

The Great NetRace Book

Version 1.0

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And thanks to Midnight Palidian@hotmail.com(Evan Steiner) for the great Elf and Human Subraces.

The Great NetRace Book

Now that thats out of the way here is the netbook:

New Races:

Angel
Fairy

Elven SubRaces:

Aquatic
Drow
Faerie
Half-aquatic
Half-drow
Half-faerie
Half-high
Half-poison
Half-savage
Half-snow
Half-steppe
Half-wild
Half-wood
High
Poison
Rockseer
Savage
Snow
Steppe
Wild
Winged
Wood
Yani-shin
Yani-shu

Human SubRaces:

Avdan
Byelzan
Cheju

Colophian
Damithese
Dazkirian

Deejanese
Dhagandt
Echeng
Ezulynian

Faku
Fengdu
Fidrantan
Ganzhou
Gardenburi
Guenish
Hai'an

Helvacilar
Hungnam
Icejewel
Ich'on
Jiutai
Jlani
Kaixan
Khalkistan
Kholgan

Mainzish

Mandizcan
Nekothryn
Nesscyn

Nikohan
Northeron
Pandoran
Prescaran
Rapian

Ryazan
Shaoyang
Shizui

Solmazan
Siuxi
Talestian
Uizlamaar
Ukhtan
Weihe
Yagetan
Yangzhou
Yusekkum
Yuwillish

FairySubraces:

Coming soon

Revised Races:

None yet : (

NEW RACES

Angel

Fighter(9)
Ranger(U)
Wizard(18)
Illusionist(14)

Preist(10)

The angel is a frail yet smart race of creatures. They visit the world of men rarely and even in their own worlds, are very rare. They can be of a limited classes.

Angels live almost forever. When about a million or so they travel to the ethereal plane, never to return. They live in close families and marry for life. They have from 3-15 kids at a time. They love to play and have fun. They must also be of good alignment. They can turn ethereal, and invisible at the same time to non ethereal creatures, at will. They walk at 18 speed and need only an hour of sleeping per month(30 days). They gain a +2 to hit and to damage on evil creatures. They gain a +4 against undead. They can turn undead as per cleric of 4 levels higher. 0-level humans turn as second level cleric.

Stats: roll 1d6+4 to get strength; roll 1d3+3 to get constitution; roll 1d6+14 to get wisdom and int.; 1d2+20 to get char: 3d6 for dex.

Angels can fly but only when light or unencumbered. No matter what flying class an angel is they always can hover like class A.

AGE	TIME	SPEED-CLASS
2-3	2 rounds	2(E)
4-6	1 turn	5(E)
7-8	2 turns	10(E)
9-10	2 turns	12(D)
11-15	1 hour	12©
16-21	5 hours	15©
21-26	7 hours	18©
27-29	10 hours	21©
30-32	12 hours	28(B)
33+	24 hours	75(A)

The angels under 6 have to rest for an hour before attempting to fly again. Those from 7-32 have to wait ten minutes. Those 33+ must wait only a round. Angels have an AC of -2 and can not wear any armour. Angels can lay 10 hp per level on one or more people per day. 0-level angels can lay 5 HP's. Angels gain hit dice((a fighter or ranger has d12 instead of d10 and a cleric has d10 instead of d8 and a wizard has d6 instead of d4)). They also make 3/1 attacks per round if floating in the air((gives them AC -3)) and over 33 of age. They have 3 mile infravision and can read a size 12 font 1.5 miles away in an icestorm!!!

Fairy

Fighter(11)
Ranger(U)
Mage(U)
Preist(8)

The Fairy race is a secret one. They live mostly in deep forests. Fairys are small, only about 2 inches tall. They have beautiful wings and a sweet face. Their dex. and size gives them an AC of -4, but can not wear armour. They can create a sleeping potion that puts a creature to sleep for 1d12 hours. It takes 2 days to make a bottle, all the ingredients are found in the forest. A bottle can last for 3 months and can soak the tips of 35 arrows. A save versus death is allowed. They gain a +2 to hit with their special bows(but rangers are quartered). They can also become invisible at will. they have a movement rate of 2 on the ground and 13 in the air, class A. They must be good.

Fairys can fight with either a long sword or a bow, the long sword inflicts 1d4 HP and has a speed of 3. The bow can fire 3 attacks per round and causes 1d4 damage points. These weapons must be made for fairy size.

Fairys gain an automatic 25 in dex. but roll 1d3 to get strength. The to hit and damage factors do NOT apply. All other stats are rolled normally.

Hobbit

Fighter(9)
Theif(U)

The hobbits usally keep to themselves. Giving them a 1 in cha. to other races. There stats remain the same exept they have a +10 in luck and a -2 in strenght. There movment rate is 12.there base chance to move silently is raised to 85%. Most hobbits are however not adventures. They have an infration of 45 feet. They gain a +4 when dealing with a knife.

ELVES & HALF-ELVES SUBRACES

Elves are the most magical and mysterious of the PC races. On Sinthal, they are mostly concentrated in north central Pandora (the region known as Matango), the remote Isles of Gold off the western coast of Mandizca and a few other regions. Note these regions vary by subrace; savage elves are common in the Jungle of Myths, and steppe elves are concentrated in the Khalkist Reaches.

Half-elves are the offspring of a human and an elf. Elves are incapable of mating with other races and producing offspring, and most respectable elves wouldn't even if they could.

Despite the numerous elven subraces, all elves share certain characteristics:

- All elves and half-elves, regardless of heritage, receive a +1 bonus to Perception. Their other bonuses and penalties always even out.
- All elves can speak the language of the subrace they were raised in at no cost.
- All elves have all the abilities attributed to the elven race in the Player's Handbook™.

Like humans, all the elven subraces are described below, including the same subheadings as the human entries (ability score modifiers, starting age, maximum age, height and weight, homeland, class options and a quick description). Note for elves and other demihumans, allowed classes are listed rather than restricted classes; demihumans tend to have more limited class options than humans. Level limits, when applicable, appear in parentheses behind each class.

Table 4: Elven and Half-elven Subrace Ability Score Modifiers

	CHA	PER	STR LUCK	DEX	CON	INT	WIS
Aquatic	+1			+1	-1		
Drow	-2			+2	-1	+1	
Faerie	+1	+1	-1		-2	+2	+1
Half-aquatic	+1		+1				
Half-drow	+1				+1		-1
Half-faerie	+1			-1	+1		

Half-high			+1	-1			
Half-poison	+1				+1		-1
Half-savage	+1						
Half-snow	+1	+1					-1
Half-steppe	+1					+1	-1
Half-wild	+1				+1		
Half-wood	+1				+1		
High	+1				-1	+1	-2
Poison							+2
Rockseer	-1	+1					-1
Savage	+1				+1	-1	+1
Snow	-1	+1					+1
Steppe	-2	+1				+1	+1
Wild	-1	+1				+1	+1
Winged	-1	+1					+1
Wood	+2					+2	-2
Yani-shin	+1					+1	-1
Yani-shu*	+1				+1		+1
	+1						+1

- Yani-shu are half yani-shin elves.

Table 5: Standard Elven and Half-elven Age and Aging Effects

Race	Middle age* (~1/2 base max)	Starting age	Maximum age	
		Old age** Base age (~2/3 base max)	Venerable*** Variable (base max)	(base + variable)

Elf		100	5d6	350 + 4d100 #
	170 years	230 years	350 years	
Half-elf	17		1d8	125 + 3d20
	60 years	85 years	125 years	

* -1 Str, -1 Con; +1 Int, +1 Wis

** -2 Str, -1 Con; +1 Wis

*** -1 Str, -1 Dex, -1 Con; +1 Int, +1 Wis

Upon reaching this age, elves do not die. Rather, they feel compelled to leave Sinthal and join their deities in Arvandor (also known as Arvanaith), a place of eternal bliss and happiness.

Table 6: Standard Elven and Half-elven Height and Weight

Race	Modifier	Height in Inches	Weight in Pounds	
		Base*	Modifier	Base *
Elf		55/50	1d10	90/70
	3d10			
Half-elf	60/58		2d6	110/85 3d12

- Females tend to be lighter and shorter than males. Thus, the base modifiers for height and weight are adjusted accordingly. Of course, at the DM's option, exceptions are possible. As can be seen from the figures, a broad range is possible for both genders in either category.

Aquatic

Ability Score Modifiers: +1 Dex, +1 Per; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: 300 + 3d100 years

Aging Effects: 160 years/220 years/300 years

Languages: Old Elvish, Triton, Merman, Kraken, Morkoth, Aboleth, Sahuagin, Locathah, Kuo-toa

Homeland: The Sea of Gold, the Triton Sea, the Quicksilver Sea, the Blue Divide, the Platinum Dragon Ocean

Allowed Warrior Classes: Fighter (12) and ranger (14)

Allowed Priest Classes: Cleric (16), shaman (12), druid (18) and crusader (12)

Allowed Rogue Classes: Thief (14)

Allowed Wizard Classes: Mage (15) and water elemental

Allowed Psionist Classes: Psionist (9)

Description: One of the most noticeable physically (along with drow) of the elven races, these elves have bright purple eyes, bluish-green skin and fine, seaweed-like blue hair. They have gills, and can breathe air and water. Uncomfortable around air-breathers, they have webbed hands and feet, but still retain the natural elven dexterity (and the somewhat frail health).

