

DIOPSIDS

Diopsids are a race of humanoid insects who live deep underground, on the edge of the Underdark. They resemble large anthropomorphic beetles, with (vestigial) wings, two legs, and four arms. Two of their arms are strong and capable of as much as a normal human's arms, but the lower two arms are weak and mostly used to balance large weapons carried in the upper arms or to hold small objects.

As a race on the border between two worlds, diopsids trade with a wide variety of races, and owing to their contact with surface races and extremely short lifespans (20 years on average) diopsids often have a curious and open-minded view of other creatures. Diopsid cities are huge hives of activity, with dwarves, orcs, and other creatures all coming to participate in trade. To someone unused to such a sight, the diversity of creatures found trading in diopsid marketplaces can be shocking, and for the most part only the most openminded (or singleminded) merchants are able to get over their prejudices enough to do business in such an environment.

On the other hand, diopsids have an almost religious awe of surface-dwellers, and have a large variety of folktales about the surface world's terrifying perils. Diopsids who travel to the surface and return with stories are treated as heroes by their kin and usually come into positions as village elders and judges late in life. Diopsids are known among dwarves and other races who live closer to the surface for their stereotypical tendency to bombard one with questions about surface life. They approach true surface dwellers like elves and humans with a kind of pity, imagining the struggle and the loneliness of a life cast out from the earth.

Diopsid culture is not particularly advanced technologically; their short lifespans and lack of a written system of communication (their language is almost entirely based on manipulating bioluminescence) ensure this. However, their culture's centrality to the larger Underdark marketplace allows them access to the innovations of other races, and as such they generally have access to steel weapons, arcane magic, and whatever else is necessary. Diopsids worship the earth-mother goddess Diophia.

Diopsid Custom Classes

Value	Diopsid	XP
4	Diopsid + Fighter 4	2200xp
3	Diopsid + Fighter 3	1700xp
2	Diopsid + Fighter 2	1200xp
1	Diopsid + Fighter 1b	700xp
0	Diopsid	200xp

40,000xp after 8th level.

Bioluminescence: A diopsid can shed light as a torch (20' bright light and 30' shadowy illumination) at will through bioluminescence. (2 custom powers)

Four Arms: Diopsid have 4 arms, two of which are small and only suited for fine manipulation. However, when the diopsid wields weapons, it can use its smaller arms to balance larger weapons, allowing it to effectively wield weapons as if it were much larger and stronger than it is. Diopsid capable of wielding two-handed weapons can wield them in one hand, allowing them to wield two of them (if they are capable of dual wielding) or wield one as well as a shield (if they are capable of using shields). However, armor must be specially made for diopsids because of their four arms, and costs double as a result. (2 custom powers)

Vestigial Wings: Diopsid have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage. (1 custom power)

Diopsid Warrior

HD: d8

Prime Req: Str.

Fighting Styles: Weapon and shield, two handed wield, dual wield.

Equipment: Any weapons or armor.

Cleave: 1 per level.

Stronghold: Diopsid cave (as dwarven vault).

<i>Level</i>	<i>XP</i>	<i>Damage Bonus</i>
1	2,200	+1
2	4,500	+1
3	9,000	+2
4	18,000	+2
5	36,000	+2
6	72,000	+3
7	144,000	+3
8	288,000	+3
9	328,000	+4
10	368,000	+4
11	408,000	+4
12	448,000	+5
13	488,000	+5

Bioluminescence: A diopsid can shed light as a torch (20' bright light and 30' shadowy illumination) at will through bioluminescence.

Four Arms: Diopsid have 4 arms, two of which are small and only suited for fine manipulation. However, when the diopsid wields weapons, it can use its smaller arms to balance larger weapons, allowing it to effectively wield weapons as if it were much larger and stronger than it is. Diopsid capable of wielding two-handed weapons can wield them in one hand, allowing them to wield two of them (if they are capable of dual wielding) or wield one as well as a shield (if they are capable of using shields). However, armor must be specially made for diopsids because of their four arms, and costs double as a result.

Vestigial Wings: Diopsid have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage.

Diopsid Scout

HD: d6

Prime Req: Str and Dex.

Fighting Styles: Weapon and shield, two handed wield, dual wield.

Equipment: Any weapons or armor.

Cleave: 1 per level.

Stronghold: Diopsid cave (as dwarven vault).

<i>Level</i>	<i>XP</i>	<i>Damage Bonus</i>
1	2,100	+1
2	4,200	+1
3	8,500	+2
4	17,000	+2
5	34,000	+2
6	68,000	+3
7	136,000	+3
8	272,000	+3
9	312,000	+4
10	352,000	+4
11	392,000	+4
12	432,000	+5

Bioluminescence: A diopsid can shed light as a torch (20' bright light and 30' shadowy illumination) at will through bioluminescence.

Four Arms: Diopsid have 4 arms, two of which are small and only suited for fine manipulation. However, when the diopsid wields weapons, it can use its smaller arms to balance larger weapons, allowing it to effectively wield weapons as if it were much larger and stronger than it is. Diopsid capable of wielding two-handed weapons can wield them in one hand, allowing them to wield two of them (if they are capable of dual wielding) or wield one as well as a shield (if they are capable of using shields). However, armor must be specially made for diopsids because of their four arms, and costs double as a result.

Vestigial Wings: Diopsid have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage.

Animal Reflexes: +1 bonus to initiative and a +1 bonus to surprise rolls.

Difficult to Spot: The scout can disappear among natural caves, stalactite formations, etc. with a proficiency throw of 3+ on 1d20. In dungeons, a diopsid scout who is motionless and quiet in cover can escape detection with a proficiency throw of 14+ on 1d20.

