

DRAGONLANCE PATHFINDER RACES

HUMANS

Civilized Humans

Civilized humans have all of the human racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook* except as follows:

Languages: Civilized humans begin play speaking Common and a regional language. Please see "Civilized Human Cultures" in Chapter One of *Races of Ansalon* for the specifics.

Nomadic Humans

Nomadic humans have all of the human racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook* except as follows:

Languages: See "Nomadic Human Cultures" in Chapter One of *Races of Ansalon* for the specifics.

Ithin'carthians

Ithin'carthians have all of the human racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook* except as follows:

Tarmaks possess the following additional racial traits:

Physically Impressive: Tarmaks receive Hulking Brute as a bonus feat.

Frenzy: Once per day, whenever a Tarmak takes damage, they fly into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC.

Languages: Tarmaks begin play speaking Tarmakian. Tarmaks with high Intelligence scores can choose from the following: Common, Damjatt, Keena, and Nerakese.

Damjatts and Keena have all of the human racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook* except as follows:

Languages: Please see "Ithin'carthian Racial Traits" in Chapter One of *Races of Ansalon* for the specific languages spoken by both peoples.

DWARVES

Dwarf Racial Traits

Since orcs do not exist in the Dragonlance campaign setting Krynnish dwarves lack the Hatred racial trait typical of the standard Pathfinder dwarf. This also negates the +1 bonus on attack rolls against humanoid creatures of the goblinoid subtype associated with this ability.

Hill Dwarves

Hill dwarves have all of the dwarf racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook* except as follows:

Languages: Hill dwarves begin play speaking Common and Dwarven. Hill dwarves with high Intelligence scores can choose from the following: Elven, Goblin, and Ogre.

Mountain Dwarves

Mountain dwarves have all of the dwarf racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook* except as follows:

+2 Constitution, +2 Wisdom, -2 Dexterity: Mountain dwarves are as tough and wise as their hill dwarven cousins, but less agile.

Dark Dwarves

Dark dwarves have all of the dwarf racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook* except as follows:

+2 Con, +2 Wis, -4 Cha: Dark dwarves share their cousins' stamina and common sense, but are far more sullen and reserved.

Darkvision: Dark dwarves can see in the dark up to 120 feet.

Deep Stalker: Perception and Stealth are always class skills for dark dwarves.

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

Languages: Dark dwarves begin play speaking Common and Dwarven. Dark dwarves with high Intelligence scores can choose from the following: Gnome, Hammertalk, and Ogre.

Gully Dwarves

Gully dwarves have all of the dwarf racial traits listed in Chapter 2 of *Races of Ansalon* except as follows:

+2 Dexterity, +2 Constitution, -4 Intelligence: Gully dwarves are nimble and resilient. However, their intellectual facilities are severely lacking.

Small: Gully dwarves are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Cowardly: Gully dwarves suffer a -4 penalty against all Intimidate checks and saving throws versus fear effects.

Pitiable: Gully dwarves receive a +4 racial bonus on Diplomacy checks to change the initial attitudes of nonplayer characters in order to prevent themselves from being harmed.

Plagueborne: Gully dwarves gain a +2 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened.

Survival Instincts: Gully dwarves receive a +2 racial bonus to Stealth and Survival skill checks.

Half-Dwarves

Half-dwarves possess the following racial traits:

+2 to One Ability Score: Half-dwarf characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Half-dwarves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-dwarves have a base speed of 30 ft.

Darkvision: Half-dwarves can see in the dark up to 60 ft.

Dwarf Blood: Half-dwarves count as both dwarves and humans for any effect related to race.

Resistant: Half-dwarves gain a +2 racial bonus on saving throws against mind-affecting effects and poison.

Skilled: Half-dwarves receive a +2 racial bonus on all Craft or Profession checks.

Stability: Half-dwarves gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Weapon Familiarity: Half-dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Languages: Half-dwarves begin play speaking Common and Dwarven. Half-dwarves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

ELVES

Half-Elves

Half-elves have all of the half-elf racial traits listed in Chapter 2 of the *Pathfinder Roleplaying Game: Core Rulebook*.