Drow

Ability Score Modifiers: +2 Dex, +1 Int, +1 Per; -1 Con, -2 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: 225 + 3d100 years

Aging Effects: 140 years/190 years/225 years

Languages: Undercommon, Illithid, Beholder, Derro Dwarvish, Daegaer Dwarvish, Rockseer Elvish, Deep Gnomish

Homeland: The Realms Below

Allowed Warrior Classes: Fighter (16), dark paladin and blade dancer

Allowed Priest Classes: Cleric (16), mystic (13) and crusader (16)

Allowed Rogue Classes: Thief (14) and assassin (20)

Allowed Wizard Classes: All

Allowed Psionist Classes: All but kai

Description: Along with aquatic elves, drow are the most easily recognized elves. Many years ago, the descendants of these elves rebelled against Corellon and his children. Spurred on by the sinister whispers of Lolth and her lackeys (Lakul, Vhaerun, Kiaransalee), they struck during the night, slaying thousands of elves in their sleep. While the War of the Magi raged across most of Sinthal, the elves fought the War of Dividing on the Isles of Gold. Eventually they won, and the drow were driven underground. Their skin is ebony like their souls. They have stark white hair and violet or red eyes. Drow are exceptionally quick, intelligent and observant, but share elven constitution and are also reviled and hateful, penalizing their Charisma.

Faerie

Ability Score Modifiers: +2 Int, +1 Wis, +1 Per; -1 Str, -2 Con

Height: 62/61 + 2d10 inches

Weight: Standard

Starting Age: 120 + 5d6 years

Maximum Age: 1000 + 10d100 years

Languages: Any

Aging Effects: 500 years/667 years/1000 years

Homeland: The Isles of Gold

Allowed Warrior Classes: Fighter (8), ranger (15), paladin (13) and blade dancer (14)

Allowed Priest Classes: Cleric (18), druid, monk, mystic and crusader (11)

Allowed Rogue Classes: Thief (12) and bard (14)

Allowed Wizard Classes: All

Allowed Psionist Classes: All but kai

Description: Faerie elves are the tallest and most magical elven race (despite vehement denial on the part of both high elves and drow). They have very pale skin, violet eyes and white, silver, gold or light blue hair. In addition, these elves' ears are very long and pointed, giving them a very sophisticated and elegant look. Faerie elves prefer to keep their hair long, unbraided and tucked behind their ears. These elves prefer tall, isolated tower-cities perched on snow-capped mountain peaks instead of enchanted forests like many of their brethren, and spend centuries studying and gathering knowledge. Their libraries and understanding of magic are unrivaled by any Sinthalian race. Faerie elves are very intelligent and wise, but lack in physical strength and health.

Half-aquatic

Ability Score Modifiers: +1 Dex, +1 Per

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent plus Triton, Mermen or Sahuagin

Homeland: Any

Allowed Warrior Classes: Fighter (14) and ranger (19)

Allowed Priest Classes: Cleric (15), shaman (14), druid (16) and crusader (13)

Allowed Rogue Classes: Thief (14)

Allowed Wizard Classes: Mage (15)

Allowed Psionist Classes: Psionist (11)

Description: Hybrids between aquatic elves and another race (generally humans), half-aquatic elves have pale bluish skin, green, blue or blue-green hair and blue, green or hazel eyes. They lack gills, but have lungs that are capable of partially breathing water, allowing them to remain submerged twice as long as a normal human. They also have the sonar-like infravision of aquatic elves, but it only functions to 30'.

Half-drow

Ability Score Modifiers: +1 Int, +1 Per; -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent plus Undercommon

Homeland: Any

Allowed Warrior Classes: Fighter (15), ranger (12) and blade dancer (14)

Allowed Priest Classes: Cleric (16), mystic (13), shaman (15), druid (14) and crusader (13)

Allowed Rogue Classes: Thief (16), bard (13)

Allowed Wizard Classes: All

Allowed Psionist Classes: Psionist (12)

Description: Half-drow are among the most mistrusted and feared of all half-elven races. They generally have grayish complexions, but ebony, olive and pale skin are not unheard of among these elves. Their hair is generally light colored, either platinum blond, white or blonde. Although half-drow are not physically repulsive, the negative stigma associated with them is strong, giving them a penalty to Charisma. They receive a similar penalty to reaction rolls, but receive bonuses to Intelligence and Perception.

Half-faerie

Ability Score Modifiers: +1 Int, +1 Per; -1 Con

Height: 60/59 + 2d10 inches

Weight: Standard

Starting Age: 15 + 2d6 years

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent plus five others

Homeland: Any

Allowed Warrior Classes: Fighter (13), ranger (16) and blade dancer (14)

Allowed Priest Classes: Cleric (16), mystic (15), druid (18), shaman (12), monk (17) and crusader (15)

Allowed Rogue Classes: Thief (13), bard (16) and assassin (13)

Allowed Wizard Classes: All

Allowed Psionist Classes: All but kai

Description: Half-faerie elves are among the handsomest, smartest and most successful half-elven races. They have bluish-violet eyes, any color hair and pale skin. If not for their ears most could easily pass as humans. Half-faerie elves gain bonuses to Perception and Intelligence, but suffer a penalty to Constitution like most elves.

Half-high

Ability Score Modifiers: +1 Dex, +1 Per; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent plus four others

Homeland: Any

Allowed Warrior Classes: Fighter (12), paladin (14), ranger and blade dancer (15)

Allowed Priest Classes: Cleric (16), mystic (14), druid, shaman (17), monk (15) and crusader (14)

Allowed Rogue Classes: Thief (14), bard (15) and assassin (14)

Allowed Wizard Classes: All

Allowed Psionist Classes: All but kai

Description: Half-high elves are extremely rare because of the enmity between most high elves and humans. Still, they do exist, and are among the most beautiful Sinthalian people. They have elegant and defined features, bright blue, green or violet eyes and silky blond or brown hair. Half-high elves have grace rivaling that of pure-blooded elves, as well as the senses, but also share their frail health.

Half-poison

Ability Score Modifiers: +1 Dex, +1 Per; -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent

Homeland: Any

Allowed Warrior Classes: Fighter (12), ranger (16) and blade dancer (10)

Allowed Priest Classes: Cleric (14), mystic (16) and crusader (14)

Allowed Rogue Classes: Thief, bard (13) and assassin

Allowed Wizard Classes: Mage (15), effect specialist (15) and philosophy specialist (16)

Allowed Psionist Classes: Psionist (12)

Description: Half-poison elves, like their elven parents, have pale greenish skin, green hair and blue or green eyes. They have longer points on their ears than most true elves. Not all half-poison elves are underhanded and evil like their parents, but due to strong racial prejudices, many turn out this way. Half-poison elves are quick and share elven senses, but racial hatred lowers their appearance in the eyes of others.

Half-savage

Ability Score Modifiers: +1 Str, +1 Per; -1 Int

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent

Homeland: Any

Allowed Warrior Classes: Fighter (15) and ranger (15)

Allowed Priest Classes: Cleric (15), druid (13), shaman and crusader (14)

Allowed Rogue Classes: Thief (14) and bard (9)

Allowed Wizard Classes: Mage (10)

Allowed Psionist Classes: None

Description: Physically the strongest half-elven race, half-savage elves have red or reddish-brown hair, brown or hazel eyes and very well-defined muscles and features. Unlike pure-blooded savage elves, half-savage elves rarely have tattoos. Body tattooing is a savage elf practice, and half-savage elves are often scorned by their savage elf brethren. Half-savage elves are physically strong and have excellent

senses, like all elves. Due to their savage elf heritage, they are slow learners, suffering a penalty to Intelligence.

Half-snow

Ability Score Modifiers: +1 Dex, +1 Per; -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent

Homeland: Any

Allowed Warrior Classes: Fighter (16) and ranger

Allowed Priest Classes: Cleric (16), druid, shaman (12) and crusader (15)

Allowed Rogue Classes: Thief (14) and bard (19)

Allowed Wizard Classes: All

Allowed Psionist Classes: Psionist (10)

Description: Half-snow elves tend to be fathered or mothered by Icejewel barbarians; see the snow elf entry and the Icejewel entry under humans for languages. Half-snow elves tend to have pale skin and light-colored hair; their eye color is nearly invariant: blue. Half-snow elves, like their parents, are agile and perceptive, but share some of their innate distrust.

Half-steppe

Ability Score Modifiers: +1 Con, +1 Per; -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent

Homeland: Any

Allowed Warrior Classes: Fighter (13) and ranger

Allowed Priest Classes: Cleric (15), druid, shaman (15) and crusader (14)

Allowed Rogue Classes: Thief (14) and bard (13)

Allowed Wizard Classes: Mage (12)

Allowed Psionist Classes: None

Description: The most durable and resilient half-elven race, half-steppe elves are common in Khalkista, where many clans of steppe elves and humans reside. Loved by neither their steppe elf nor their human parents, half-steppe elves are often loners, and half-steppe elf rangers and plains druids are common. Half-steppe elves generally have lightly tanned skin and blond or sandy hair, with hazel or blue eyes. They are durable and have elven senses, but are for the most part loners and dislike social interaction.

Half-wild

Ability Score Modifiers: +1 Dex, +1 Per

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent

Homeland: Any

Allowed Warrior Classes: Fighter (14) and ranger

Allowed Priest Classes: Cleric (13), druid (16) and shaman

Allowed Rogue Classes: Thief (13) and bard (11)

Allowed Wizard Classes: Mage (11)

Allowed Psionist Classes: None

Description: Half-wild elves are extremely rare due to the wild elves' extreme isolation and hatred for most humans. They have darker skin than most elves, with generally curly brown or black hair and hazel, green or blue eyes. Half-wild elves make good rangers, druids and shamans. They gain bonuses to Dexterity and Perception.

Half-wood

Ability Score Modifiers: +1 Dex, +1 Per

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: As human parent

Homeland: Any

Allowed Warrior Classes: Fighter (15) and ranger

Allowed Priest Classes: Cleric (16), mystic (14), druid, crusader (13) and shaman (13)

Allowed Rogue Classes: Thief (14), assassin (12) and bard

Allowed Wizard Classes: All

Allowed Psionist Classes: Psionist (13)

Description: The most common type of half-elf is the half-wood elf, namely because wood elves are at the same time the most populous and least isolated type of elf. Half-wood elves are beautiful people, with any color of hair, skin and eyes, depending on their human parent. They are both agile and share elven senses.

