have been formed in Eastern Europe. New kingdoms in Africa have begun pushing European colonial powers out, and China is still divided between the Qing Dynasty and the Taiping.

This campaign model allows for interesting variations in the current Victorian world without worrying about historical changes. The Game Master need not account for the presence of magick and Fantastical Races in the past as they simply were not

WHAT ABOUT THE FAIR FOLK?

The Imperial Age: Faerie is an excellent supplement that adds fey races to a Victorian setting. Purchasers of that product will find more historically-inspired versions of Fantastical Races such as goblins and ogres, as well as noble Sidhe that seem a lot like elves.

For maximum modularity, *Fantastical Races* presumes that you don’t have a copy of *Faerie* (although why wouldn’t you?). If you do, of course, you can feel free to mix and match. The presence of multiple races in the world would not affect the existence of fey, and some races may even trace their ancestry to them. You could choose to have both versions of goblins and ogres, perhaps creating different names for the different versions. The world’s most popular roleplaying game and other fantasy settings include outsiders, so why shouldn’t yours?

a part of it.

PLOT HOOKS

1. Whenever the world changes you will always have people that preferred things the way they were (or perceived to have been) and yearn to return to it. Taking a page from the Ku Klux Klan, Nazi Germany, and similar organizations, you could develop a society of humans dedicated to either eliminating the new races or purging them from ancestral areas. On the other side, you could have disenfranchised new races organizing to attain a better quality of life.
2. Many new political entities were allowed to exist while the leaders of the world got things sorted. Now that that's happened, some national powers are turning their resources toward recapturing lost lands. The American and Chinese civil wars could re-ignite at any time, creating numerous opportunities for intrigue or war campaigns.
3. There may be a genetic link between magickal ability and, in any case, national powers will wish to cultivate this new resource. Like the industrialists of the real world industrial revolution, magickal practitioners of all walks of life may suddenly find themselves propelled into the upper classes. How will the "old families" react to commoners joining their ranks and how does this new "magickal gentry" adjust to their elevated status?

THE OBSOLESCENCE OF MAN

It began as an aristocratic problem. Some babies born to aristocratic families were born "wrong." At first written off as a disease, mutation, or curse, physicians began to notice in the 17th century that these babies were showing the same characteristics. More beautiful and slender than their siblings and cousins, these children showed no mental deficiencies. They also displayed peculiar abilities, soon dubbed as psychical abilities (psionic F/X). While such abilities did exist in a small number of humans, every "elf" displayed an aptitude.

Over the last few decades, the number of these elven births increased exponentially. Many of these births were of the lower classes, spreading the issue beyond aristocratic control. Since every child that had at least one elven parent was born an elf, the problem became more systematic. Lower class elves felt superior to their non-psychical human "betters." The works of Charles Darwin and Alfred Wallace have added fuel to this fire by floating the proposition that perhaps elves are not a separate race but the next evolutionary step for humanity.

Things came to a head in 1870, when the League of Destiny, primarily composed of educated common elves, launched a number of work stoppages and non-violent protests. Unfortunately, the still-primarily human governments reacted violently, resulting in the slaughter of many elves. In response to this action many governments have put controls on their elven communities.

In Great Britain, Parliament passed the Elven Education Act of 1872, which required that all elven children be sent to particular boarding schools where they would be properly educated in using their psychical abilities. Entrance into these schools automatically bestowed a knighthood on the child, ensuring that all British elves would at least be gentlemen. Noble elves, of course, had the option of a private tutor.

Today, a large minority of titled subjects of the British Empire are elves. With their gifts, many elves are alienists, spies, and barristers. That said all is not well. An anarchist group, the Society for Man, fears that the elven race will become the new upper class and treat humanity as little more than apes. Perhaps this is inevitable, but the Society will do whatever it takes to postpone that date for as long as possible.

This campaign model allows for a very different but intriguing use of this product. Instead of a plethora of races, only one is used to highlight the fear and paranoia of humanity. GMs that enjoy social justice themes should get a lot of mileage out of this campaign model.

