

Barbarian Human:2101/23
Uigan:1050/9
Alan-tu:1050/13,
Shining Lands:1050/21
Payan Mako:1050/21.

Animal-man, Ape
Encountered: Prime Material Plane
Dragon Magazine 202/51
Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18(+1) DEX: 3-18(+1) CON 3-18(+1) INT 3-18(-1) WIS 3-18(-1) CHA 3-18(-1)
Class Options: Fighter (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m/f) Average Weight: 270+6d10(m/f) Movement Rate:12, Swing 15
Appearance: Brown, Orange, Black Furred Humanoid Apes.
Initial Languages: Common.
Special Advantages: 25% to Climb Surfaces.
Disadvantages: Do Not Wear Armor.

Animal-man, Boa
Encountered: Prime Material Plane
Dragon Magazine 202/51
Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18(+1) CON 3-18 INT 3-18(+1) WIS 3-18(-1) CHA 3-16(-1)
Class Options: Fighter (U), Ranger (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 18+1d4 Maximum Age: 160+2d20
Average Height: 60+2d6(m/f) Average Weight: 140+6d10(m/f) Movement Rate:6
Appearance: Snaked Headed Human Scale Body with no legs, but a tail. Yellow Slitted Eyes.
Initial Languages: Common.
Special Advantages: Tail Attack 1d4 with 20% Chance of Constriction, +1 to save vs Magic and Poison for every 4.5/CON points, +1 to Attack vs. Avians.
Disadvantages: Large Creature.

Animal-man, Elephant
Encountered: Prime Material Plane
Dragon Magazine 202/51
Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18(+2) DEX: 3-18(-1) CON 3-18 INT 3-18(+1) WIS 3-18 CHA 3-18(-2)
Class Options: Fighter (U), Priest (U), Wizard (U), Bard (U)
Typical Alignment: Any Starting Age: 100+3d4 Maximum Age: 650+5d20
Average Height: 68+2d6(m/f) Average Weight: 300+5d10(m/f) Movement Rate:12, Swim 6
Appearance: Humanoid Elephant
Initial Languages: Common.
Special Advantages: Natural AC 6, Prehensile Trunk Attack at -6 or as a Club at -4, 25% to Detect Noise, -2 to All Attacks, -4 to Attack Rodents.
Disadvantages: No Armor.

Animal-man, Felak
Encountered: Prime Material Plane
Dragon Magazine 202/51
Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18(+1) CON 3-18 INT 3-18 WIS 3-18(-1) CHA 3-18
Class Options: Fighter (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 45+1d10(m), 43+1d10(f) Average Weight: 100+2d20(m), 100+2d20(f) Movement Rate:12
Appearance: Humanoid Cat
Initial Languages: Common.
Special Advantages: 60' Infravision, +1 to Attack Canines and Rodents, 1/2 Damage from Falls, 1-6 to Notice Secret Doors, 1-3 to Find Secret, Doors, 1-2 to Find Concealed Doors.
Disadvantages: None.

Animal-man, Hawk
Encountered: Prime Material Plane
Dragon Magazine 202/51
Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18(+1) DEX: 3-18 CON 3-18 INT 3-18(-1) WIS 3-18 CHA 3-18
Class Options: Fighter (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 60+3d10(m/f) Movement Rate:12, Fly 18
Appearance: Humanoid Hawk
Initial Languages: Common.
Special Advantages: 1/2 Damage from Falls with a Save vs Petrification, +1 vs Suarial Creatures, Beak/Claw/Claw Attack 1d4
Disadvantages: None.

Animal-man, Ibis
Dragon Magazine 202/51

Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON 3-18 INT 3-18(+1) WIS 3-18(-1) CHA 3-18
Class Options: Fighter (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Humanoid Ibis.
Initial Languages: Common.
Special Advantages: 1/2 Damage from Falls with a Save vs Petrification, +1 vs Suarial Creatures, Beak can Cause 1d6
Disadvantages: Does Not Wear Armor.

Animal-man, Leonak Dragon Magazine 202/51
Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18(+1) DEX: 3-18 CON 3-18 INT 3-18(-1) WIS 3-18 CHA 3-18
Class Options: Fighter (U), Ranger (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Humanoid Lion
Initial Languages: Common.
Special Advantages: +1 Initiative to first Combat Round, 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors,
1-2 to Find Concealed Doors
Disadvantages: None.

Animal-man, Kraggen Dragon Magazine 202/51
Encountered: Prime Material Plane Principle Deities: None
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18(+1) CON 3-18 INT 3-18 WIS 3-18 CHA 3-18(-2)
Class Options: Fighter (16), Ranger (12), Priest (12), Druid (16), Psionist (8)
Typical Alignment: Any Starting Age: 12+1d4 Maximum Age: 50+2d10
Average Height: 82+1d4(m/f) Average Weight: 450+1d20(m/f) Movement Rate: 18
Appearance: Dark Brown Chitin with Leathery Sheathing, Four-Clawed Hand.
Initial Languages: Any.
Special Advantages: Racial Memory, Hunting Skill (WIS+1), -2 Fighting in Darkness, Natural AC 5, No Sleep, 1/7 Water Needed,
At 3rd level can leap 50' forward or 20' up, Poisonous Bite or Be Paralyzed for 2d8 Riounds, Dodge 1d20 Missile on a Roll of 9 or
better, at 7th Level, May Attack with Claws 1d4/1d4/1d4/1d4.
Disadvantages: Cannot Wear Armor.

Animal-man, Naga Dragon Magazine 202/51
Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18(+1) DEX: 3-18 CON 3-18(+1) INT 3-18 WIS 3-18 CHA 3-16(-2)
Class Options: Fighter (U), Ranger (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 18+1d4 Maximum Age: 160+2d20
Average Height: 68+2d10(m/f) Average Weight: 240+6d10(m/f) Movement Rate:6
Appearance: Snaked Headed Human Greened Scale Body with no legs, but a tail. Yellow Slitted Eyes.
Initial Languages: Common.
Special Advantages: Tail Attack 1d4 with 20% Chance of Constriction, Natural AC 7, +1 to save vs Magic and Poison for every
4.5/CON points, +1 to Attack vs. Avians.
Disadvantages: Large Creatue.