High

Ability Score Modifiers: +1 Dex, +2 Int, +1 Per; -1 Str, -2 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: 425 + 5d100 years

Aging Effects: 210 years/300 years/425 years

Languages: Any

Homeland: The Isles of Gold

Allowed Warrior Classes: Fighter (12), ranger, paladin (15) and blade dancer

Allowed Priest Classes: Cleric (16), mystic, druid and crusader (15)

Allowed Rogue Classes: Thief (14), assassin (12) and bard

Allowed Wizard Classes: All

Allowed Psionist Classes: Psionist (15)

Description: High elves are the most arrogant of all elvenkind, seeing themselves above all other races save faerie elves, whom they see as equals. Deadly warriors, devoted priests and unrivaled mages (save by the drow and faerie elves), high elves also have the distinction as being the second most psionically proficient elven race, after the yani-shin. High elves have gold, silver, platinum blond, blond or brown hair, sparkling blue or green eyes, and dress in robes of flowing yellow, blue, white, green and/or violet. They are also among Sinthal's most beautiful people; ugly high elves are literally unheard of (save those made so by magic or scars). High elves gain bonuses to Dexterity, Perception and Intelligence, but are definitely not as strong physically as other races or even other elves.

Poison

Ability Score Modifiers: +2 Dex, +1 Per; -1 Con, -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard
Maximum Age: 225 + 3d100 years
Aging Effects: 140 years/190 years/225 years
Languages: As per human native to the poison elf's residence, plus Undercommon

Homeland: Any
Allowed Warrior Classes: Fighter (14)
Allowed Priest Classes: Cleric (16) and mystic (13)
Allowed Rogue Classes: Thief and assassin
Allowed Wizard Classes: Mage (17)
Allowed Psionist Classes: Psionist (12)

Description: Poison elves are underhanded, evil, larcenous and downright cowardly. Foul urban menaces, many poison elves run drug cartels, black markets, smuggling operations and other illicit businesses from within large, decadent cities, generally surrounded by a dozen bodyguards. They make excellent thieves and assassins. Extraordinarily quick and agile, they seem to somehow always manage to escape, even when seemingly cornered. Poison elves also gain standard elven senses, making them even more deadly as thieves. Poison elves, due to strong racial hatred and prejudices (that are, for the most part, well-deserved), poison elves receive a penalty to Charisma, as well as the standard elven penalty to Constitution.

Rockseer

Ability Score Modifiers: +1 Dex, +1 Int, +1 Wis, +1 Per; -1 Str, -1 Con, -1 Cha

Height: 72/70 + 3d8 inches
Weight: 120/120 + 2d10 pounds
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Deep Gnomish, Derro Dwarvish, Daegaer Dwarvish, Drow Elvish, Undercommon

Homeland: The Realms Below
Allowed Warrior Classes: Fighter (11)
Allowed Priest Classes: None
Allowed Rogue Classes: Thief (13)
Allowed Wizard Classes: Mage (18) and earth elemental (18)

Allowed Psionist Classes: None

Description: Rockseer elves are the descendants of those elves that chose not to battle the drow but fled this great conflict. They now live underground. Much taller than other elves, they have pale skinned and have no body hair. The hair on their heads is very fine, always worn long, and the appearance and texture is that of fine silk. Hair color and eye color are invariant: silver and pale blue, respectively. Rockseer elves are androgynous in appearance. Rockseer elves have many innate magical abilities. They receive bonuses to Dexterity, Intelligence, Wisdom and Perception, but receive penalties to Strength, Constitution and Charisma.

Savage

Ability Score Modifiers: + Str, +1 Dex, +1 Con, +1 Per; -2 Int, -1 Cha
Height: Standard
Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Pandoran, Jungle Dwarvish, Yuan-ti, Cobra Dragonish

Homeland: Southlund (Pandora)

Allowed Warrior Classes: Fighter (16) and ranger

Allowed Priest Classes: Cleric (16), druid (13) and shaman

Allowed Rogue Classes: Thief (14)

Allowed Wizard Classes: Mage (9)

Allowed Psionist Classes: None

Description: Savage elves are the physical superior of all other elves, and only wild elves rival their constitution and strength. While wild elves live in forests, savage elves inhabit jungles and rain forests, especially the Jungle of Myths in southern Pandora. Savage elves have red and reddish-brown hair, brown or hazel eyes and darker skin than most elves. Body tattoos are nearly mandatory for savage elf warriors. Savage elves have enhanced Strength, Constitution, Dexterity and Perception, but are not as intelligent and are also socially inept with other races.

Snow

Ability Score Modifiers: +1 Dex, +1 Con, +1 Per; -2 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Frostreaver Dwarvish, Icejewel, Frost Giantish, White Dragonish, Frost Dragonish

Homeland: The Frostreaver Glacier

Allowed Warrior Classes: Fighter (16) and ranger

Allowed Priest Classes: Cleric (16), druid (18), crusader (15) and shaman (12)

Allowed Rogue Classes: Thief (14)

Allowed Wizard Classes: Mage (16), ice elemental and water elemental (16)

Allowed Psionist Classes: Psionist (7)

Description: Snow elves are allies of both the Icejewel barbarians and Frostreaver dwarves. Although tensions exist between these races in other regions of Sinthal, on the harsh Frostreaver Glacier, they cannot afford to battle each other and hope to survive the climate and numerous arctic beasts. Snow elves have white skin and hair, and pale blue eyes (though exceptions are not unknown). Snow elves are fast, observant and hardy, but are very distrustful of those that have not proven themselves.

Steppe

Ability Score Modifiers: +1 Dex, +1 Con, +1 Per; -1 Int, -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Khalkistan, Kholgan, Yagetan, Ezulynian, Byelzan, Atrakan, Ukhtan, Ryazan, Imperial Orcish

Homeland: The Khalkist Reaches (Kevitstira)

Allowed Warrior Classes: Fighter (16) and ranger

Allowed Priest Classes: Cleric (16), druid and shaman

Allowed Rogue Classes: Thief (14)

Allowed Wizard Classes: Mage (13)

Allowed Psionist Classes: Psionist (8)

Description: Consummate horsemen, archers and rangers, steppe elves are one of three races competing for domination of the Khalkist Reaches. They have sandy hair, tanned skin and hazel or blue eyes. Steppe elves have an amazing rapport with horses and are some of the best horsemen on Sinthal. They have developed several new breeds of horses suited to their needs. Steppe elves have heightened senses, coordination and health, at the cost of a lessened grasp of knowledge innate distrust and suspicion of all other races.

Wild

Ability Score Modifiers: +1 Dex, +1 Con, +1 Per; -1 Int, -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: 325 + 4d100 years

Aging Effects: 170 years/230 years/325 years

Languages: Green Dragonish, Hill Giantish, Dryad, Treant, Centaur, Brownie, Pandoran, Mandizcan, Forest Gnomish

Homeland: Matango (Pandora)

Allowed Warrior Classes: Fighter (16) and ranger

Allowed Priest Classes: Cleric (16), druid and shaman

Allowed Rogue Classes: Thief (13)

Allowed Wizard Classes: Mage (9)

Allowed Psionist Classes: None

Description: Wild elves are noted for their extreme distrust of strangers and their extraordinary rapport with wildlife and nature. They have tan-colored skin (war paint and tattoos are both common features), blue or green eyes and brown, green, gray, blond or black hair. Wild elves make excellent rangers, druids and shamans, and wild elf ranger/druids and ranger/shamans are so efficient and renowned legends are based upon them. Wild elves gain bonuses to Dexterity, Constitution and Perception, but suffer penalties to Intelligence and Charisma.

Winged

Ability Score Modifiers: +2 Dex, +2 Per; -2 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Northeron, Ironvale Dwarvish, Gaezanaliz Orcish, Deejanese, Old Halfling, Old Elvish

Homeland: Narshe (Kevitstira)

Allowed Warrior Classes: Fighter (15)

Allowed Priest Classes: Cleric (16) and mystic (13)

Allowed Rogue Classes: None

Allowed Wizard Classes: Mage (14) and air elemental (18)

Allowed Psionist Classes: None

Description: Winged elves are also known as avariel and Al Karak Elam. They are even more delicate than their land-bound brethren, their facial features even more chiseled and angular. Their most stunning characteristic is their large, feathered wings. Generally, these wings are white, but red, brown and black exceptions are not unknown. Their hair is most often white or black (though like wings, numerous exceptions are known), while eye color is blue or green. Most winged elves are claustrophobic. Avariel have incredible speed and eyesight, but this is somewhat offset by their hollow, frail bones and their vulnerability through their wings.

Wood

Ability Score Modifiers: +1 Dex, +1 Per; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Gnoll, Goblinish, Green Dragonish, Pandoran, Old Elvish, Mandizcan, Centaur, Treant, Dryad, Brownie

Homeland: Matango (Pandora)

Allowed Warrior Classes: Fighter (14), ranger and blade dancer (13)

Allowed Priest Classes: Cleric (16), druid, shaman (14), crusader (15), mystic (14) and monk (13)

Allowed Rogue Classes: Thief (15), bard and assassin (13)

Allowed Wizard Classes: All

Allowed Psionist Classes: Psionist (7)

Description: Wood elves are the most populous and open of the elven races; indeed, numerous elven kingdoms of Matango are firm allies of Gardenbur and other nearby human nations. Wood elves have blond or brown hair, any color eyes and sharp features. Their skin tends to be pale, though not as pale as that of high or faerie elves. Wood elves make excellent rangers, and many wood elven warriors are rangers rather than fighters. Wood elves are quick and observant, but lack the strong health of humans or dwarves.