Elven Racial Traits

All Krynnish elves have the following racial traits:

Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light. See Chapter 7 of the *Pathfinder Roleplaying Game: Core Rulebook*.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Kagonesti Elves

Kagonesti elves have all of the racial traits listed above under "Elven Racial Traits" in addition to the following:

+2 Dexterity, +2 Wisdom, -2 Intelligence: The Kagonesti are nimble and willful, but tend to focus on the physical over the cerebral.

Keen Senses: Kagonesti elves receive a +2 racial bonus on Perception skill checks.

One With Nature: Knowledge (nature) and Survival are always class skills for Kagonesti elves.

Weapon Familiarity: Kagonesti elves are proficient with longbows (including composite longbows), longswords, soris, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in the name as a martial weapon.

Languages: Kagonesti elves begin play speaking Elven and Sylvan. Kagonesti with high Intelligence scores can choose from the following: Common, Ergot, Groll, Goblin, Khurish, Ogre, and Solamnic.

Qualinesti Elves

Qualinesti elves have all of the racial traits listed above under "Elven Racial Traits" in addition to the following:

+2 Dexterity, +2 Intelligence, -2 Constitution: The Qualinesti are nimble, both in mind and body, but their bodies are frail.

Elven Magic: Qualinesti elves receive a +2 racial bonus to caster level checks made to overcome spell resistance. In addition, they receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Open-Minded: Qualinesti elves receive a +1 racial bonus to all Diplomacy and Sense Motive skill checks.

Weapon Familiarity: Qualinesti elves are proficient with longbows (including composite longbows), longswords, rapiers, soris, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in the name as a martial weapon.

Languages: Qualinesti elves begin play speaking Common and Elven. Qualinesti with high Intelligence scores can choose from the following: Abanasinian, Dwarven, Ergot, Goblin, Khurish, Ogre, and Sylvan.

Silvanesti Elves

Silvanesti elves have all of the racial traits listed above under "Elven Racial Traits" in addition to the following:

+2 Dexterity, +2 Intelligence, -2 Constitution: The Silvanesti are cerebral and graceful, but also very frail.

Elven Magic: Silvanesti elves receive a +2 racial bonus to caster level checks made to overcome spell resistance. In addition, they receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Students of the Art: Silvanesti elves receive a +1 racial bonus to all Knowledge (arcana) and Spellcraft skill checks.

Weapon Familiarity: Silvanesti elves are proficient with longbows (including composite longbows), longswords, rapiers, soris, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in the name as a martial weapon.

Languages: Silvanesti elves begin play speaking Elven. Silvanestii with high Intelligence scores can choose from the following: Common, Dwarven, Ergot, Goblin, Kenderspeak, Kharolian, Khurish, Ogre, and Sylvan.

Sea Elven Racial Traits

Sea elves have all of the racial traits listed in Chapter Three of *Races of Ansalon* except as follows:

Dargonesti Elves

Alternate Form: A Dargonesti elf can cast *beast shape I* 1/day as a spell-like ability, but can only assume the form of a [porpoise](#).

Dimernesti Elves

+2 Dexterity, +2 Intelligence, -2 Wisdom: Dimernesti are agile and intelligent, but also impetuous and curious.

Alternate Form: A Dimernesti elf can cast *beast shape II* 1/day as a spell-like ability, but can only assume the form of a [sea otter](#).

GNOMES

Tinker Gnomes

Tinker gnomes have all of the tinker gnome racial traits listed in Chapter Four of *Races of Ansalon* except as follows:

+2 Dexterity, +2 Intelligence, -2 Wisdom: Gnomes are small and skilled with their hands and extremely intelligent. However, they often put their quest for knowledge ahead of any consequences.

Small: Tinker gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Mad Gnomes

Mad gnomes (or "thinkers") have all of the mad gnomes racial traits listed in Chapter Four of *Races of Ansalon* except as follows:

+2 Dexterity, +2 Intelligence, -2 Charisma: Mad gnomes are just as bright and nimble as tinkers, but are driven by a single-mindedness that makes them very difficult to get along with.

