

Alternate Racial Traits: The following traits replace specific racial traits gained at character creation. They may only be selected at character creation. Consult with your DM before selecting any of these new options. Multiple alternate racial traits may be selected, if they replace different original racial abilities.

Human: Humans are vastly more numerous than any other race on the continent of Tharstelding, their exposure to culture and other races grant them a multitude of racial traits beyond those described in the Core Rulebook. Below are the most common alternate racial traits.

Quasi Lingual: Humans from the most densely populated areas of Tharstelding often hear a smattering of alien languages. You can understand part of any language you do not know, this is generally confers itself as understanding common nouns and/or every other word as long as the topic of conversation is not too complex, subject to DM discretion. This ability replaces the Skilled trait.

Low Born: The lower caste always has a knack for local knowledge. You gain a competence bonus to knowledge local skill checks equal to your class level, furthermore knowledge local is always a class skill for you. This racial trait replaces the Skilled racial trait.

Versatile: Humans of Draconspire are known for their versatility and ability to adapt. You gain a +1 bonus to any ability score and a +1 bonus to any other ability score, each day when you wake up you may assign these ability bonuses to any two abilities but never to the same ability. This bonus replaces the standard +2 bonus to a single ability that a human typically gets.

Cautious: You have a knack for survival. Before you take a withdraw action you may take a five foot step. This racial trait replaces the Bonus Feat racial trait.

Mountain Dwarf: Mountain Dwarves live deep within their dwarf holds and often develop traits befitting their cultures. Below are the most common alternate racial traits that Mountain Dwarves select upon character creation.

Trial Survivor: Your endeavors within the Heman Dal and the Trial have honed your martial skills against the aberrations of the deep, you gain a +4 dodge bonus to your armor class against aberrations and a +1 attack bonus on attack rolls against them. This racial trait replaces the Hatred and Defensive Training racial traits.

Glint Eye: The deep places of the world often educate those that dwell within them of the treasures that they hold. You gain a racial bonus to all appraise checks equal to your class level. This replaces both the Greed and stability racial traits.

Stone Hearted: Cold as the stone beneath the face of Tharstelding, you gain damage reduction 1/Cold Iron, this replaces the Hardy racial trait.

Full Braided: Dwarves are known for their beards and hair, but your bloodline takes it to another level. Your hair is coarse and naturally protective, you gain a natural armor bonus of 1. This trait replaces the Hardy racial trait.

Hill Dwarf: The cavern halls of Rombfissle and other Hill Dwarf holds are wrought with danger and obstacles. Below are the most common alternate racial traits for Hill Dwarves that have been adapted to survive the Hill Halls and Burrowdowns.

Candle Trick: While some of your kin focus on illusion and trickery, you have mastered the Candle Trick. You can cast *light* at will, with a caster level equal to your class level, however the spell must be targeted on one of your fingers. This ability replaces the Gnome Magic racial trait.

Tunnel Roll: In the tunnels of your homeland you have learned to move through tight spaces safely. While prone, you may move 5' as a move action without provoking an attack of opportunity. This ability replaces the hatred and defensive training racial traits.

Potion Thirst: A hearty appetite for drink has trained your body to respond to potions, but has also dulled your senses. When drinking a potion you may act as though the caster level of the potion is equal to your class level. For example, if a 5th level Hill Dwarf were to drink a potion of cure light wounds it would heal them 1D8+5. This ability replaces the Hill Dwarves keen senses racial trait.

Blazon Haired: Your wild hair color and ties to the fey world provide you with a spell like ability based upon the color of your hair and provided that you have a charisma score of at least 11. This ability replaces the Keen Senses racial trait and has a caster level equal to your character level. If the spell like ability allows a saving throw the DC is equal to 11 + your charisma modifier.

Blue: 1/Day Chill Touch

Green: 1/Day Color Spray

Red: 1/Day True Strike

Orange: 1/Day Burning Hands

Purple: 1/Day Magic Missile

Yellow: 1/Day Shocking Grasp

Thirvolan: Thirvolans are a nomadic race, they often adapt to those that they encounter in order to survive. Below are the most common alternate racial traits that develop among them.

Social Creature: Some Thirvolans are naturals at social interaction, a Thirvolan that selects this racial trait gains a +2 racial bonus to all charisma checks and skill checks that are based on their charisma score. This ability replaces the +2 racial bonus to charisma the Thirvolan gains at character creation.

Prehensile Tail: Your tail has become stronger than is typical for your kin, at the expense of your claws. You can hold a light weapon with your tail and make a secondary attack with it as part of a full attack action. This attack is made at -5 from your highest attack however you may only apply ½ of your strength modifier to damage dealt. This trait replaces the claws racial trait.

Cat Eyes: Your eyes are better adapted to the dark than those of your kin, you gain dark vision to a range of 60', this ability replaces the scent racial trait.

Dull Witted: Your wits are slow, but not at the expense of your senses. You gain a -2 to your intelligence. This replaces the standard -2 to your wisdom.

Reg'ostran: Reg'ostrans have learned to survive after the destruction of their homeland Kal by adapting to the world of men. Below are the most common alternate racial traits that develop.