Yani-shin

Ability Score Modifiers: +1 Dex, +1 Wis, +1 Int, +1 Per; -2 Str

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: 350 + 8d100 years

Aging Effects: Standard

Languages: Any

Homeland: Shenyang, Fusong, Shijiazhuang, Jingdezhen, Sichuan (Wao La)

Allowed Warrior Classes: Fighter (10), ranger (18), paladin (12), blade dancer and samurai

Allowed Priest Classes: Cleric (16), mystic, monk, druid and crusader (15)

Allowed Rogue Classes: Thief (12) and bard (13)

Allowed Wizard Classes: All

Allowed Psionist Classes: Psionist and psionimancer

Description: Yani-shin are noted for their psionic prowess; indeed, yani-shin are devastatingly powerful in the realm of psionics and are rarely bested at such. Additionally, yani-shin are deadly warriors and devoted priests. They are especially noted for their calm faith and unwavering loyalty to a cause that they believe is right. They also have an amazing rapport with nature bordering on telepathy, and a danger sense bordering on precognition. Yani-shin have average skin in terms of darkness. Their hair is generally black or dark brown, and their large, olive-shaped eyes are a fascinating hazel-blue color. Yani-shin are at the same time dexterous, intelligent, wise and perceptive, but definitely lack in raw physical strength.

Yani-shu

Ability Score Modifiers: +1 Wis, +1 Per; -1 Str

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Wao Lan and Wao Lan Elvish, plus four others

Homeland: Any

Allowed Warrior Classes: Fighter (14), ranger (16), blade dancer (14) and samurai (10)

Allowed Priest Classes: Cleric (18), mystic (14), monk (15), druid (16) and crusader (14)

Allowed Rogue Classes: Thief (16), bard (15) and assassin (15)

Allowed Wizard Classes: All

Allowed Psionist Classes: Psionist (15) and psionimancer (10)

Description: Yani-shu are half yani-shin elves. They have any color of hair and eyes, and tend to have slightly darker skin than most elves and half-elves. They have very defined features. Although their yani-shin blood is diluted, yani-shu are still very adept psionists. Yani-shu receive bonuses to Wisdom and Perception, but partially share their elven parent's lack of physical strength.

ELVEN ABILITIES

- Standard elven infravision is 90'. Drow have a 120' range, rockseer elves have a 240' range, and aquatic elves have sonar vision to 360'. Standard half-elven infravision is 60'. Half-aquatic elves have 30' infravision and 30' sonar vision.
- Elves have a 90% resistance to all sleep and charm related spells. For half-elves, this resistance is 30%. For rockseer elves, this 90% resistance also extends to protect against web spells.
- Elves gain a +1 bonus to hit when using a long or short sword or any type of bow other than a crossbow. For aquatic elves, this bonus is for a net, lasso and any kind of trident. For savage elves, the bonus is for a blowgun, scimitar and dagger. For steppe elves, the bonus is for short bows, light lances and any type of sword of the elf's choosing. For poison elves, the bonus is for hand crossbows, punch daggers, stilettos and daggers. Half-elves do not gain these bonuses.
- When in non-metallic armor, elves can impose a -4 penalty to opponent's surprise rolls if he is alone (90' away from his party) or with only halflings and/or elves, similarly armored. If a door or screen must be opened to attack the penalty is reduced to -2. Poison elves and half-elves do not gain this ability.
- Elves and half-elves can unconsciously detect secret doors within 10' by rolling a 1 or 2 on a d6. When searching for such doors, they find concealed doors on a 1, 2 or 3 and secret doors on a 1 or 2.
- Elven archers can fire, move up to half their maximum movement for one round and move again. Half-elves do not have this ability.
- When in their native terrain (steppe elves on plains, high elves in forests, etc.), with adequate preparation time and standing perfectly still, elves are considered to be invisible until they move, with all the normal conditions for that spell (surprise when attacking, etc.). Poison elves and half-elves do not gain this ability.

HUMANS

Humans are by far the most populous race native to Sinthal. Consequently, they have the most subraces. Although those subraces differ in certain ways, all of them share some characteristics:

- All humans are unlimited in advancement in their respective classes.
- All humans have ability score modifiers, and these always even out (a +1 in one ability means a -1 in another).
- All humans can speak the language of the culture they were brought up in and the common tongue (Sinthalian) at no cost.

The various human subraces of Sinthal are detailed below, including ability score modifiers, starting age, maximum age, eight, weight, available languages at the start of play, homelands, restricted classes and a short description, both physical and cultural. Note for the homeland entry, the region is listed, followed by the continent in parentheses. Also note that restricted classes are for a person raised in that culture; a human born Atrakhan raised by a Ganzhou family could still be a samurai.

Table 1: Human Subrace Ability Score Modifiers

	CHA	PER	STR LUCK	DEX	CON	INT	WIS
Aki			-1	+1	-1		
	+1						
Alekian				+1	-1		
Alizian			-1				
	+1						
Antu					+1		-1
Atrakan			+1		+1	-2	
Avdan			+1	+1			-1
	-1						
Byelzan						-1	
	+1						
Cheju				-1	+1		
Colophian			+1		-1		
Damithese			+1		-1	+1	-1
Dazkirian			-1		+1		
Deejanese		-1		+1		+1	
	-1						
Dhagandt		+1	+1	+1	-1	-1	-1
Echeng			-1			+1	
Ezulynian						-1	+1
Faku							+1
	-1						
Fengdu					+1	-1	
Fidrantan			+1			+1	-1
	-1						
Ganzhou			+1	-1			
Gardenburic		-1			+1		
Guenish			+1	-1			
Hai'an				+1			
	-1						
Helvacilar		+1		+1	-1		-1
Hungnam			+1		-1		
Icejewel		+1		+1	-1	-1	-1
	+1						
Ich'on					-1	+1	
Jiutai					-1		
	+1						

Table 3: Standard Human Height and Weight

Race	Height in Inches	Weight in Pounds	
	Base* Modifier	Modifier	Base *
Human	60/59 6d10	2d10	140/100

- Females tend to be lighter and shorter than males. Thus, the base modifiers for height and weight are adjusted accordingly. Of course, at the DM's option, exceptions are possible. As can be seen from the figures, a broad range is possible for both genders in either category.

Aki

Ability Score Modifiers: +1 Dex, +1 Per; -1 Str, -1 Con

Height: 56/55 + 2d10 inches

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Hungnameese, Ich'onese, Chejan, Wao Lan

Homeland: Shenyang (Wao La)

Restricted Warrior Classes: None

Restricted Priest Classes: None

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionisist Classes: Kai

Description: Aki are a short, dark-skinned and dark-haired people. Brown and black eyes are the most common, though a few rare Aki have dark green or dark blue eyes. Facial tattoos are common among Aki. Aki are small and quick, and many have exceptional senses, especially smell. Due to their small builds, they suffer penalties to Strength and Constitution.

Alekian

Ability Score Modifiers: +1 Dex; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Alizian, Ropian, Guenish, Pandoran, Old Halfling, Old Elvish, Old Dwarvish

Homeland: Middle Pandora (Pandora)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ashikari, ninja

Restricted Wizard Classes: None

Restricted Psionisist Classes: Kai, psionimancer

Description: Alekians are descended from Alizians. Their hair ranges from platinum blonde to black; red hair is a considered a sign of royalty or importance. Eyes color is green, brown and hazel; freckles are only common among red-haired individuals. As a race, Alekians are less resistant to disease, but have excellent hand-eye coordination and quick reflexes.

Alizian

Ability Score Modifiers: +1 Cha; -1 Str

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard
Aging Effects: Standard
Languages: Ropian, Alekian, Guenish, Pandoran, Old Halfling, Old Elvish, Old Dwarvish

Homeland: Middle Pandora (Pandora)
Restricted Warrior Classes: Samurai
Restricted Priest Classes: Shaman
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer

Description: Alizians are a race of fair-haired, light-skinned humans. Their eyes are blue, green or an odd mixture of the two. Square jaws are common; freckles are nearly unheard of. As a race, Alizians are generally good-looking and not as physically strong as their neighbors in Middle Pandora, especially the Guens.

Antu
Ability Score Modifiers: +1 Int; -1 Cha
Height: 63/62 + 2d10 inches
Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Any

Homeland: Fusong (Wao La)
Restricted Warrior Classes: None
Restricted Priest Classes: None
Restricted Rogue Classes: None
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai

Description: Antu are taller than most Wao Lan people. Many Antu are long-limbed and gangly. Most have dark skin, hair and eyes. To the Antu, knowledge is the most important aspect of life; they have extensive schooling systems and many are exceptionally intelligent. Because of this they are one of the few human races that can choose pretty much any languages to begin with. Due to this study and the relative isolation of the Antu, they suffer a penalty to Charisma.

Atrakan
Ability Score Modifiers: +1 Str, +1 Con; -2 Int
Height: 62/59 + 2d10 inches
Weight: 140/100 + 6d12 pounds
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Khalkistan, Kholgan, Yagetan, Ezulynian, Byelzan, Ukhtan, Ryazan, Imperial Orcish, Steppe Elvish

Homeland: The Khalkist Reaches (Kevitstira)
Restricted Warrior Classes: Samurai, Knight of Zenithia
Restricted Priest Classes: Shaman
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer

Description: Atrakans are a massive, tall people. They have tan skin, hair ranging from red to black, and light eyes, either hazel or blue. Excellent riders and archers, they gain bonuses to Strength and Constitution, but have poor memories and do not learn well, suffering a large penalty to Intelligence.

Avdan
Ability Score Modifiers: +1 Dex, +1 Con; -1 Cha; -1 Per
Height: Standard
Weight: Standard

Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Colophian, Dazkirian, Solmazan, Imperial Orcish

Homeland: Eastern Kevitstira (Kevitstira)
Restricted Warrior Classes: Samurai, Knight of Zenithia
Restricted Priest Classes: None
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: All
Description: A very isolated people, the natives of Avd are of medium height, with dark hair, tan skin and hazel or green eyes. They have sturdy, well-built bodies and good muscle control, but lack in people skills and have less advanced senses than many other human races.