PLOT HOOKS

1. A very intelligent scientific human scholar and member of the Society for Man believes that, if he can isolate the differences between elves and man, he may be able to remove the traits from humanity and end the threat of evolution for good. This could be set up as an *Island of Doctor Moreau* scenario, as the scientist kidnaps both elves and humans for dissection and breeding experimentation.
2. Not all countries have elevated elves to a privileged status. Perhaps another nation has enslaved its elven population or

has enacted a pogrom. The PCs could be part of an Underground Railroad, rescuing elves and taking them somewhere where they would be treated better, somewhere perhaps, like Britain. Good intentions aside, how will the general human population of Britain, and especially the Society for Man, react to an influx of elven immigrants.

3. While not in nearly the same numbers, elves have existed for centuries. Perhaps a small, strong group of psychical elves have been pulling the strings of humanity all of this time while keeping their own existence a secret. Is this old order working for justice or something more ominous?

GUESS WHO'S COMING TO LONDON?

For centuries, magickal, psychical, and spiritual abilities have been the province of holy men, wise women, and secret cults. It has been believed that there was a source of this power, a source that was not Divine or Infernal in origin. Some mediums have even claimed to have communed with people from this source and that they were not ghosts but people from another world. Many experiments were conducted over the centuries to discover this source, known as the Otherside.

And then, in 1879, the Otherside found this world.

More precisely, a number of otherworldly gates opened between the two worlds. Otherside ambassadors, members of many different races, informed the governments of Earth that their world was dying and that they needed a new home. While initially hesitant, most nations opened their borders when they discovered the raw power that the Othersiders provided. Each nation also didn't want his enemies to benefit while they were shut out. So the Othersiders came, by the hundreds of thousands, and closed the gates behind them.

Unfortunately, the wave of immigration was not the immediate boon that the national leaders had expected. First, not all of the Othersiders had an aptitude for magick. In fact, the vast majority did not. Second, the Othersiders came from a pre-industrial world. Most lacked the knowledge and skills to function in the factories and sweatshops. Othersider artists and craftsmen were now competing with humans for the same work. By the end of 1879, almost every major city in the world had an Otherside ghetto, and small Otherside communities dotted the countryside.

There are many societal challenges as well. Aristocrats from the Otherside expected treatment befitting their station, even though all they had was an empty title. Some of these aristocrats have become ghetto leaders, while some have attempted to marry into the upper class, hoping that their social graces and what wealth they were able to bring over is enough to endear them to prospective marriage partners. In the lower class, communist and anarchist leaders attempt to draft Othersiders into their ranks. Those Othersiders with magickal abilities have begun to form a wealthy middle class, one with more of an allegiance to their lower class Otherside brethren than their native human equals.

This campaign model allows for fantastic race PCs with a pre-industrial mindset. This can be quite liberating, as the player need not worry about how the race developed on an alternate Victorian earth. GMs can even use their favourite campaign world as the Otherside, giving Othersiders national and cultural identities that feel "real" without having to invent them from whole cloth.

PLOT HOOKS

1. The forces that destroyed the Otherside have escaped into this world. While not wishing to alarm this world's population or provide fuel for further prejudice, a secret order of Otherside paladins root out the evil cultists that would unleash their masters on this world as well. This battle is now fought in the alleyways and sewers of London, and the paladins know that their noble deeds shall go unrewarded.

2. The Otherside was not really destroyed, but overtaken. Occasionally, demons or other indescribable creatures slip through, requiring a knowledgeable team to deal with them. Otherside rangers (monster hunters) and Victorian scientific detectives work together to minimize the damage from these threats.

3. A secret cabal of Otherside nobles plots to overthrow the current Victorian governments and replace them with Othersider ones. This group is secretly accumulating enough power to accomplish this while creating as much anarchy as they can to topple the current regimes. Which side is the PCs on in this secret war for the mastery of the world?

FANTASY UPGRADE

One interesting way to use the *Imperial Age* product line is to use them to upgrade your favourite fantasy world into a pseudo-Victorian era. What would your fantasy campaign world look like if magic faded a bit and an industrial revolution appeared? Which countries would evolve into British or French analogues? Would that collection of squabbling counties finally gel into a German-esque Empire? Who are the anarchists in this brave new world? Perhaps your favourite party of adventurers have found a portal into the future, or a group of pseudo-Victorian adventurers have accidentally landed in the past.



The Imperial Age

COMING SOON: The Imperial Age Omnibus

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