Animal-man, Scorpion (Soraks) Dragon Magazine 202/51
Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18(+1) INT: 8-18 WIS: 3-18 CHA: 3-18(-1)
Class Options: Fighter (U), Ranger (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Thief Skill Adjustment: OL +5%, MS -20%, HS -5%, DN +5%, CW -25%
Typical Alignment: Chaotic Evil Starting Age: 20+3d6 Maximum Age: 80+2d20
Average Height: 60+2d6(m)/58+2d6(f) Average Weight: 170+1d10(m)/150+1d10(f) Movement Rate: 18
Appearance: Human Torso and arachanoid body with eight legs with a Scorpions Tail, They are also Bald. They have a Dark Skin and
Sandy Brown chitin.
Initial Languages:
Special Advantages: Poisonous Stinger save vs 1d4 Hours Unconscious. Natural AC 8. Can attack with tail for 1d4.
Disadvantages:

Bat-men Dragon Magazine 202/51
Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON 3-18 INT 3-18 WIS 3-18 CHA 3-18
Class Options: Fighter (U), Ranger (U), Priest (U), Wizard (U), Thief (U), Bard (U)

Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12, Fly 18 (B)
Appearance: Dark Skin, Dark Hair, with Batlike Wings on their Backs..
Initial Languages: Common.
Special Advantages: Flight
Disadvantages: None.

Chameleon-men Dragon Magazine 202/51
Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON 3-18 INT 3-18 WIS 3-18 CHA 3-18
Class Options: Fighter (U), Ranger (U), Priest (U), Wizard (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Any
Initial Languages: Common.
Special Advantages: Natural AC 9, Can Change Skin Coloration and Pattern with 90% Concealment
Disadvantages: None.

Githyanki A Guide to the Astral Plane/66
Encountered: Astral Plane, Outer Planes Principle Deities: Vlaakith the Lich-Queen
Ability Adjustments/Score Range:
STR: 3-18 DEX: 7-18(+1) CON 3-18 INT 9-18(+1) WIS 3-18 CHA 3-18(-1)
Class Options: Fighter (11), Wizard (11), Psionist (11)
Typical Alignment: Any Starting Age: 30+2d8 Maximum Age: 250+1d100
Average Height: 62+2d10(m), 60+2d10(f) Average Weight: 120+3d10(m), 90+3d10(f) Movement Rate:12, 96 Astral
Appearance: Pale Yellow Skin, lanky, with Sharp Features, Black eyes, Black or Red Hair.
Initial Languages: Common
Special Advantages: 75% Psionic, Detect Portal 1-3, Astral Combat and Navigation Proficiencies.
Disadvantages: Treated as Planar Creature

Githzeri The Planewalkers Handbook /75
Encountered: Limbo, Outer Planes Principle Deities: None
Ability Adjustments/Score Range:
STR: 3-18(-1) DEX: 7-18(+1) CON 3-18 INT 9-18(+1) WIS 3-18(-1) CHA 3-18
Class Options: Fighter (9), Wizard (12), Thief (15), Psionist (U)
Typical Alignment: Any Non-Lawful Starting Age: 30+2d8 Maximum Age: 250+1d100
Average Height: 62+2d10(m), 60+2d10(f) Average Weight: 120+3d10(m), 90+3d10(f) Movement Rate:12
Appearance: Very Thin, with Sharp Features and Yellow and Grey Eyes.
Initial Languages: Common
Special Advantages: 60' Infravision, Magic Resistance 5% per level, Detect Portal 1-3.
Disadvantages: Treated as Planar Creature

Human, Altered Gamma World/9
Encountered: Prime Material Plane, Gamma Terra Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Class Options: Any (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Any
Initial Languages: Any
Special Advantages: 15% Magic Resistance (30% on Gamma Terra), Roll to Determine Number of Mental/Physical Mutations
Disadvantages: None.

Human, Anglo-Saxon Dragon Magazine 257/30
Encountered: Prime Material Plane, Dark Age Earth Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Class Options: Fighter (U), Ranger (U), Priest (U), Runemaster (14), Theives (U), Storyteller (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Mid Brown to sandy Blonde Hair, Brown, Grey, Hazel, and Blue eyes, fair skin.
Initial Languages: Germanic, Latin
Special Advantages: None
Disadvantages: None.

Human, Antalian Hollow World Box Set/22
Encountered: Prime Material Plane, Hollow World Principle Deities: Wotan, Frey, Freya

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U)

Thief Skill Adjustment: CW +10%.

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Fair Skin, Blonde Hair, Blue Eyes

Initial Languages: Antalian and Nethar.

Special Advantages: All Character Start off with the Base Climb Walls Ability.

Disadvantages: Cultural Bias.

Human, Antilan

Astromundi Cluster Campaign Setting/21

Encountered: Astromundi Cluster, Prime Material Plane

Principle Deities: Pyrax, Gelanicus, Fiira

Ability Adjustments/Score Range:

STR: 3-18(+1) DEX: 3-18 CON 3-18 INT 3-18 WIS 3-18(-1) CHA 3-18

Class Options: Fighter (U), Mage (U), Priest (U), Thief (U), Bard (U), Psionist (U)

Typical Alignment: Any

Starting Age: 20+1d6

Maximum Age: 100+5d10

Average Height: 65+2d12+1d6(m)/60+2d12+1d6(f)

Average Weight: 140+3d12(m)/90+3d12(f)

Movement Rate:12

Appearance: Tan, Dark Black to White Hair. Pale Purple, Brownish Red, and Gold Green Eye Color, and a facial mask at all times.

Initial Languages: Common, Neogi, Antilan.

Special Advantages: Mages receive one extra first level spell in their spellbook.