Byelzan
Ability Score Modifiers: +1 Per; -1 Wis
Height: Standard
Weight: 150/90 + 6d10 pounds
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Khalkistan, Kholgan, Yagetan, Ezulynian, Atrakan, Ukhtan, Ryazan, Steppe Elvish, Imperial Orcish

Homeland: The Khalkist Reaches (Kevitstira)
Restricted Warrior Classes: Samurai, Knight of Zenithia
Restricted Priest Classes: None
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer
Description: A race of scouts and hunters, Byelzans have light hair, tan skin and blue or green eyes. They are of average height, and have very high metabolisms; overweight Byelzans are very rare. Byelzans have very good senses of hearing and sight, but lack in willpower and common sense. Many are thieves, or at least a little bit larcenous.

Cheju
Ability Score Modifiers: +1 Int; -1 Con
Height: Standard
Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Hungnameese, Ich'onese, Akian, Wao Lan
Homeland: Shenyang (Wao La)
Restricted Warrior Classes: Knight of Zenithia
Restricted Priest Classes: Shaman
Restricted Rogue Classes: None
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai
Description: Like the Antu, the Cheju are a race of scholars. They have tan-colored skin, sharp features, and black or brown hair and eyes. Cheju have very slim builds and frail health, but are very knowledgeable and have astounding memories.

Colophian
Ability Score Modifiers: +1 Con; -1 Wis
Height: 62/61 + 2d10 inches
Weight: 170/110 + 6d10 pounds
Starting Age: Standard

Maximum Age: Standard
Aging Effects: Standard
Languages: Dazkirian, Avdan, Solmazan
Homeland: Eastern Kevitstira (Kevitstira)
Restricted Warrior Classes: Samurai, Knight of Zenithia
Restricted Priest Classes: Shaman
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer
Description: A race of soldiers and warriors, the Colophians are largely built, with fair hair and skin. Most have hazel or brown eyes. Tattoos are common among Colophians, especially on the upper arms and backs. Colophians have very sturdy builds and are resistant to diseases much more so than other humans. They lack in common sense and have less willpower than other human races.

Damithese

Ability Score Modifiers: +1 Con, +1 Cha; -1 Wis, -1 Per
Height: Standard
Weight: Standard
Starting Age: 18 + 1d4 years
Maximum Age: Standard
Aging Effects: Standard
Languages: Deejanese, Kholgan, Yagetan, Ezulynian, Byelzan, Atrakan, Ukhtan, Ryazan, Jidoorian, Lamia, Desert Giantish
Homeland: Platina (Kevitstira)
Restricted Warrior Classes: Samurai
Restricted Priest Classes: None
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer
Description: The Damithese people are a people that have survived the Damithese Wastes for many centuries. They have tan skin, dark hair and penetrating green and blue eyes. Almost universally, Damithese people are good looking and of good health. Due to their isolation, they somewhat lack in common sense. Years of harsh sun and howling winds have dulled their senses; they also suffer a penalty to Perception.

Dazkirian

Ability Score Modifiers: +1 Int; -1 Dex
Height: 65/64 + 2d10 inches
Weight: 170/110 + 6d12 pounds
Starting Age: 19 + 1d4 years
Maximum Age: Standard
Aging Effects: Standard
Languages: Colophian, Solmazan, Avdan, Nikohan
Homeland: Eastern Kevitstira (Kevitstira)
Restricted Warrior Classes: Samurai, Knight of Zenithia, blade dancer

Restricted Priest Classes: None
Restricted Rogue Classes: Ashikari, ninja, assassin
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer
Description: Dazkirians are a race of massive, ungainly humans reportedly to share minotaur blood. They have a natural affinity for magic despite this rumor, but are still less dexterous than many other human races. They have dark skin and hair and very dark eyes. Facial tattoos are very common among Dazkirians.

Deejanese

Ability Score Modifiers: +1 Con, +1 Wis; -1 Str, -1 Per
Height: Standard

Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Khalkistan, Kholgan, Yagetan, Ezulynian, Byelzan, Atrakan, Ukhtan, Ryazan, Northeron, Avariellan

Homeland: The Khalkist Reaches (Kevitstira)
Restricted Warrior Classes: Samurai, Knight of Zenithia
Restricted Priest Classes: None
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai

Description: Deejanese people are the distant cousins of Northeron humans. They are magical and philosophical; most make their homes on the Deejanese Tablelands. The blowing winds and harsh sun have permanently dulled their senses (like the Damithese people), but have strengthened their bodies and minds. They have less raw strength but more health than many other human races.

Dhagandt

Ability Score Modifiers: +1 Str, +1 Dex, +1 Con; -1 Int, -1 Wis, -1 Cha

Height: 63/62 + 2d10 inches
Weight: 170/110 + 6d10 pounds
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Uizlamaar, Yusekkum, Shingal Imperial Orcish, Helvacilaran, Hill Giantish, Ogrish
Homeland: The Songful Run (Kevistira)

Restricted Warrior Classes: Samurai, Knight of Zenithia, blade dancer

Restricted Priest Classes: Mystic
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: All except mage
Restricted Psionist Classes: All

Description: Dhagandt barbarians are a massive people, similar in appearance to Northeron humans. They lack the fair hair (their hair is dark for the most part), but have the same light skin and eyes. Many Dhagandt people have tattoos, especially on their chests and faces. Dhagandt people are physically superior to many other races and make excellent warriors, but lack willpower, reasoning ability and leadership skills.

Echeng
Ability Score Modifiers: +1 Int; -1 Str
Height: Standard
Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Any
Homeland: Shijiazhuang (Wao La)
Restricted Warrior Classes: Knight of Zenithia
Restricted Priest Classes: Shaman
Restricted Rogue Classes: None
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai

Description: Like the Antu and the Cheju, the Echeng humans are scholars and wizards. They have tan skin, hair ranging from dirty blond to black, and eyes of every color. They have phenomenal memories and excellent reasoning powers (and make good mages), but lack in raw physical power.

Ezulynian

Ability Score Modifiers: +1 Per; -1 Cha

Height: 61/60 + 2d10 inches

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Khalkistan, Kholgan, Yagetan, Byelzan, Atrakan, Ukhtan, Ryazan, Imperial Orcish, Steppe Elvish

Homeland: The Khalkist Reaches (Kevitstira)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: None

Restricted Rogue Classes: Ashikari, ninja

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Ezulynians are a seafaring race, with very dark brown skin and short black hair. They have black or brown eyes. Many shave their heads. Ezulynians are very fond of tattoos, and place them nearly every place on their bodies but their face. They have excellent senses, especially sight, but lack the ability to communicate and express themselves well, suffering a penalty to Charisma.

Faku

Ability Score Modifiers: +1 Cha; -1 Per

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Shizuian, Antun, Jiutaia, Weihaan, Wao Lan

Homeland: Fusong (Wao La)

Restricted Warrior Classes: Knight of Zenithia

Restricted Priest Classes: Shaman

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: The Faku are a race of dark-skinned, dark-haired and dark-eyed swindlers and merchants. They have very open personalities, and know how to interact with other people very well. Their senses are less effective than other human races; no one can explain why.

Fengdu

Ability Score Modifiers: +1 Int; -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Homeland: Sichuan (Wao La)

Languages: Any

Restricted Warrior Classes: Knight of Zenithia

Restricted Priest Classes: Shaman

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: Like the Antu, Cheju and Echeng people, the Fengdu are very learned. Unlike their cousins, the Fengdu are not a race of scholars but have, on average, exceptional memories and excel at gathering and retaining information. Despite this, they have less common sense than many other humans, suffering a penalty to Wisdom.

Fidrantan

Ability Score Modifiers: +1 Dex, +1 Int; -1 Cha, -1 Per

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Damithese, Deejanese, Jidoorian, Northeron, Avarielan

Homeland: Platina (Kevitstira)

Restricted Warrior Classes: Knight of Zenithia

Restricted Priest Classes: None

Restricted Rogue Classes: Ashikari, ninja

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: The Fidrantan people are the main inhabitants of both Figaro and South Figaro. A few centuries ago, over population in Figaro became a problem and many people founded a new province, South Figaro. During the Reformation, South Figaro peacefully separated from Figaro, and the two are still trading partners and allies. Fidrantans have any color hair and generally have tan skin, but more from the desert sun than genetics. As a race, Fidrantans are both agile and very intelligent. Although not particularly repulsive or bad at people skills, they tend to be arrogant until they know someone, and like the Damithese people, centuries of harsh wind and blinding sun have slightly dulled their senses of sight and sound.

Ganzhou

Ability Score Modifiers: +1 Dex; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Suixian, Echengen, Wao Lan, Weihan

Homeland: Shijiazhuang (Wao La)

Restricted Warrior Classes: None

Restricted Priest Classes: None

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: The main populace of Doma, greatest Wao Lan nation, Ganzhou humans, on average, are some of the bravest and most honorable people one will meet. Strong value systems are passed down from generation to generation, and all Ganzhou children are taught of the important of life and honor. Unlike many other Wao Lan people, Ganzhou have light-colored skin, and many sages suspect they share blood with some non-Wao Lan race. Black hair is common, but brown, red and blond are not unheard of. Ganzhou are a dexterous and agile race; many of their warriors are bladedancers. Like elves, they have slightly lower constitutions than other humans do.

Gardenburic

Ability Score Modifiers: +1 Wis; -1 Dex

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Pandoran, Old Elvish, Centaur, Goblinish, Gnoll, Ogrish, Guenish, Alizian, Ropian, Alekian

Homeland: Gardenbur (Pandora)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ashikari, ninja

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Like Nekothryn humans, Gardenburans are people looked up to and admired, even by their elven neighbors to the west. It is these people that populate Gardenbur and Avalon, two of Sinthal's most righteous nations. Gardenburans have any color of hair and eyes, and their complexion tends to be slightly pale. They have inherited many traits from their elven neighbors, and have even taken their name from nature (i.e., garden). Gardenburans, along with Pandorans, Nesscyns, Nekothryns and Ganzhou, are considered the best race to select candidates for the Knights of Zenithia from, especially since the capital of the knighthood, Zenthia, is in lands heavily populated by Gardenburans. In Gardenburic society, women are equal to men (if not more important), something their elven allies admire and respect. Gardenburans have the same ability score modifiers as Pandorans (+1 Wisdom, -1 Dexterity).