Master Tinker: Mad gnomes gain a +1 racial bonus on Disable Device and Knowledge (engineering) skill checks. They are treated as proficient with any weapon they have personally crafted.

Wild Gnomes

Wild gnomes have all of the tinker gnome and wild gnome racial traits listed in Chapter Four of *Races of Ansalon* except as follows:

+2 Constitution, +2 Intelligence, -2 Charisma: Wild gnomes are hardy and intelligent, however, their tendency to treat others as case studies makes them less socially gifted.

Healthy: Wild gnomes gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

Half-Gnomes

Half-gnomes have all of the racial traits listed in Chapter Four of *Races of Ansalon* except as follows:

+2 to One Ability Score: Half-gnome characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Single-Minded: Half-gnomes gain a +2 racial bonus to any one skill chosen at 1st level. This skill is always considered a class skill for the half-gnome. However, he must keep his skill ranks in this skill maxed

out at all times or incur a -2 penalty to all other skill checks. A half-gnome with this racial ability does not have the Jack-of-All-Trades racial ability.

Jack-of-All-Trades: Half-gnomes treat all skills as class skills, but may only have a number of skill ranks equal to half their Hit Dice in any skill. This ability replaces the class skill list of a half-gnome's classes. A half-gnome with this racial ability does not have the Single-Minded racial ability.

KENDER

Kender

Kender have all of the racial traits listed in Chapter Six of *Races of Ansalon* except as follows:

-2 Strength, +4 Dexterity, -2 Wisdom: Kender are exceptionally quick and agile, but their small frames are not built for power or strength. They also lack the ability to think things through or consider the consequences of their actions.

Small: Kender are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Sharp Senses: Kender receive a +2 bonus on all Perception skill checks.

Curious Fingers: Disable Device and Sleight of Hand are always class skills for kender.

Uncanny Insight: Kender receive Taunt as a bonus feat.

Afflicted Kender

Afflicted kender have all of the racial traits of true kender except as follows:

Under Foot: Acrobatics and Stealth are always class skills for afflicted kender. This replaces Curious Fingers.

Broken Spirits: Afflicted kender do not receive Taunt as a bonus feat and do not possess the stereotypical kender fearlessness. They also do not have the Lack of Focus racial trait.

Half-Kender

Half-kender have all of the racial traits listed in Chapter Six of *Races of Ansalon* except as follows:

Fearless: Half-kender receive a +2 racial bonus on all saving throws against fear and despair effects.

Keen Senses: Half-kender receive a +2 bonus on all Perception skill checks.

Scrounger: Half-kender receive a +2 racial bonus on Disable Device and Sleight of Hand checks.

OGRES

Ogres

Ogres use the base ogre from p. 220 of the *Pathfinder Roleplaying Game Bestiary* and the rules for adding class levels on p. 296 - 297 of the same book except as follows:

Languages: Ogres begin playing speaking Common and Ogre. Ogres with high Intelligence scores can choose from the following: Goblin, High Ogre, and Kothian.

Half-Ogres

Half-ogres have all of the half-ogre racial traits listed in Chapter Eight of *Races of Ansalon*.

Irda

Irda (and Nzunta) are humanoid creatures with the shapechanger subtype that have all of the irda racial traits listed in Chapter Eight of *Races of Ansalon* except as follows:

+2 Intelligence, +2 Charisma: Irda have maintained the strong presence and intellectual gifts of their high ogre ancestors.

Improved Greater Change Shape: As a supernatural ability irda can assume the appearance of a Small, Medium or Large humanoid or

monstrous humanoid as per the *alter self* spell, save that it does not adjust the irda's ability scores.

Mischta

Mischta have all of the irda racial traits listed above except as follows:
+2 Wisdom, +2 Charisma: The devout faith and humble spirituality of the mischta has had a lasting effect on their race.

No Arcane Gift: The mischta have no spell-like abilities.