Disadvantages: None.

Human, Anuirean

Birthright Campaign Setting/5

Encountered: Abreynis, Prime Material Plane

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18(-1) CON 3-18 INT 3-18 WIS 3-18(+1) CHA 3-18

Class Options: Fighter (U), Paladin (U), Ranger (U), Priest (U), Wizard (U), Magician (U), Thief (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m), 59+2d10(f)

Average Weight: 140+6d10(m), 100+6d10(f)

Movement Rate:12

Appearance: Fair Skin, Red Hair.

Initial Languages: Anuirean.

Special Advantages:

Disadvantages: None.

Human, Athasian

Dark Sun Campaign/All

Encountered: Prime Material Plane, Athas

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 5-20 DEX: 5-20 CON: 5-20 INT: 5-20 WIS: 5-20 CHA: 5-20

Class Options: Any (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Any

Initial Languages: Any

Special Advantages: Psionic Wild Talent

Disadvantages: None.

Human, Azcan

Hollow World Box Set/24

Encountered: Prime Material Plane, Hollow World

Principle Deities: Kalaktatla, Oztitiotl, Atzanteotl

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Copper-Skinned, Dark Brown or Black Hair, Brown or Black Eyes.

Initial Languages: Azcan, Oltec, Nethar

Special Advantages: The PC starts off with an extra Hit Dice plus a +1hp/level till 10th.

Disadvantages: Cultural Bias.

Human, Baklunish

Player's Guide to Greyhawk/46

Encountered: Prime Material Plane, Oerth

Principle Deities: Istus, Geshtai, Xan Yae, Al'Akbar, Zuokan

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18(+1) CHA: 3-18(-1)

Class Options: Any (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Golden Skin, Green, Hazel, and Grey Eyes, Blue-black to Dark Brown Hair.

Initial Languages: Common, Ancient Baklunish

Special Advantages: None

Disadvantages: 8% Chance of following a taboo.

Human, Brecht

Birthright Campaign Setting/5
Principle Deities: Any

Encountered: Abreynis, Prime Material Plane

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18(+1) CON 3-18 INT 3-18 WIS 3-18(-1) CHA 3-18

Class Options: Fighter (U), Paladin (U), Ranger (U), Priest (U), Wizard (U), Magician (U), Thief (U), Bard (U)

Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20

Average Height: 60+2d6(m), 59+2d6(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12

Appearance: Fair Skin, Dark Hair, Dark Eyes.

Initial Languages: Anuirean.

Special Advantages:

Disadvantages: None.

Human, Britons

Dragon Magazine 257/33
Principle Deities: Any

Encountered: Prime Material Plane, Dark Age Earth

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18(+1) WIS: 3-18 CHA: 3-18(-1)

Class Options: Fighter (U), Ranger (U), Priest (U), Mage (U), Theives (U), Bard (U)

Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20

Average Height: 56+2d10(m)/55+2d10(f) Average Weight: 130+6d10(m)/ 94+6d10(f) Movement Rate:12

Appearance: Red to Black Hair, Green to Hazel eyes, fair skin.

Initial Languages: Latin, Danish, Gaelic, Germanic

Special Advantages: None

Disadvantages: None.

Human, Brute-Men

Hollow World Box Set/31
Principle Deities: Kagyar

Encountered: Prime Material Plane, Hollow World

Ability Adjustments/Score Range:

STR: 9-18 DEX: 3-18 CON: 9-18(+1) INT: 3-18(-1) WIS: 3-18 CHA: 3-18

Class Options: Fighter (10), Ranger (10), Wokani (4), Shaman (4),

Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12

Appearance: Standard Humaniod with Sloping Forehead and little hairier than normal.

Initial Languages: Kanato, Nethar

Special Advantages: Never Surprised due to Superior Hearing, +1 to initiative, Find Secret Doors 3-6 if it is disguised naturally.

Disadvantages: Cultural Bias.

Human, Calidian

Astromundi Cluster Campaign Setting/22
Principle Deities: Munigur, Tradifos

Encountered: Astromundi Cluster, Prime Material Plane

Ability Adjustments/Score Range:

STR: 3-18(+1) DEX: 3-18(-1) CON 3-18(+1) INT 3-18 WIS 3-18(-1) CHA 3-18

Class Options: Fighter (U), Mage (U), Priest (U), Bard (U), Psionist (U)

Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+3d10

Average Height: 55+3d6(m)/50+3d6(f) Average Weight: 160+6d10(m)/ 110+6d10(f) Movement Rate:12

Appearance: Any

Initial Languages: Common, Neogi, Calidian.

Special Advantages: None

Disadvantages: None.

Human, Celts

Dragon Magazine 257/31
Principle Deities: Any

Encountered: Prime Material Plane, Dark Age Earth

Ability Adjustments/Score Range:

STR: 3-18(-1) DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18(+1) CHA: 3-18

Class Options: Fighter (U), Ranger (U), Druid (U), Priest (U), Mage (14), Theives (U), Bard (U)

Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20

Average Height: 56+2d10(m)/55+2d10(f) Average Weight: 130+6d10(m)/ 94+6d10(f) Movement Rate:12

Appearance: Red to Black Hair, Green to Hazel eyes, fair skin.

Initial Languages: Gaelic, Latin

Special Advantages: None

Disadvantages: None.