Guenish

Ability Score Modifiers: +1 Str; -1 Dex

Height: 62/60 + 2d10 inches

Weight: 165/115 + 6d10 pounds

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Alekian, Alizian, Ropian, Pandoran, Old Halfling, Old Elvish, Old Dwarvish

Homeland: Middle Pandora (Pandora)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ashikari, ninja

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: The Guens are a race of massive, strong people. If not for their low numbers, their armies would dominate Middle Pandora. Guens are among the best soldiers anywhere, and Guen mercenaries are highly sought after. Indeed, the trade and export of mercenaries brings Guenhold a lot of its income. Most Guenish people are honorable, strong, brave and obedient. Their hair ranges from light blonde to dark brown; square jaws, tattoos and long hair are all common among male Guens. Female Guens are also excellent soldiers and are noted for their slim figures and hateful attitude towards sexism. Although Guens are coordinated, their agility leaves something to be desired; they suffer a penalty to Dexterity.

Hai'an

Ability Score Modifiers: +1 Con; -1 Per

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Shaoyang, Yangzhouan, Wao Lan

Homeland: Jingdezhen (Wao La)

Restricted Warrior Classes: Knight of Zenithia

Restricted Priest Classes: Shaman

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Hai'an people are among Wao La's most artistic. Tattoos commonly cover their dark bodies. They have dark hair and eyes. In addition to being artistic, Hai'an people are very healthy. It

is said they share blood with the Faku people; both races have slightly duller senses than the human norm.

Helvacilar

Ability Score Modifiers: +1 Str, +1 Con; -1 Int, -1 Cha

Height: 66/55 + 2d10 inches

Weight: 200/100 + 6d10 pounds

Starting Age: 18+1d4 years

Maximum Age: 90+3d20 years

Aging Effects: Standard

Languages: Uizlamaar, Yusekkum, Dhagandt, Shingal Orcish, Ogrish, Hill Giantish

Homeland: The Songful Run (Kevitstira)

Restricted Warrior Classes: Samurai, Knight of Zenithia, blade dancer

Restricted Priest Classes: Mystic

Restricted Rogue Classes: Ashikari, ninja

Restricted Wizard Classes: All but mage

Restricted Psionist Classes: Kai, psionimancer

Description: The Helvacilar barbarians of the Songful Run are noted as the human race with the most physical discrepancy between the sexes. Helvacilar males are massive, reaching heights over 7 feet and weights over 250 pounds, while Helvacilar females are far smaller. This breeds intense protective instincts in Helvacilar males, and, though they do not talk about it, they are very respectful and protective of their females. Helvacilar people have brown or black hair (though red hair is not unheard of) and hazel, brown or black eyes. Their massive builds give them bonuses to Strength and Constitution (females gain these bonuses as well, despite their smaller builds), but receive penalties to Charisma and Intelligence due to their somewhat backwards ways and relative isolation.

Hungnam

Ability Score Modifiers: +1 Str; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Ich'onese, Akian, Chejan, Wao Lan, Shingal Orcish

Homeland: Shenyang (Wao La)

Restricted Warrior Classes: None

Restricted Priest Classes: All but cleric and crusader

Restricted Rogue Classes: All but bard

Restricted Wizard Classes: All but mage

Restricted Psionist Classes: None

Description: The Hungnam people of Wao La are an enigma. Very isolated, they are unheard of by most people. They are said to have many dealings with the evil yakiara, to steal children and to deal with evil spirits. Other tales in other regions say they guard against those same evils, brew healing potions and serve the powers of the Upper Planes. Regardless, the Hungnam are a race of mystical warriors. Hungnam rogues and wizards are nearly unheard of, and their priests are most often crusaders. Strangely, Hungnam fighters are almost as rare. Most Hungnam characters are warriors, but of a specialized variety: either rangers, paladins, bladedancers or samurai (by far the most common are samurai). The Hungnam are also known for their elite psionic warriors, the kai. Their indomitable spirits give Hungnam more raw power than other races, but at the cost of taxing the body physically, leaving it less resilient to disease and pain.

Icejewel

Ability Score Modifiers: +1 Str, +1 Con, +1 Per; -1 Int, -1 Wis, -1 Cha

Height: 65/64 + 2d10 inches
Weight: 200/130 + 6d10 pounds
Starting Age: 15 + 1d4 years
Maximum Age: Standard
Aging Effects: Standard
Languages: Frostreaver Dwarvish, White Dragonish, Arctic Owlbear, Frost Giantish, Frost Dragonish, Snow Elvish
Homeland: The Frostreaver Glacier
Restricted Warrior Classes: Samurai, Knight of Zenithia, blade dancer

Restricted Priest Classes: None
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: All but mage
Restricted Psionist Classes: All

Description: The Icejewel barbarians are among Sinthal's largest and strongest people. They have very pale skin and hair, and eyes color is most often blue. Icejewel barbarians are trained with weapons and other skills from the time they can walk, and Icejewel characters start off younger than other human characters. Icejewel barbarians receive bonuses to Strength and Constitution due to their great size. In addition, their senses are increased, especially sight, hearing and touch. Icejewel barbarians are notorious for stupidity, but this is a falsehood; it is their memory that is less than other humans. They also have less common sense and people skills because of their isolation from mainstream Sinthalian civilization.

Ich'on

Ability Score Modifiers: +1 Wis; -1 Int
Height: Standard
Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Hungnameese, Akian, Chejan, Wao Lan
Homeland: Shenyang (Wao La)
Restricted Warrior Classes: None
Restricted Priest Classes: None
Restricted Rogue Classes: None
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai

Descriptions: The Ich'on are the descendents of the Seven Blessed Children of Wao La lore. According to legend, these seven devout and worthy priests were blessed by seven good Wao Lan deities (Lui Bei, Wo Mai, Aloni Sheng, Vishnu, Alinda, Novan-tamus and Alinor). The descendants of those priests are the Ich'on people. They have all colors of skin, eyes and hair; the Seven Blessed Children were also of seven different human races. Ich'on are very sensible and have exceptional willpower, but are less adept at storing knowledge than at utilizing it, and suffer a penalty to Intelligence.

Juitai

Ability Score Modifiers: +1 Per; -1 Int
Height: 58/54 + 2d6 inches
Weight: 90/80 + 5d8 pounds
Starting Age: 20 + 1d4 years
Maximum Age: Standard
Aging Effects: Standard
Languages: Jiani, Shizuian, Faku, Antu, Weihan, Wao Lan
Homeland: Fusong (Wao La)
Restricted Warrior Classes: Knight of Zenithia
Restricted Priest Classes: None
Restricted Rogue Classes: None
Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: Juitai are reported to share halfling blood. They are a small folk, with very dark brown skin, white teeth, brown or hazel eyes and black hair (though many shave their heads). A well-traveled scholar once remarked the Juitai resemble miniature Ezulynians (q.v.). Juitai people have very sharp senses of smell and hearing, but have poor memories and reasoning skills.

Jlani

Ability Score Modifiers: +1 Per; -1 Str

Height: 58/54 + 2d6 inches

Weight: 90/80 + 5d8 pounds

Starting Age: 20 + 1d4 years

Maximum Age: Standard

Aging Effects: Standard

Languages: Kaixian, Fendgu, Juitai, Wao Lan

Homeland: Sichuan (Wao La)

Restricted Warrior Classes: Knight of Zenithia

Restricted Priest Classes: None

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: Jlani are also said to share halfling blood, and are supposedly the descendants of Juitai that left in a mass exodus centuries ago. The Jlani live in a less harsh environment, and instead of losing a point of Intelligence they lose a point of Strength. They physically resemble Juitai (q.v.), and the two races are indistinguishable from each other (much to each race's chagrin).

Kaixan

Ability Score Modifiers: +1 Dex, -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Jlani, Fendgu, Wao Lan

Homeland: Sichuan (Wao La)

Restricted Warrior Classes: Knight of Zenithia

Restricted Priest Classes: Shaman

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Age-old allies of the Jlani people, the Kaixan are a very nimble people. They have tan skin, black hair and blue or green eyes. Together with the Jlani, they constitute the majority of the population of Jin Xiang, a major Wao Lan country. Kaixan are, for the most part, easily swayed and have low willpower, but have high coordination and agility.

Khalkistan

Ability Score Modifiers: +1 Dex, +1 Per; -1 Int, -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Kholgan, Yagetan, Ezulynian, Byelzan, Atrakan, Ukhtan, Ryazan, Imperial Orcish, Steppe Elvish

Homeland: The Khalkist Reaches (Kevitstira)

Restricted Warrior Classes: Samurai, Knight of Zenithia

Restricted Priest Classes: None

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: For many centuries, the Khalkistan people were a nomadic one. Around 130 AW, Huchan Khan, upon returning from an invasion of Jidoor, united several clans and founded Khalkista. The Khan noticed how the walled cities of the Jidoorians had easily repelled his warriors. Today, Khalkista still exists and is one of three dominant countries of the Khalkist Reaches (the others are the Confederation of the Cheetah and the Sarenagothian Empire). The Khalkistans are currently boastful and productive with the successful end of the War of the Hung Orc and the defeat of Jelgava. Khalkistans have tan skin, generally dark hair and any color of eyes. They have sharp senses of sight and are very coordinated (and make excellent archers), but have less common sense and raw knowledge than many other human races.

Kholgan

Ability Score Modifiers: +1 Cha; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Khalkistan, Yagetan, Ezulynian, Byelzan, Atrakan, Ukhtan, Ryazan, Steppe Elvish, Imperial Orcish

Homeland: The Khalkist Reaches (Kevitstira)

Restricted Warrior Classes: Samurai, Knight of Zenithia

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Although the Kholgans currently dwell in the Khalkist Reaches, they are descended from Jidoorians. Centuries ago, shortly after the Jidoorian Famine, many Jidoorians packed up and headed north. What they eventually founded was Kholingen. Kholgan culture is a unique blend of Jidoorian and various native Khalkistan people. These dark-haired, cobalt blue-eyed people are very warlike; in the past few centuries, Kholingen's borders have seen unprecedented change and more and more aggressive kings take the throne. Kholingen is currently involved in a two-front war with the orcs of Vek and the humans of Yaget, but seem to be holding their own. As a race, Kholgans are very good-looking and motivating, but have a somewhat frailer health than some other human races.