Moon-Blessed Alternate Form: Mischta may only assume one other form, chosen at 1st level. This form may be any Small, Medium, or Large humanoid or monstrous humanoid and is otherwise identical to an irda's Improved Greater Change Shape supernatural ability. If a mischta spends one week in practice under the light of Solinari, they may replace their old alternate form with a new one and retains the use of this form until they spend one week in practice to learn another.

MINOTAURS

Minotaurs

Minotaurs are monstrous humanoids that have all of the racial traits listed in Chapter Seven of *Races of Ansalon* except as follows:

+4 Strength, -2 Dexterity, -2 Intelligence: Minotaurs are big and strong, but not agile. From youth, they focus on improving their bodies over their intellects.

Tough Hides: Minotaurs have a +1 natural armor bonus.

Intimidating: Minotaurs receive a +2 racial bonus on Intimidate skill checks.

Keen Senses: Minotaurs receive a +2 racial bonus on Perception skill checks.

Seafaring: Minotaurs receive a +2 racial bonus on Swim skill checks.

BASE DRACONIANS

Base Draconian Racial Traits

All base draconians are dragons. Unlike in 3.5 they do not have racial hit dice, skills, feats, or a level adjustment. They have the following racial traits:

Disease Immunity: Base draconians are immune to all diseases.

Gallop: All base draconians gain Run as a bonus feat.

Gliding Wings: Base draconians take no damage from falling (as if they were affected by a constant non-magical *feather fall* spell). While in midair, they can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A base draconian cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Inspired by Dragons: When under the command of a true dragon whose alignment is within one step of their own, or when entering battle under the command of such a dragon, draconians receive a +1 morale bonus on all attacks and saving throws.

Lesser Spell-Resistance: Base draconians have spell-resistance equal to six plus their character level.

Baaz

Baaz draconians have all of the base draconian racial traits listed above in addition to those listed in Chapter One of *Dragons of Krynn* except as follows:

+2 Constitution, -2 Intelligence, -2 Wisdom: Baaz are built to absorb physical punishment, but are mentally undisciplined brutes.

Natural Weapons: Baaz have a natural bite attack (1d3) and 2 claw attacks (1d4). A baaz's primary natural attacks are its claws.

Kapaks

Kapak draconians have all of the base draconian racial traits listed above in addition to those listed in Chapter One of *Dragons of Krynn* except as follows:

+2 Dexterity, +2 Constitution, -2 Wisdom: Kapaks are agile and tough, but are headstrong and impulsive in battle.

Natural Assassins: Perception and Stealth are always class skills for kapaks.

NOBLE DRACONIANS

Noble Draconian Racial Traits

All noble draconians are dragons. Unlike in 3.5 noble draconians do not have racial hit dice, skills, feats, or a level adjustment. They have the following racial traits:

Disease Immunity: Noble draconians are immune to all diseases.

Gallop: All noble draconians gain Run as a bonus feat.

Gliding Wings: Noble draconians take no damage from falling (as if they were affected by a constant non-magical feather fall spell). While in midair, they can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A noble draconian cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Inspired by Dragons: When under the command of a true dragon whose alignment is within one step of their own, or when entering battle under the command of such a dragon, draconians receive a +1 morale bonus on all attacks and saving throws.

Lesser Spell-Resistance: Noble draconians have spell-resistance equal to six plus their character level.

Frost Draconians

Frost draconians have all of the noble draconian racial traits listed above in addition to those listed in Chapter Two of *Dragons of Krynn* except as follows:

+2 Strength, +2 Constitution, -2 Intelligence: Frost draconians are strong and hardy, but are not very intellectually gifted.

Natural Weapons: Frost draconians have a natural bite attack (1d3) and 2 claw attacks (1d4). A frost draconian's primary natural attacks are its claws.

Energy Resistance: Frost draconians have resist cold 5.

Venom Draconians

Venom draconians have all of the noble draconian racial traits listed above in addition to those listed in Chapter Two of *Dragons of Krynn* except they do not gain the sneak attack special ability.