Human, Chitine

Dragon Magazine 262/30
Principle Deities: Lolth

Encountered: Prime Material Plane, Oerth, Toril

Ability Adjustments/Score Range:

STR: 6-18 DEX: 8-19 (+1) CON: 7-19 (+1) INT: 8-18 WIS: 6-18 CHA: 3-16(-2)

Thieving Skills: PP -5%, OL -5%, FR/T +10, DN +5%, CW +80%

Class Options: Warrior (12), Thief (15)

Typical Alignment: Any Starting Age: 20+3d4 Maximum Age: 100+1d100

Average Height: 41+1d6(m/f) Average Weight: 65+5d4(m/f) Movement Rate: 12, Web 9

Appearance: Small Humanoid with spiderlike features, They are bi-pedal and have four long spindly arms, grey molted skin, and dark course hair. The palms and feet have small hooks. Their eyes are faceted.
Initial Languages: Drow, Svirfneblun, Underdark Common.
Special Advantages: AC 9, Save vs. Web at +4 if save is called (automatic save if not), May use all four arms to attack, Thaco at -1, But if they attack with three and a shield Thaco is Normal.
Disadvantages: -1 to Attack and Save in Sunlight

Human, Dog People Maztica Campaign Setting/52
Principle Deities: Any
Encountered: Toril, Prime Material Plane
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18(+1) CON 3-18(+2) INT 3-18(-1) WIS 3-18(-1) CHA 3-18(-1)
Note: Bards receive +1 INT, +1 WIS, and -1 CHA
Class Options: Fighter (U), Knight (U), Tezca Priest (U), Druid (U), Thief (U), Bard (U)
Thieving Skills: No PP or OL
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate: 12
Appearance: Dark Brown skin, Dark Eyes and Hair.
Initial Languages: Dog People.
Special Advantages: None
Disadvantages: None.

Human, 1st Generation Dray City By The Silt Sea/REF 1-3
Principle Deities: Dregoth
Encountered: Athas, Prime Material Plane, Underdark
Ability Adjustments/Score Range:
STR: 10-20 (+2) DEX: 5-20 CON 8-20 (+2) INT 5-17 (-2) WIS 5-17 (-1) CHA 5-17
Class Options: Magma Cleric (16), Fighter (14), Ranger (14), Gladiator (U), Psionist (12), Thief (12)
Thief Skill Adjustment: PP -10%, OL -15%, F/RT -5%, MS +15%, HS +10%, DN +5%, RL -5%.
Typical Alignment: Any Neutral Starting Age: 12+1d4 Maximum Age: 90+2d10
Average Height: 74+2d12(m), 72+2d12(f) Average Weight: 180+2d10(m), 170+2d10(f) Movement Rate: 12
Appearance: Draconic Humanoid with varying scales of Red, Long Necks, Sharp Teeth, Whip Like Tails, although they are mutated and less perfect than 2nd Generation Dray.
Initial Languages: Giustenal.
Special Advantages: 60' Infravision, Immunity to Natural Heat and Fire, Requires ½ gallon of water per day, AC 7, +1 to attack with Claws 1d6 or Bite 1d4.
Disadvantages: -2 penalty to attack in areas of Bright Light, Double Damage from Cold-Based Spells, Mutations (1d20) see Reference card 2B.

Human, 2nd Generation Dray City By The Silt Sea/REF 1-3
Principle Deities: Dregoth
Encountered: Athas, Prime Material Plane, Underdark
Ability Adjustments/Score Range:
STR: 10-20 (+1) DEX: 8-20 CON 5-20 (+1) INT 8-20 (+1) WIS 7-20 CHA 7-20
Class Options: Fighter (12), Ranger (8), Gladiator (12), Defiler (U), Psionist (U), Thief (16), Templar (18)
Thief Skill Adjustment: PP -5%, OL -5%, HS +5%, CW -10%
Typical Alignment: LE (any) Starting Age: 15+1d10 Maximum Age: 120+2d12
Average Height: 76+2d12(m), 72+2d12(f) Average Weight: 170+3d10(m), 150+3d10(f) Movement Rate: 12
Appearance: Draconic Humanoid with varying scales of Red, Long Necks, Sharp Teeth, Whip Like Tails.
Initial Languages: Giustenal.
Special Advantages: 30' Infravision, Immunity to Natural Heat and Fire, Requires ½ gallon of water per day, AC 7.
Disadvantages: -2 penalty to attack in areas of Bright Light, Double Damage from Cold-Based Spells.

Human, Eevanmareenseer Lanhkmar: City of Adventure/25
Principle Deities: None
Encountered: Newhon, Prime Material Plane
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON 3-18 INT 3-18 WIS 3-18 CHA 3-18(-1)
Class Options: Fighter (U), Pyromancer (U), Thief (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate: 12
Appearance: Hairless.
Initial Languages: Evenmare.
Special Advantages: None
Disadvantages: None.

Human, Flannae Player's Guide to Greyhawk/43
Principle Deities: Beory, Nerull, Pelor, Rao., Obad-Hai, Allitur, Berei, Zodal
Encountered: Prime Material Plane, Oerth
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18(+1) INT: 3-18(-1) WIS: 3-18 CHA: 3-18
Class Options: Any (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate: 12
Appearance: Light Copper to Deep Brown Skin, Dark Brown to Amber Eyes, Black to Brown Curly Hair.

Initial Languages: Flan, Common
Special Advantages: Hunting and Set Snares Proficiency (only with small game)
Disadvantages: None.

Human, Half-Vistani (Giomorgo)
Encountered: Ethereal Plane, Ravenloft

Domains of Dread/241
Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Wizard (U), Priest (U), Druid (U), Bard (U), Thief (U), Psionist (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 150+6d10(m)/105+6d10(f)

Movement Rate: 12

Appearance: Rich Olive to Dusky Tan Skin, Angular Features.

Initial Languages: Any.

Special Advantages: Identify Plants and Animal and Safe Water, Fire Building with 1d4 Rounds, Read Vistani Tralaks, Tribal Ability

Disadvantages: -2 to Saving Throws on the three Nights of the Full Moon, Unable to Sleep during the three Nights of the Full Moon,

Madness Check every Night to Avoid Moon Madness.

Human, Green Folk
Encountered: Toril, Prime Material Plane

Maztica Campaign Setting/52
Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18(-1) DEX: 3-18(+1) CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Note: Bards receive +1 INT, +1 WIS, and -1 CHA

Class Options: Fighter (9), Priest (9), Thief (9)

Thieving Skills: No PP or OL

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m), 59+2d10(f)

Average Weight: 140+6d10(m), 100+6d10(f)

Movement Rate: 12

Appearance: Dark Brown skin, Dark Eyes and Hair, Short and Muscular.