Mainzish

Ability Score Modifiers: +1 Con; -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Prescaran, Yuwillish, Talestian, Caset, Goblinish, Gnoll

Homeland: Schlasweig (Shurladoom)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman, monk

Restricted Rogue Classes: Ninja, ashikara

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Mainzish people are tall and elegant. Many vampire legends hail from Schlasweig, including such infamous figures as Ivan the Terrible and Vlad the Guillotinish. Mainz is a land rife with vampires, gypsies and crumbling ruins. Mainzish humans themselves have dark hair and eyes and pointed, elegant features. Their eyes, while any color save hazel, are always bright and very penetrating. Mainzish adventurers are most often paladins (such as Hannibal of the Raven), mystics, necromancers (especially deathslayers and anatomists) and bards. Mainzish people are very

superstitious, resulting in a penalty to common sense (Wisdom), but are very used to the rigors of a harsh life.

Mandizcan

Ability Score Modifiers: +1 Con; -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Indigo, Desert Giantish, Lamia, Laerti, Gith, Pandoran

Homeland: Mandizca (Pandora)

Restricted Warrior Classes: Samurai, Knight of the Zenithia

Restricted Priest Classes: None

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: Mandizcan humans are quite dark-skinned, more so than any other race on the Pandoran continent. They have similarly dark hair, but their eyes are of any color. Mandizcans commonly wear baggy clothing and turbans are a much-loved accessory, especially among nobles. These people are noted for their belief in their gods and their psionic prowess. Mandizcans populate numerous nations, including Angypt, Krigpyt, North Kakkara, South Kakkara and Euric. They are one of the most varied races in terms of alignment; at the same time, there are heroic lawful good priests of Horus and Ma'at, stalwart neutral followers of Geb and Thoth and diabolical chaotic evil priests of Kali and Set. Much more so than most other people, the Mandizcans are governed by their deities. Mandizcans gain a bonus to Constitution but a penalty to common sense (they tend to rely on omens and fate rather than common sense when making decisions). Mandizcan priests are exempt from this Wisdom loss, as they are among the most faithful priests on the planet. Instead, they receive a -1 penalty to Luck.

Nekothryn

Ability Score Modifiers: +1 Str; -1 Per

Height: Standard

Weight: Standard

Starting Age: 18 + 1d4 years

Maximum Age: Standard

Aging Effects: Standard

Languages: Gnoll, Goblinish, Wao Lan, Old Halfling, Old Elvish, Ogrish

Homeland: Nekosia (Nekotica)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Perhaps the most famous Nekothryn human is Razyop Lopan. If this race of humans was judged by this representative, they would indeed be the greatest human race of Sinthal. The Nekothryn people are a fiercely independent race, with light hair, skin and eyes. Freckles are a common feature, as well as pointed features. Nekothas is an agricultural nation; many of its members are farmers and are very bulky. Like the Faku people of Wao La, Nekothryn people have a genetic fault or similar defect that lowers all their five senses an almost miniscule amount each.

Nesscyn

Ability Score Modifiers: +1 Cha; -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Pandoran, Old Dwarvish, Mandizcan, Hobgoblinish, Goblinish, Orcish

Homeland: Salinthys's Shield (Pandora)
Restricted Warrior Classes: Samurai
Restricted Priest Classes: Shaman
Restricted Rogue Classes: Ninja, ashikari
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer
Descriptions: The inhabitants of Taisness and Egainess are an honorable, hard-working folk. They have red or brown hair, hazel or brown eyes and light skin. Freckles are very common, and Nesscyn people are noted both for their amiable personalities and fiery tempers.

Nikohan
Ability Score Modifiers: +1 Dex; -1 Wis
Height: Standard
Weight: 140/100 + 4d12 pounds
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Shingal Orcish, Dazkirian, Uizlamaar, Helvacilaran, Dhagandt, Colophian, Avdan, Solmazan, Avarielan

Homeland: Eastern Kevitstira (Kevitstira)
Restricted Warrior Classes: Samurai
Restricted Priest Classes: Shaman
Restricted Rogue Classes: Ninja, ashikari
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer
Description: Unlike the other races of eastern Kevitstira, Nikohans have very dark skin, eyes and hair. Obese Nikohans are unheard of; their metabolism is the fastest on Sinthal. A seafaring race, Nikohans are widely held to share blood with Ezulynians (both races are seafaring and have dark skin). Although many Nikohans shave their heads, almost as many have braided ponytails. Nikohans are very nimble and agile, but have fiery tempers and less common sense than other human races.

Northeron
Ability Score Modifiers: +1 Str, +1 Con; -1 Int, -1 Cha
Height: 63/59 + 2d10 inches
Weight: 180/100 + 6d10 pounds
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Ironvale Dwarvish, Gaezanaliz Orcish, Avarielan, Deejanese, Nikohan, Old Halfling

Homeland: Narshe (Kevitstira)
Restricted Warrior Classes: Samurai, Knight of Zenithia
Restricted Priest Classes: Shaman
Restricted Rogue Classes: Ninja, ashikari, assassin
Restricted Wizard Classes: All but mage and earth elemental
Restricted Psionist Classes: All

Description: A race of massive, blond-haired, blue-eyed warriors, Northeron humans are most noted for their age-old war with the Ironvale dwarves of Ironheart Vale. Many are warriors. Northeron humans have a Viking-like culture, and have also inherited many traits from their age-old enemies (they prefer hammers and axes to swords, they are good with stone, they are stubborn and unchanging). They are distantly related to the Deejanese (q.v.) humans. Northeron people are large, gaining bonuses to

Strength and Constitution, but are very isolated (-1 Cha) and lack the education and knowledge of other races (-1 Int).

Pandoran

Ability Score Modifiers: +1 Wis; -1 Dex

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Old Halfling, Guenish, Ropian, Alizian, Alekian, Gardenburic, Old Elvish

Homeland: Pandora

Restricted Warrior Classes: Samurai

Restricted Priest Classes: None

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: One of the oldest human races of Sinthal, Pandorans share blood with Nesscyns, Middle Pandoran humans (Alizians, Alekians, Guens, Enmesans and Ropians), Mandizcans and Gardenburans. They have various colors hair and eye, themselves being a hodgepodge of races. Pandorans are among the most populous human subraces. As a race, they are sensible and have considerable willpower, but lack the agility of many other races.

Prescaran

Ability Score Modifiers: +1 Cha; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Mainzish, Talestian, Yuwillish, Cashet, Goblinish, Hobgoblinish, Bugbear, Groll, Ogrish

Homeland: Marbiano (Shurladoom)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: The Prescarans are the main inhabitants of numerous nations in Marbiano, including Prescara, Genoa, Setulbar and Maranda. A friendly, open people, they excel at business and are known for their exotic, spicy food, especially pasta. Prescarans have black hair, any color eyes and somewhat darker skin than Talestians or Mainzishes. Although they excel at dealing with others, Prescarans have a lesser resistance to sickness than other humans, resulting in a penalty to Constitution.

Ropian

Ability Score Modifiers: +1 Int; -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Alizian, Alekian, Guenish, Old Halfling, Old Dwarvish, Pandoran

Homeland: Middle Pandora (Pandora)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Rapians make up roughly half of the Alizian-Rapion Empire, the dominant human nation west of the Whistle Ridge (until one reaches Eginbear). A thin people, Rapians have dark hair, pale skin and brown, hazel or blue eyes. Hawk noses and other defined features are common. Rapians have less common sense but more raw knowledge than their Alizian cousins do.

Ryazan

Ability Score Modifiers: +1 Dex; -1 Wis

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Kholgan, Yagetan, Ezulynian, Byelzan, Atrakan, Ukhtan, Imperial Orcish, Steppe Elvish

Homeland: The Khalkist Reaches (Kevitstira)

Restricted Warrior Classes: Samurai, Knight of Zenithia

Restricted Priest Classes: None

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Ryazans are one of the more peaceful of the Khalkistan humans. They have lighter skin than most of their neighbors, though still darker than that of Kholgans or Jidoorians. They have brown or black hair and green or hazel eyes. Ryazans tend to have less common sense than other humans, but their hand-eye coordination and reflexes are remarkable.

Shaoyang

Ability Score Modifiers: +1 Wis; -1 Str

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Yangzhouan, Hai'an, Wao Lan

Homeland: Jingdezhen (Wao La)

Restricted Warrior Classes: All but fighter and samurai

Restricted Priest Classes: Crusader

Restricted Rogue Classes: Assassin

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: Like many other Wao Lan people, the Shaoyang have dark skin, black hair and brown or black eyes. They are a race of priests, scholars, farmers and teachers. A very pacifistic people, they rely on hired mercenaries for protection; Shaoyang warriors are very rare. They are very strong-willed and receive a bonus to Wisdom, but lack physical strength

Shizui

Ability Score Modifiers: +1 Cha; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Faku, Antu, Jiutai, Weihai, Wao Lan

Homeland: Fusong (Wao La)

Restricted Warrior Classes: Dark paladin

Restricted Priest Classes: None

Restricted Rogue Classes: Assassin

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai

Description: Shizui are a race of good-looking, heroic, brave, charismatic people. They are rumored to share blood with many upper planar beings, among them aasimar and aasimon. Shizui have a rigid caste system and numerous value systems. They are a very honorable people. Shizui have light tan skin, black or brown hair and hazel, green, brown or black eyes. Shizui receive a bonus to Charisma but a penalty to Constitution.

