

- Stands between 5'-7' in height, and weight between 125-300lbs
- Lives to be around 80 years or longer
- Base movement of 30ft



Alternative Ancestries

If you're familiar with TSR era fantasy games, you may have noticed that "half" ancestries are not included here, like the half elf or half orc. To be frank, there is no justifiable reason why there would be those two mixed ancestries but no other mixed ancestry. The only reason is tradition, and that's not a strong enough argument compared to the baggage and inferred issues that each brings to the game. As a general rule, if you want to have an ancestry of mixed parentage, then choose features from one or the other parent as the dominant ancestry and run with it.

Because this is a fantasy game and making the game your own is encouraged, you should feel free to choose nearly any humanoid ancestry you want to play, as long as everyone at your table and the GM are OK with it.

Below you will find a list of common humanoid ancestries for you, along with typical features of that ancestry. Just be forewarned, in most campaigns, these are considered monstrous ancestries, so your character might not have a pleasant reception travelling the lands. Unless noted, each ancestry speaks its native tongue and any additional languages in accordance with their intelligence score.



Alternative Ancestry Table

Ancestry	Standard Features
Bugbear	+2 to stealth checks, base move 30ft, infravision 60ft
Bullyfrog	Base move 30ft, swim 20ft, jump 30ft, infravision 30ft
Centaur	Base move 40ft, hoof melee attack (1d6 base damage, can be made as an extra attack per round on the character's turn)
Gnoll	Base move 30ft, infravision 60ft, Frenzy (+1 damage to melee attacks if target is wounded)
Goblin	Disengaging does not cost an action (see <i>Combat</i>), base move 25ft, infravision 60ft
Hobgoblin	Base move 30ft, infravision 30ft, +1 to attack rolls if an ally is within 5ft
Kobold	+5 bonus to reflex saving throws, base move 25ft, infravision 60ft
Lizardman	Base move 30ft, swim 20ft, bite or tail melee attack (1d6 base damage), infravision 60ft
Minotaur	Base move 35ft, gore melee attack (1d8 base damage, if charging 20ft before attack, double damage), infravision 60ft, double carrying capacity, infravision 30ft
Orc	Base move 30ft, infravision 30ft, +5 bonus to all constitution checks

Heritage

Ancestry is not the same as culture, as members of the same ancestry or species can be found all over in many different regions with unique cultures and heritage. Just like humans, a group of orcs might be aggressive, war-like, and hostile to any other culture around it in one area, while another group of orcs in a different region might be traders and farmers. If you prefer all monstrous humanoids to be evil as they are described in a traditional sense, feel free to do so; it's your game, and doing so does make it easier to play without facing moral quandaries. However, they are not described that way in this game, as the approach here is that all intelligent mundane species can have cultures and heritages as varied as we have in real life. The power and decision lies in your hands as the GM.

After selecting your ancestry, you will then select two heritage options from the list below, and note each of the traits associated with those heritages. These represent your character's background and general culture or region in which your character has grown up in.

ANCESTRY

Heritage	Trait
Arcane Conduit	Choose one first level spell from the <i>Wizard</i> list. Cast this spell once per day needing no material components
Arcane Resistance	+3 to saving throws vs. magic items and spells
Arctic/Mountain	Cold resistance. Immune to cold exposure and take half damage from cold attacks
Artisan	Can craft items beyond <i>common</i> (see <i>Crafting</i>)
Exceptional Size	Double carrying capacity
Blessed	Choose one first level spell from the <i>Cleric</i> or <i>Druid</i> list. Cast this spell once per day
Coastal	+5 to navigation checks, can hold breath twice as long as normal.
Combat Dancing	+1 bonus to AC
Combat Specialist	Reroll natural 1s on the d20 for attack rolls
Desert	Immune to heat exposure, half damage from fire damage
Diminutive	+2 AC when attacked by large or larger sized creatures.
Endurance Training	+5 constitution checks when attempting an endurance task (swimming, marching, etc)
Enlightenment	immune to magical and mundane fear
Entertainer	+4 Charisma checks, earn 1d10 sp per day in town or larger sized community
Equestrian	+10 mount movement rate, +3 to ability checks when mount is called to make one while being ridden
Fairie	Immune to paralysis
Fey	Immune to <i>sleep</i> and <i>charm</i> spells
Forest	+2 stealth checks, +5 wilderness survival checks
Hunter	+2 stealth checks, +1 to attack rolls with ranged weapons
Medical Training	Double healing from medical kits, +1 hit points healed from your spells
Monastic	Undead and fiends suffer a -2 penalty to their saving throws when resisting your spells
Monster Hunter	Choose one monster category type (Beast, Fey, etc). +1 bonus to attack and damage rolls against these creatures
Necromantic	Constitution check to avoid level drain, disease, or paralysis from undead attacks.
Noble	Start with maximum gold, +3 additional henchpeople limit, +2 to charisma checks
Nomadic	+5 to base movement rate
Pit Fighter	Proficient in all weapons. If a warrior class, gain a +1 to damage with one weapon type

Robust Immune System	+3 to saving throws when resisting poison, venom, or disease
Rustic/Hermit	+2 HP per level
Scavenger	Once per day make an Wisdom check to find a useful item
Scholar	Act as a sage (see <i>Hirelings</i> section)
Soldier	Once per day when reduced to 0 or fewer HP, instead go to 1 HP
Subterranean	+60ft darkvision
Swamp/Jungle	Half damage/effects from poison, venom, and disease
Urban	25% discount on all purchased items
Urchin	+2 to stealth, sleight of hand, and open locks checks
Well Rounded	+1 to all ability checks
Zoology	+3 wisdom checks for animal handling. Intelligence check to identify monsters (detail of revealed info based on level of success)

Gaining in Levels

As your character gains experience, they will gain in levels. When this happens, you will gain additional hit points and possibly gain some additional class abilities. The table below will tell you how many experience points are needed to gain each level. For example, in order to advance to level 2, you would need 1000 experience points.

Experience points are gained by defeating (which includes bypassing or sneaking by) monsters, gaining treasure, or GM discretion for good ideas, role-playing, accomplishing key goals, or other reasons. Note that the maximum level a character can achieve is 20.

Experience Table

Character Level	Experience Points Needed
1	0
2	1000
3	2000
4	4000
5	10,000
6	20,000
7	40,000
8	100,000
9	200,000
10*	400,000

* 200,000 experience points are required to gain each level after 10th.