Initial Languages: Kolon.

Special Advantages: +1 to Hit with Bow

Disadvantages: None.

Human, Grimlock
Encountered: Prime Material Plane

Dragon Magazine 265/47
Principle Deities: Unknown

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 7-18(+1) INT: 3-18 WIS: 3-17(-1) CHA: 3-17

Thieving Skills: OL +5%, FR/T -10%, MS +5%, DN +20, RL *

Note: Blind... Cannot Read Languages.

Class Options: Warrior (12), Wizard (12), Shaman (9), Thief (10)

Typical Alignment: Any

Starting Age: 17+1d4

Maximum Age: 120+1d100

Average Height: 60+2d10 (m)/58+2d10(f)

Average Weight: 160+6d10(m)/110+6d10(f)

Movement Rate: 12

Appearance: Thick, Scaly Grey Skin, Black Filthy Hair, Blind White Eyes .

Initial Languages: Grimlock, Medusa, Illithid, Underdark Common.

Special Advantages: Sense within 20', AC 5, Claw/Claw 1d6/1d6, Save as a 6th Level Fighter until better saves,

Immune to vision affecting spell, +1 to to Surprise Rolls.

Disadvantages: -4 to attack if Hearing is affected, lose bonus to surprise if smell if affected, -2 to attack if too much noise.

Human, Jennite
Encountered: Prime Material Plane, Hollow World

Hollow World Box Set/38
Principle Deities: Tarastia

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Wizard (U), Cleric (U), Thief (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate: 12

Appearance: Dark Coppery Skin, Dark Hair and Eyes.

Initial Languages: Jennite and Nethar.

Special Advantages: +1 to Hit with Bows, no penalty shooting from Horseback.

Disadvantages: Cultural Bias.

Human, Khinasi
Encountered: Abreynis, Prime Material Plane

Birthing Campaign Setting/5
Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18(-1) INT: 3-18(+1) WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Paladin (U), Ranger (U), Priest (U), Wizard (U), Magician (U), Thief (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m), 59+2d10(f)

Average Weight: 140+6d10(m), 100+6d10(f)

Movement Rate: 12

Appearance: Light Coffee to Dark Brown skin, Dark Eyes and Hair.

Initial Languages: Basarji.

Special Advantages:

Disadvantages: None.

Human, Kleshite
Encountered: Newhon, Prime Material Plane
Abilty Adjustments/Score Range:
STR: 3-18 DEX: 3-18(+1) CON 3-18 INT 3-18 WIS 3-18 CHA 3-18
Class Options: Fighter (U), Geomancer (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Dark Skinned, Dark Hair, Brown Eyes.
Initial Languages: Kleshite.
Special Advantages: None
Disadvantages: Nones.

Lanhkmar: City of Adventure/25
Principle Deities: None

Human, Kubitt
Encountered: Prime Material Plane, Hollow World
Abilty Adjustments/Score Range:
STR: 3-13 DEX: 3-18(+2) CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Note: Roll 2d6+1 for Strength.
Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U), Bard(U)
Thief Skill Adjustment: MS +10%, HS +10%
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 15+1d5(m/f) Average Weight: 20+1d8(m/f) Movement Rate:12
Appearance: Pale-skinned. Red, Brown, and Black Hair, and Dark Eyes.
Initial Languages: Alphatian and Nethar.
Special Advantages: Can Move Silently and Hide in Shadows as a Thief of the Same Level.
Disadvantages: Cultural Bias.

Hollow World Box Set/44
Principle Deities: None

Human, Land/Sea Mingol
Encountered: Newhon, Prime Material Plane
Abilty Adjustments/Score Range:
STR: 3-18(-1) DEX: 3-18(+1) CON 3-18 INT 3-18 WIS 3-18 CHA 3-18
Class Options: Fighter (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Oriental.
Initial Languages: Mingol.
Special Advantages: Mingols recieve either Short Bow, Seamanship, or Land Based Riding
Disadvantages: None.

Lanhkmar: City of Adventure/25
Principle Deities: None

Human, Lerrara
Encountered: Oerth, Prime Material Plane, Underdark
Abilty Adjustments/Score Range:
STR: 6-18/00 (+1) DEX: 3-18 CON: 3-16 (-1) INT 3-18 WIS:3-18 CHA: 3-12
Class Options: Fighter (U)*, Ranger (U)**, Cleric (U)**, Mage (U)*, Rogue (U)*, Psionist (U)*.
Note (*): Could become higher than 6th Level outside of their society. (**) Could become if introduced from outside of Lerraran Society.
Thief Skill Adjustment: OL -10%, MS +5%, DN +5%, RL -10%.
Typical Alignment: Any Starting Age: 14+1d4 Maximum Age: 70+2d12
Average Height: 56+2d8(m), 55+2d6(f) Average Weight: 130+4d12(m), 110+4d10(f) Movement Rate: 12
Appearance: Chalk-White skin color. Rough Silver/White hair. Pink or Pale Blue eye color.
Initial Languages: Lerraran Suloise, Drow.
Special Advantages: Warrior recieve a free Millipede Exoskeletal Plate Armor (AC6), 50' Light sensitive vision using a Candle or Phosphorescent Moss, 150' Light Sensitive vision using a Torch.
Disadvantages: Minor deformity (Such as extra or missing digits), Blinded by Full daylight and -4 penalty to attack and armor class, +2 initiative, -2 save against light-based spells. Loses -1hp per turn if exposed to direct sunlight, avoided if covered up. Takes 5d4 days for eyes to adjust to surface conditions, reducing to -1 to attack and armor.