Solmazan

Ability Score Modifiers: +1 Con; -1 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Dazkirian, Avdan, Nikohan, Colophian

Homeland: Eastern Kevitstira (Kevitstira)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: Shaman

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: Solmazans are a brawny race of fair-skinned, light-haired and green or brown-eyed sailors and warriors. From the age of five or so they are trained with the saber, kora and kukri. Solmazans are very warlike and fearless. They have brawny builds, giving them a bonus to Constitution. Due to their oft-foul mouths, aggressive, barbaric attitudes and disregard for diplomacy and manners, they receive a penalty to Charisma.

Suixi

Ability Score Modifiers: +1 Dex; -1 Con

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: 90 + 4d20 years

Aging Effects: Standard

Languages: Ganzhouan, Echengese, Wao Lan

Homeland: Shijiazhuang (Wao La)

Restricted Warrior Classes: None

Restricted Priest Classes: None

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: The Suixi are inhabitants of Suixland, a tiny neutral buffer state between Doma and Dragonspear. Suixans are reportedly a quarter elven. They have fine features, any color hair, pale skin and purple, blue or green eyes. Like elves, they are both dexterous and somewhat frail. Suixians receive a +1 to hit with any bow (excluding crossbows).

Talestian

Ability Score Modifiers: +1 Dex, +1 Con; -2 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Mainzish, Prescaran, Caseth, Yuwillish, Lamia, Gnoll, Goblinish, Hill Giantish, Ogrish

Homeland: Schlasweig (Shurladood)

Restricted Warrior Classes: Samurai

Restricted Priest Classes: None

Restricted Rogue Classes: Ashikari, ninja

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionist

Description: These people generally have dark hair and eyes, chiseled features and medium complexions. Talestians are a very distrustful race, though this was not always the case. The first of the factors was the Dark War and the subsequent destruction of the core Vectorian Empire. During the late months of the war, the ruler of Talest (an important western province of the Empire) sent thousands of young men to their deaths in meaningless battles. Immediately following the Ruination (as the locals call the destruction of Vector and it becoming Cashel, the Shattered Land), civil war erupted in Talest as it became an independent nation and three noble families contested for the throne. These were the Tizzerelli family, of Talestian descent, the von Haukmers, of Mainzish descent, and the Alzhuers, of Vectorian descent. After 4 years of bloody battles waged on plains and in city streets, the Tizzerelli family won the throne. Two months and six days after ascending the throne, Julios Tizzerelli, the most promising scion of the family, was assassinated. Civil war erupted again and only ended five years ago. Now, Gregori Tizzerelli sits on the throne. The young king has done wonders for the nation in five years, and Talestians are finally beginning to expand and rebuild. Talestians are excellent warriors, receiving a +1 bonus to both Dexterity and Constitution, but their fear and distrust of others heavily penalizes their Charisma.

Uizlamaar

Ability Score Modifiers: +2 Con; -1 Int, -1 Cha

Height: 64/59 + 2d10 inches

Weight: 170/100 + 7d10 pounds

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Helvacilaran, Dhagandt, Yusekkum, Shingal Orcish, Ogrish, Hill Giantish

Homeland: The Songful Run (Kevitstira)

Restricted Warrior Classes: All but fighter and ranger

Restricted Priest Classes: All but cleric, druid and shaman

Restricted Rogue Classes: All but thief and bard

Restricted Wizard Classes: All

Restricted Psionist Classes: All

Description: The Uizlamaar barbarians are noted for four specific features. First is their nearly paranoid fear of magic, wizards and all things magical. Second is their intense hatred for and rivalry with the Shingal orcs of the Songful Run. Third is their incredible health and brawn. And fourth is their barbaric and cruel ways. The Uizlamaar take their name from the ancient lich Uazzigaaeld, and their current ruler (and past rulers for 30 years) is possessed by an evil relic: Uazzigaaeld's evil heart. Preserved for centuries, this evil relic (called the Heart of the Highlich) controls the chieftains of this people and drives them to war with the Shingal orcs, disciples of the greatest orcish warlock ever, Brul'dan. Uizlamaar receive a +2 bonus to Constitution, but receive -1 penalties to both Intelligence and Charisma.

Ukhtan

Ability Score Modifiers: +1 Str, +1 Con; -1 Dex, -1 Int

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Khalkistan, Kholgan, Yagetan, Ezulynian, Byelzan, Atrakan, Ryazan, Imperial Orcish, Steppe Elvish

Homeland: The Khalkist Reaches (Kevitstira)

Restricted Warrior Classes: Samurai, Knight of Zenithia

Restricted Priest Classes: Mystic

Restricted Rogue Classes: Ninja, ashikari

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: The Ukhtan people are very warlike. They are noted for their spicy food, bald heads (save for long braided ponytails), unarmed combat expertise and wicked long spears (and their skill wielding, charging and throwing them). Ukhtan people have fairly light skin for a Khalkistan race, with black or brown hair and nearly any normal color of eyes. They tend to be tall and lithe, but this is not always the case. Ukhtan people have less coordination and knowledge than other humans, but excel in physical disciplines.

Weihe

Ability Score Modifiers: +1 Int, +1 Wis; -1 Con, -1 Per

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Shizuian Faku, Antu, Jiutain, Wao Lan

Homeland: Fusong (Wao La)

Restricted Warrior Classes: None

Restricted Priest Classes: Shaman

Restricted Rogue Classes: None

Restricted Wizard Classes: None

Restricted Psionist Classes: Kai, psionimancer

Description: The Weihe people are the main inhabitants of Fabul, a dominant country in northern Wao La. Allies and cousins of the Ganzhou people, Weihe people have dark skin and hair, but have blue, green and yellowish-brown eyes. Due to their intense training in the mental arts, Weihe people receive bonuses to Intelligence and Wisdom. Like the Faku, they have lesser senses, than others, and also have slightly frailer health.

Yagetan

Ability Score Modifiers: +1 Str, +1 Dex, +1 Con; -1 Int, -2 Cha

Height: Standard

Weight: Standard

Starting Age: Standard

Maximum Age: Standard

Aging Effects: Standard

Languages: Khalkistan, Kholgan, Ezulynian, Byelzan, Atrakan, Ukhtan, Ryazan, Imperial Orcish, Steppe Elvish, Tanar'ric

Homeland: The Khalkist Reaches (Kevitstira)

Restricted Warrior Classes: All but fighter and dark paladin

Restricted Priest Classes: All but cleric, mystic and shaman

Restricted Rogue Classes: All but thief

Restricted Wizard Classes: All but mage

Restricted Psionist Classes: All

Description: Yagetan people are among the most hated and reviled of all humans. Cannibals and savages, they are avid worshippers of Ghozimas and various evil beast cults, among them Aark-Satooth (Lord of Bats), Sneel (Lord of Rats) and Sleeka (King of Carrion Eaters). They have dark bodies, generally covered in ritual paints and tattoos from a very early age. Their eyes are a strange white color, giving them a very savage look. Red, black and brown hair are most common. Yagetans also have sharp fangs, useful for rending flesh (bite for 1d4 damage). In comparison to most humans, they are stronger, faster and healthier, but lack intelligence. Their savage looks and hateful nature, combined with the widespread hatred for their kind, gives them a large penalty to Charisma.

Yangzhou

Ability Score Modifiers: +1 Con; -1 Wis

Height: Standard
Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Shaoyang, Hai'an, Wao Lan
Homeland: Jingdezhen (Wao La)
Restricted Warrior Classes: None
Restricted Priest Classes: None
Restricted Rogue Classes: None
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer

Description: Yangzhou are a very warlike people, much more so than other Wao Lan races. They have tan skin and light hair coupled with blue, hazel or black eyes. Facial and body tattoos are almost mandatory for males. Females are equal in Yangzhou society, and both sexes are usually warriors. Yangzhou are very resilient to damage, but have fierce tempers and lack common sense in many situations.

Yusekkum
Ability Score Modifiers: +1 Str; -1 Cha
Height: 65/60 + 2d10 inches
Weight: 170/100 + 7d10 pounds
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Helvacilaran, Shingal Orcish, Uizlamaar, Ogrish, Hill Giantish
Homeland: The Songful Run (Kevitstira)

Restricted Warrior Classes: All but fighter, ranger and paladin

Restricted Priest Classes: All but shaman, druid and cleric
Restricted Rogue Classes: Ninja, ashikari
Restricted Wizard Classes: All but mage
Restricted Psionist Classes: Kai, psionimancer
Description: Yusekkum are a massive people. Like their cousins, the Dhagandt and Uizlamaar barbarians, they fear and distrust magic and all things magical. They make excellent warriors. Yusekkum have tan skin, black or brown hair and any color of eyes. They are very distrustful of strangers, receiving a -1 penalty to Charisma, but are extremely strong, receiving a +1 bonus to Strength.

Yuwillish
Ability Score Modifiers: +1 Wis; -1 Str
Height: Standard
Weight: Standard
Starting Age: Standard
Maximum Age: Standard
Aging Effects: Standard
Languages: Talestian, Mainzish, Caset, Prescaran, Gnoll, Ogrish, Goblinish

Homeland: Marbiano (Shurladoom)
Restricted Warrior Classes: Samurai
Restricted Priest Classes: Shaman
Restricted Rogue Classes: Ashikari, ninja
Restricted Wizard Classes: None
Restricted Psionist Classes: Kai, psionimancer
Description: Yuwillish people are one of two human races that dominate the region known as Marbiano (the others are the Prescarans). Yuwillishes have fair skin and hair, and their eyes are known for their brightness (much like Mainzishes' eyes). Yuwillish people feel sympathy for their neighbors across the

Bay of Drowned Souls, and Yuwill and Talest are close allies. Although not a large nation, Yuwill has a powerful navy and controls much more of the Mansnica Ocean than the other nations that have substantial coasts on it: North Kakkara, Taisness, Prescara and Euric. Despite this, Yuwillish people are a simple folk and are more suited to religious duties than military ones; they receive a +1 bonus to Wisdom and a -1 penalty to Strength.