Artistic: Arts are almost unheard of within your race, however you have decided to take up this mantle. You gain 1 rank in any craft skill and skill focus as a bonus feat for the selected craft skill. This ability replaces the Reg'ostran's feat of strength racial trait.

Forager: Living around humans for so long you have learned to salvage for food in places that others wouldn't dream to look. You gain a +5 racial bonus to survival checks made to provide food and/or water for yourself or others. This ability replaces the racial +2 bonus to climb, swim and acrobatics.

Strong Willed: Being more stubborn than your other kin is not always a bad thing, sometimes being a hardheaded Reg'Ostran can get you out of a pinch. You gain a +2 racial bonus to will saving throws against fear effects. This bonus replaces the feat of strength racial trait.

Long Limbed: Not all of your kind are stocky and powerful, some are lanky and quick. You gain a 10' racial bonus to your land speed. This ability replaces the powerful build racial trait.

Elves: Even when displaying the bonds of their birth the Elves of Tharstelding differ from each other as much as the eight seasons of Draconspire, below are the most common alternate racial traits that manifest in each bonded Elf.

Wood Elf: Wood Elves of the Greatland forest and Far Leaf are by far the most numerous of elves in the world of Draconspire. The bond between the forest and elves sometimes manifests itself in other ways, below are the most common alternate racial traits for Wood Elves.

Leaf Skinned: Your bond to the forest in which you were born manifests itself upon your skin in the form of leafy patterns, this confers itself as a +4 enhancement bonus to the stealth skill. This ability replaces the Wood Elf's Elven Magic racial trait.

Canopy Eyes: The tallest trees can see far, and your eyes are honed in the canopies of your woodland home. Your lowlight vision is replaced by superior low light vision, you can see four times as far as a human in areas of low illumination. This racial ability replaces the Low Light Vision and Elven Magic racial traits.

Master Hunter: Naturally being born in the woodlands provided you with the opportunity to master your hunting skills, you gain proficiency with the longbow (including composite longbows) and gain a +1 competence bonus on all attacks made with a longbow. This ability replaces the weapon familiarity racial trait.

Green Veins: Your bond to the forest allows you nourish yourself with simply the sun. This ability allows you to forgo eating on any day that you spend at least an hour in areas of sunlight. This ability does not replace your need to drink fluids. This replaces the keen sense racial trait.

Swamp Elf:

Ichor Blood: Burning blood courses through your veins, making you a less desirable snack for the swampland beasts. If you take damage from a non-reach melee weapon your opponent gets splattered with your acidic blood, taking 1 point of acid damage. This ability replaces the Swamp Elf's bonus to missile weapons.

Flippers: Your bond to the swamp has manifested itself in the form of webbed feet. You gain a +4 racial bonus to all swim checks, this racial bonus increases to +8 at 10th level as you develop webs between your fingers. This ability replaces the Swamp Elf's spell like abilities at 1st level, and removes the Swamp Elf's missile weapon bonus at 10th level due to the webbed finger development. If you do not have the racial bonus to missile weapons due to another racial trait you do not gain the additional +4 at 10th level, and you do not grow webs between your fingers.

Opossum Trick: Watching the tactics of the swamp life can teach you how to survive the most dire of circumstances. As an immediate action you can enter a state of paralysis for a duration of rounds selected at the time you use this ability. During the allotted time you appear for all that see you as dead, only a perception check DC 30 can notice the pulse or slight breathing that takes place during the allotted time. You cannot end this effect before the selected duration has expired. This ability replaces the Swamp Elf's Amazing Vision.

Scum Skin: The swamp is a slippery and slime ridden den, your bond to it has left you slick as well. When in danger your skin secretes a slippery mucus, this confers itself as a +2 racial bonus to all escape artist checks made to escape restraints. This bonus increases an additional +2 for every 5 class levels obtained to a maximum of +8 at 20th level. This ability replaces the Swamp Elf's spell like abilities.

Mountain Elf:

Earth Bond: You shed the most vile spittle of the earth, as though it were water. You gain acid resistance 5, this resistance does not stack with other abilities or spells that grant acid resistance. This ability replaces the Mountain Elf's damage reduction.

Granitecast Hide: The mountains grant their boon to those born among them in many ways, they have granted you skin hard as granite, capable of turning the nastiest of wounds into the smallest of scratches. Once per day, when struck by a missile or melee weapon, you may treat the dice rolled for damage as though the die result/s were all 1s. You cannot use this ability on a critical hit made against you. You may use this ability a second time per day at 10th level. This ability replaces the Mountain Elf's damage reduction ability.

Heart of Stone: The longevity of the mountains has instilled itself in your bond, once per encounter when dropped to negative hit points you immediately become stable and on your next turn heal 1D4 hit points. This ability replaces the Mountain Elf's damage reduction ability.

Rock's Endurance: Bonded to the mountains you have been instilled with part of their stamina. You gain Endurance as a bonus feat, this ability replaces the Mountain Elf's naturally productive and grey sheen racial traits.