Dragon Magaine 241/44
Principle Deities: Se-Murra

Human, Maztican
Encountered: Toril, Prime Material Plane
Abilty Adjustments/Score Range:
STR: 3-18(+1) DEX: 3-18 CON 3-18 INT 3-18(+1) WIS 3-18(-1) CHA 3-18
Class Options: Fighter (U), Knight (U), Priest (U), Non-Qotal or Non-Zaltec Priest (5), Thief (U), Bard (U)
Thieving Skills: No PP or OL
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Dark Brown skin, Dark Eyes and Hair, Tall and Lean.
Initial Languages: Nexalan.
Special Advantages: None
Disadvantages: None.

Maztica Campaign Setting/51
Principle Deities: Any

Human, Milenian
Hollow World Box Set/48

Encountered: Prime Material Plane, Hollow World
Principle Deities: Halav and Petera
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Olive-Skin, Blonde, Brown or Red Hair.
Initial Languages: Milenians and Nethar.
Special Advantages: +1 to Damage and +2 to Hit when using any spear like weapons.
Disadvantages: Cultural Bias.

Human, Nehwon Ghoul
Encountered: Newhon, Prime Material Plane
Principle Deities: Lanhkmar: City of Adventure/25
Principle Deities: None
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Class Options: Fighter (U), Thief (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Transparent Flesh, Pink Skeleton.
Initial Languages: Common.
Special Advantages: Vital Organs are harder to hit so all attacks at -2, -4 in the dark. They seem to be 80% invisible in darkness.
Disadvantages: Armor or Heavy Clothing negate Advantages.

Human, Nethar
Encountered: Prime Material Plane, Hollow World
Principle Deities: Hollow World Box Set/61
Principle Deities: Wotan, Diulannam Palartarkan, Donar
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Fair to Tan Skin, Red, Blonde to Black Hair, Blue or Brown Eyes
Initial Languages: Nethar.
Special Advantages: +1 to Hit and Damage, +2 to AC.
Disadvantages: Cultural Bias, No Armor.

Human, Nithian
Encountered: Prime Material Plane, Hollow World
Principle Deities: Hollow World Box Set/52
Principle Deities: Rathhanos, Pflarr, Ixion, Valerias, Kagyr
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Class Options: Fighter (U), Wizard (U), Cleric (U), Thief (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 50+2d10(m)/49+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Dusky Skinned, Dark Hair.
Initial Languages: Nithian and Nethar.
Special Advantages: None
Disadvantages: Cultural Bias.

Human, Northerner
Encountered: Newhon, Prime Material Plane
Principle Deities: Lanhkmar: City of Adventure/24
Principle Deities: None
Ability Adjustments/Score Range:
STR: 3-18(+1) DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18(-1) CHA: 3-18
Class Options: Fighter (U), Cyromancer (U) Thief (U), Bard (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Light Skinned, Blonde to Black Hair. Green, Blue, and Brown Eyes.
Initial Languages: Common.
Special Advantages: Artic Survival Proficiency
Disadvantages: None.

Human, Oeridian
Encountered: Prime Material Plane, Oerth
Principle Deities: Player's Guide to Greyhawk/44
Principle Deities: Celestian, Erythnul, Farlanghn, Heironeous, Hextor, Pholtus, Procan, Zilchus, Atroa, Delleb, Kurell, Sotillon, Telchar, Velinius, Wenta, Rudd
Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18(+1) CON: 3-18 INT: 3-18 WIS: 3-18(-1) CHA: 3-18
Class Options: Any (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Tan to Olive Skin, Honey-Blonde to Black Hair.

Initial Languages: Common, Old Oeridian
Special Advantages: Armorer or Weaponsmith Proficiency, begin play with a special weapon or armor.
Disadvantages: None.

Human, Olman
Encountered: Prime Material Plane, Oerth

The Scarlet Brotherhood FAQ
Principle Deities: Camazotz, Huhucteotl, Mictlantecuhtli,
Quetzacoatl, Tezcatlipoca, Tlaloc

Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18(+1) CON: 3-18 INT: 3-18(-1) WIS: 3-18 CHA: 3-18
Class Options: Any (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Rich Red Brown or Brown Skin, Straight Black Hair, and Dark Eyes.
Initial Languages: Olman, Etlani, Rasol, Xolasa, Ralat, Tlaman
Special Advantages: None
Disadvantages: None.

Human, Oltecs
Encountered: Prime Material Plane, Hollow World

Hollow World Box Set/54
Principle Deities: Otziotli, Kalaktatla

Ability Adjustments/Score Range:
STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18
Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Bard (U)
Thief Skill Adjustment: HS +5%, MS +5%, CW +5%.
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d8(m)/59+2d8(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Copper Skin, Dark Hair and Eyes.
Initial Languages: Azcan and Nethar.
Special Advantages: Natural AC 1, Move Silently, Hide in Shadows, and Climb Walls as a Rogue at 1/2 level.
Disadvantages: Cultural Bias.

Human, Payit
Encountered: Toril, Prime Material Plane

Maztica Campaign Setting/50
Principle Deities: Any

Ability Adjustments/Score Range:
STR: 3-18(-1) DEX: 3-18(+1) CON: 3-18(-1) INT: 3-18(+1) WIS: 3-18(+1) CHA: 3-18
Class Options: Fighter (U), Knight (U), Priest (U), Non-Qotal Priest (5), Thief (U), Bard (U)
Thieving Skills: No PP or OL
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m), 59+2d10(f) Average Weight: 140+6d10(m), 100+6d10(f) Movement Rate:12
Appearance: Dark Brown skin, Dark Eyes and Hair, Short and Muscular.
Initial Languages: Payit.
Special Advantages: None
Disadvantages: None.

Human, Picts
Encountered: Prime Material Plane, Dark Age Earth

Dragon Magazine 257/33
Principle Deities: Any

Ability Adjustments/Score Range:
STR: 3-18(+1) DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18(-1) CHA: 3-18
Class Options: Fighter (U), Ranger (U), Priest (9), Thieves (U)
Typical Alignment: Any Starting Age: 15+1d4 Maximum Age: 90+2d20
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:12
Appearance: Dark Brown to Black Hair, Brown to Hazel eyes, fair skin.
Initial Languages: Pictish, Latin
Special Advantages: None
Disadvantages: None.

Human, Planar
Encountered: Prime, Inner, and Outer Planes.

The Planewalkers Guidebook/68
Principle Deities: Any

Ability Adjustments/Score Range: As Per Human
Class Options: As Per Human
Thief Skill Adjustment: As Per Human
Typical Alignment: As Per Human Starting Age: As Per Human Maximum Age: As Per Human
Average Height: As Per Human Average Weight: As Per Human Movement Rate: As Per Human
Appearance: As Per Human.
Initial Languages: As Per Human
Special Advantages: As Per Human, 1-3 on 1d6 to Detect Portals.
Disadvantages: Considered Outer Planar Creature.

Human, Pure Strain
Encountered: Prime Material Plane, Gamma Terra

Gamma World/9
Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 6-20(+3) INT: 6-20(+3) WIS: 3-18 CHA: 6-18(+3)

Class Options: Any (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Any

Initial Languages: Any

Special Advantages: 15% Magic Resistance (30% on Gamma Terra), +2 vs Radiation

Disadvantages: None.

Human, Rael

Encountered: Kel-Rael, Alternity, Prime Material Plane

Tale of the Comet/3

Principle Deities: None

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON 3-18 INT 3-18 WIS 3-18 CHA 3-18

Class Options:

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 72+2d6(m), 71+2d6(f)

Average Weight: 140+6d10(m), 100+6d10(f)

Movement Rate:12

Appearance: Whitish-Purple Pale Skin, with some blood vessels showing. Six Digit Hands. Dark Hair.

Initial Languages: Rael.

Special Advantages: Technological Advance Civilization with Inter-stellar/Dimensional Travel.

Disadvantages: Hunted By the Overseer of Kir.

Human, Rhennee

Encountered: Prime Material Plane, Oerth

Player's Guide to Greyhawk/44

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18(+1) DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18(-2)

Class Options: Any (U) except (Clerics, Rangers, or Paladins)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 64+1d8(m)/59+1d8(f)

Average Weight: 100+6d10(m)/ 100+4d10(f)

Movement Rate:12

Appearance: Tan to Olive Skin, Dark Brown to Black Curly Hair.

Initial Languages: Common, Rhennee Cant

Special Advantages: Acts as a Thief of 1d4 levels

Disadvantages: -3 to Encounter Checks.

Human, Rjuirik

Encountered: Abreynis, Prime Material Plane

Birthing Campaign Setting/5

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON 3-18(+1) INT 3-18 WIS 3-18 CHA 3-18(-1)

Class Options: Fighter (U), Paladin (U), Ranger (U), Priest (U), Wizard (U), Magician (U), Thief (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 65+2d8(m), 63+2d8(f)

Average Weight: 140+6d10(m), 100+6d10(f)

Movement Rate:12

Appearance: Fair Skin, Red or Blonde Hair.

Initial Languages: Anuirean.

Special Advantages:

Disadvantages: None.

Human, Scandinavians

Encountered: Prime Material Plane, Dark Age Earth

Dragon Magazine 257/33

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18(+1) DEX: 3-18 CON: 3-18(+1) INT: 3-18(-2) WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Priest (U), Runemaster (U), Theives (U), Skalds (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Blonde to Sandy Blonde Hair, Blue to Grey eyes, fair skin.

Initial Languages: Danish, Norse, Germanic

Special Advantages: None

Disadvantages: None.

Human, Skulk

Encountered: Oerth, Torill, Prime Material Plane, Underdark

Dragon Magazine 241/47

Principle Deities: Syrul (Oerth), Ibrandul (Toril)

Ability Adjustments/Score Range:

STR: 3-18 (-1) DEX: 6-18(+2) CON: 3-18 INT 3-18 WIS:3-16(-1) CHA: 3-14(-4)

Class Options: Fighter (2), Cleric (2), Mage (2), Illusionist (4), Thief (U), Psionist (U)

Thief Skill Adjustment:PP -20%, F/RT +5%, MS +30%, HS +85%.

Typical Alignment: CE, NE, N, CN.

Starting Age: 14+1d4

Maximum Age: 60+2d10

Average Height: 59+2d6(m), 56+2d6(f)

Average Weight: 110+3d12(m), 80+3d12(f)

Movement Rate: 12

Appearance: Light Grey Leathery Skin able to shift color in order to blend in with their surrounding. Hairless. Blue

Eyes (Oerth) or Pink Eyes (Toril).

Initial Languages: Common, +2 others.

Special Advantages: Unclads they have 90% chance to completely camouflage themselves. Making a successful Dexterity check, they

can backstabs as thieves with a -3 surprise penalty if camouflaged. They also leave a traceless path, with a penalty of a 1/3 reduction to attempt to track. Can be multi-classed.

Disadvantages: They are primarily nocturnal, take 5d6 days to adjust to a diurnal cycle. 50% chance of being effected by human controlling spells. Any fear attacks receive a -6 penalty to save.

Human, Standard

Player's Handbook/23

Encountered: Prime Material Plane

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Any (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Any

Initial Languages: Any

Special Advantages: None

Disadvantages: None.

Human, Suel

Player's Guide to Greyhawk/45

Encountered: Prime Material Plane, Oerth

Principle Deities: Kord, Lendor, Wee Jas, Beltar, Bralm, Dalt, Fortubo, Llerg, Lydia, Norebo, Osprem, Phaulkon, Phyton, Pyremius, Syrul, Vatun, Xerbo

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18(+1) WIS: 3-18 CHA: 3-18(-1)

Class Options: Any (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Fair Skinned, Blue, Violet, and Grey Eyes, Strawberry Blonde to Platinum Blonde Hair.

Initial Languages: Common, Suloise

Special Advantages: None

Disadvantages: None.