Plains Elf:

Sky Bond: Your soul crackles with the power of the sky and of the clouds. You gain electricity resistance 5, this resistance does not stack with other abilities or spells that grant electricity resistance. This ability replaces the Plains Elf's racial run feat.

Wind Spirit: Your bond to the plains allows you to fly over short distances. Once per day as a free action you gain a fly speed equal to your base land speed with average maneuverability, this ability lasts 1 round. In addition, you may add Fly to your list of class skills. This ability replaces the Plains Elf's bonus Run feat.

Cloudless Sight: Your bond to the plains allows you to see things as clearly as a cloudless day. For one round per day for every 5 points of wisdom your character has you may act as though under the effects of a see invisibility spell. Activating this ability requires a swift action, the rounds of use may be consecutive or split up as the user requires. This ability replaces the Plains Elf's enhanced speed racial trait, Plains Elf's without enhanced speed have a base speed of 30'.

Starknife Mastery: You have mastered the Starknife at the expense of your archery. You gain a +1 racial bonus to hit and damage with any Starknife you use, you gain proficiency with the Starknife. This ability replaces the Plains Elf's normal weapon proficiencies.

Desert Elf:

Fire Bond: Your bond to the scorching earth of your birth grants you the ability to withstand the most intense heat. You gain fire resistance 5, this resistance does not stack with other abilities that grant fire resistance. This ability replaces the Desert Elf's racial endurance feat.

Badlands Elf: Born in the Badlands your bond manifests itself in many ways like a Desert Elf, but not every way. You gain a +2 racial bonus to your wisdom and strength, and a -2 to your dexterity. You gain a pool of temporary hit points equal to your constitution modifier, at the beginning of each encounter you may decide to add as many temporary hit points from your pool to your hit point total as you desire, your temporary hit point pool refreshes each day at dawn. These abilities replace the standard desert elf's ability score modifiers and the desert elf's Sand Step ability.

Shadow Elf:

Dampened Soul: Your bond to darkness allows you to shed the damage of magic better than lesser races. Whenever you take elemental damage (cold, electricity, fire, acid) from a spell or spell like ability you reduce the amount of damage taken by 1, this ability can reduce the effect to 0. This racial ability replaces the Shadow Elf's +2 racial bonus to saving throws against spells and spell like abilities.

Shadow Tongue: Your bond to darkness leaks into your speech. You gain a +2 racial bonus to bluff checks, this bonus increases to +4 at 10th level. This ability replaces the Shadow Elf's Shadow Guard racial ability.

Shadow Magnet: Shadows cling to you like water. You gain a +2 racial bonus to stealth checks, this bonus increases to +4 at 10th level. This ability replaces the Shadow Elf's +2 racial bonus to supernatural and spell like abilities.

Quick as Night: Darkness instills itself, making you swift as shadows. You gain a +2 racial bonus to reflex saving throws. This ability replaces the Shadow Elf's +2 racial bonus to supernatural and spell like abilities.

Aquatic Elf:

Ice Bond: Your soul is fused in the cold winters of Tharstelding. You gain cold resistance 5, this resistance does not stack with other abilities that grant cold resistance. This ability replaces the Aquatic Elf's poison adaptive racial trait.

Landwalker: You have adapted to living on both land and water. You no longer need to make fortitude saves while out of water, furthermore your land speed is 20'. This ability replaces the Aquatic Elf's water spell casting bonus and decreases their racial swim speed to 20'.

Oceanic Elf: Born in the Ocean, your bond to the waves manifests itself much like a normal Aquatic Elf, but not in every way. You gain a +2 racial bonus to Wisdom and Dexterity and a -2 penalty to Strength, you begin play as medium size. These racial abilities replace the standard Aquatic Elf's racial ability modifier and small size.

Gill Fist: Your fists are as relentless as the waves of your home. Your unarmed attacks deal damage as though you were medium sized. This ability replaces the Aquatic Elf's weapon proficiencies and +1 bonus to casting water based spells.

Halfblood:

Weak Bloodline: Your halfblood lineage manifests itself in ways other than physical ability. Select any 3 racial traits at character creation from either your mother or your fathers racial trait list, at least 1 trait must be from each racial trait list, the 3rd racial trait may be from either racial trait list. You cannot select either racial ability score traits when using this alternate racial trait, however you may gain racial ability score traits from other methods, such as the Halfblood Pedigree feat.

Talented Bond: Your halfblood lineage manifests itself in a beneficial way. You gain a bonus feat for which you meet the prerequisites, select only 1 racial trait from the list of your mother or father instead of the Halfblood's two racial traits.

Halfblood Resistance: Your mixed bloodline makes you adaptable to your surroundings. You gain a +2 racial floating bonus to a saving throw of your choice, each day at dawn you may select which saving throw to apply your floating bonus to. Select only one racial trait at character creation instead of the standard two.

Halfblood Warrior: The halfblood bond manifests itself differently with each of its ilk. Your bond displays a level of martial training unmatched by other halfbloods. You naturally gain martial weapon proficiency, light and medium armor proficiency and shield proficiency. Select only one racial trait at character creation, not two.