Human, Tanagoro

Hollow World Box Set/58

Encountered: Prime Material Plane, Hollow World

Principle Deities: Korotiku

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d12(m)/59+2d12(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Black Skinned, Deep Brown to Black Hair, Brown Eyes

Initial Languages: Tanagoro and Nethar.

Special Advantages: Running Proficiency, +2 to HP/level up till 10th.

Disadvantages: Cultural Bias.

Human, Thoric

Astromundi Cluster Campaign Setting/22

Encountered: Astromundi Cluster, Prime Material Plane

Principle Deities: Hordent, Yul

Ability Adjustments/Score Range:

STR: 3-18(+2) DEX: 3-18(-2) CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Priest (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+1d10

Average Height: 65+7d4(m)/60+7d4(f)

Average Weight: 170+6d10(m)/ 14+6d10(f)

Movement Rate:12

Appearance: Blue, Green, Golden Eyes, Blonde Hair.

Initial Languages: Common, Neogi, Thoric.

Special Advantages: None

Disadvantages: None.

Human, Touv

The Scarlet Brotherhood FAQ

Encountered: Prime Material Plane, Oerth

Principle Deities: Berna, Breeka, Damaran, Katay, Kundo, Meyanok, Nola, Uvot, Vara, Vogan, Xanag

Ability Adjustments/Score Range:

STR: 3-18(-1) DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18(+1) CHA: 3-18

Class Options: Any (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+1d10(m)/59+1d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Dark Brown to Black Skin, Blue or Black Eyes, Straight or Wavy Hair.

Initial Languages: Touv, Etlani

Special Advantages: None

Disadvantages: None.

Human, Traldar

Hollow World Box Set/59, Karameikos/24

Encountered: Prime Material Plane, Hollow World, Mystara

Principle Deities: Halav, Petra

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d6(m)/59+1d8(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Pale Skin, Brown Eyes, Deep Brown, Blonde, Red to Black Hair

Initial Languages: Traladar and Nethar.

Special Advantages: All Character Start off with the Base Climb Walls Ability.

Disadvantages: Cultural Bias except for those on Mystara.

Human, Traladan/Thyatian

Encountered: Prime Material Plane, Mystara

Karameikos/24

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d10(m)/59+2d10(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Tan Skin, Dark Hair, Blue or Brown Eyes.

Initial Languages: Traladar, Thyatian.

Special Advantages: None.

Disadvantages: None.

Human, Thyatian

Encountered: Prime Material Plane, Mystara

Karameikos/23

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 3-18

Class Options: Fighter (U), Ranger (U), Wizard (U), Cleric (U), Thief (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 60+2d8(m)/59+1d8(f)

Average Weight: 140+6d10(m)/ 100+6d10(f)

Movement Rate:12

Appearance: Tan Skin, Dark Blonde, Red to Dark Brown Hair

Initial Languages: Thyatian.

Special Advantages: None.

Disadvantages: None.

Human, Ulutian

Encountered: Toril, Prime Material Plane

The Great Glacier/20

Principle Deities: Quakuko

Ability Adjustments/Score Range:

STR: 6-18(+1) DEX: 3-16(-1) CON 9-18(+1) INT 3-18 WIS 3-18 CHA 3-15(-1)

Class Options: Fighter (U), Mage (U), Priest (U), Psionist (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 50+2d10(m), 49+2d10(f)

Average Weight: 140+6d10(m), 100+6d10(f)

Movement Rate:12

Appearance: Light Yellow Skin, Black Hair, Brown Eyes, Thick Toes and fingers.

Initial Languages: Ulutian.

Special Advantages: Artic Survival Proficiency.

Disadvantages: None.

Human, Varan

Encountered: Astromundi Cluster, Prime Material Plane

Astromundi Cluster Campaign Setting/22

Principle Deities: Seltisine

Ability Adjustments/Score Range:

STR: 3-18(-1) DEX: 3-18(+2) CON 3-18 INT 3-18 WIS 3-18 CHA 3-18(-1)

Class Options: Fighter (U), Mage (U), Thief (U), Bard (U), Psionist (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+3d20

Average Height: 50+3d6(m)/50+3d6(f)

Average Weight: 120+4d10(m)/ 90+4d10(f)

Movement Rate:12

Appearance: Dark Hair and Eye Color, Olive Skin.

Initial Languages: Common, Neogi, Illithid.

Special Advantages: None

Disadvantages: None.

Human, Vos

Encountered: Abreynis, Prime Material Plane

Birthright Campaign Setting/5

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18(+1) DEX: 3-18 CON 3-18 INT 3-18(-1) WIS 3-18 CHA 3-18

Class Options: Fighter (U), Paladin (U), Ranger (U), Priest (U), Wizard (U), Magician (U), Thief (U), Bard (U)

Typical Alignment: Any

Starting Age: 15+1d4

Maximum Age: 90+2d20

Average Height: 65+2d8(m), 63+2d8(f)

Average Weight: 140+6d10(m), 100+6d10(f)

Movement Rate:12

Appearance: Sallow Skin, Dark Hair.

Initial Languages: Anuirean.

Special Advantages:

Disadvantages: None.

Human, Wildspace

The Complete Spacefarer's Handbook/##, Lost Ships/##

Encountered: Wildspace, Phlogiston, Prime Material Plane.

Principle Deities: Any

Ability Adjustments/Score Range:

Class Options: As Per Human

Thief Skill Adjustment: As Per Human

Typical Alignment: As Per Human

Starting Age: As Per Human

Maximum Age: As Per Human

Average Height: As Per Human

Average Weight: As Per Human

Movement Rate: As Per Human

Appearance: As Per Human.

Initial Languages: As Per Human.

Special Advantages: As Per Human, Zero-Gravity Combat and Spacemanship Proficiencies .

Disadvantages: None.

This file was created by Michael Arellano. All the above information has been collected from various sources and referenced. Where some contradictions may occur I have used the latest information published on the mentioned Playable Characters Races.