Wilderness Adventures: Any time the scout's party is in country familiar to the scout, they get a +4 bonus on proficiency throws to avoid getting lost.

Evade Wilderness Encounters: In any terrain except clear and grassland terrain, the scout's party receives a +5 bonus to proficiency throws to evade wilderness encounters.

Evade Surprise: A party guided by an scout can evade wilderness encounters even when surprised on a proficiency throw of 19+.

GOBLINS

Goblins are small humanoids with big ears and greenish skin. Most goblins live in tribes of nomadic, opportunistic hunter-gatherers, doing whatever they need to survive, including raiding other humanoid settlements. There is however a large goblin diaspora which exists in various large urban areas across the world, though goblins in many of these areas face discrimination and find it difficult to make a living. Many goblin tribes domesticate and train large wolves as mounts and companions, and have developed special weapons to be used against horses and halfling riding-dogs when mounted on wolves.

In the past, demons known as barghests have been known to use their ability to take on wolf and goblin forms to infiltrate goblin clans and lead them to acts of destruction and cruelty. These events have led many other humanoid cultures to adopt a stereotype of goblins as weak-willed, cruel creatures eager to be led by evil forces. This stereotype continues to the present day and is the source of much of the conflict between goblins and other races, and inhibits their ability to adopt more advanced magic and technology.

Nomadic goblin tribes are prone to feasts and contests at every available opportunity, without bothering with justification through scheduled holidays. Goblin culture encourages celebrating victories immediately without regard to future planning or conservation of resources. This is potentially a result of their difficult lifestyles, in which victories of any sort are few and far between.

Goblins worship a single deity, Maglubiyet, who represents strength, cunning, and trickery, and is commonly invoked to bless raiding parties. Goblins tribes rarely have individual members designated as priests however, instead favoring a collective form of worship before events deemed worthy, in which the tribe may perform ceremonies of ritual magic to gain the favor of their deity.

Goblin Custom Classes

Value	Goblin	XP
4	Goblin + Thief 4	1300
3	Goblin + Thief 3	900
2	Goblin + Thief 2	600
1	Goblin + Thief 1	400
0	Goblin	200

+25,000xp after 8th level

Iron Stomach: Goblins are immune to any effects which cause nausea or sickness, including gustatory as well as olfactory effects.

Infravision: Goblins can see in the dark at a distance of 30'.

Skulking: Goblin skulks receive a +2 bonus on throws to move silently and hide in shadows.

Small Stature: Goblins may never use two-handed weapons or longbows due to their small stature. Goblins with narrow or broad weapon selections must include short swords, handaxes, slings, and javelins among the choices offered.

Bonus Languages: All goblins speak Goblin, Orc, Gnome, and Dwarf at character creation.

Goblin Wolf-Rider

HD: d8

Prime Req: Str and Dex

Equipment: Any, no two-handed or longbows (small stature).

Cleave: 1 per level.

Stronghold: Border fort (as explorer).

<i>Level</i>	<i>Experience</i>	<i>Backstab</i>	<i>Damage Bonus</i>
1	0	x2	+1
2	1,900	x2	+1
3	3,800	x2	+2
4	7,600	x2	+2
5	15,000	x3	+2
6	30,000	x3	+3
7	60,000	x3	+3
8	120,000	x3	+3
9	145,000	x4	+4
10	160,000	x4	+4

<i>Level</i>	<i>Pick Pockets*</i>	<i>Sneak</i>	<i>Climb</i>	<i>Hide</i>	<i>Hear</i>	<i>Locks</i>
1	17+	15+	6+	17+	14+	18+
2	16+	14+	5+	16+	13+	17+
3	15+	13+	5+	15+	12+	16+
4	14+	12+	4+	14+	11+	15+
5	13+	11+	4+	13+	10+	14+
6	12+	10+	4+	12+	9+	12+
7	10+	8+	3+	11+	8+	10+
8	8+	6+	3+	9+	7+	8+
9	6+	4+	3+	7+	6+	6+
10	4+	2+	3+	5+	5+	4+

* -1 penalty on the proficiency throw per each level the goblin is lower than the victim.

Iron Stomach: Goblins are immune to any effects which cause nausea or sickness, including gustatory as well as olfactory effects.

Infravision: Goblins can see in the dark at a distance of 30'.

Skulking: Goblin skulks receive a +2 bonus on throws to move silently and hide in shadows.

Small Stature: Goblins may never use two-handed weapons or longbows due to their small stature. Goblins with narrow or broad weapon selections must include short swords, handaxes, slings, and javelins among the choices offered.

Bonus Languages: All goblins speak Goblin, Orc, Gnome, and Dwarf at character creation.

Riding Wolf: The goblin wolf-rider begins play with a goblin-wolf mount. A goblin-wolf is similar to a normal wolf, using the same statistics (modified by the chart below), but is more intelligent, and grows in power as the goblin does. The goblin-wolf has Intelligence equal to $\frac{1}{2}$ the shaman's Intelligence. It can understand the wolf-rider's speech, and the wolf-rider can understand his wolf's speech, though no one else can without resorting to *speak with animals*. So long as the goblin does not maltreat it, the goblin-wolf will be utterly loyal to the rider and will fight for him, perform services, and obey his commands.

Unlike a normal wolf, the goblin-wolf is big enough to be ridden as a mount. No one but the wolf-rider may ride it; it will refuse any other rider. The goblin-wolf has a move of 180' and a carrying capacity of 6 stone, or 12 stone at 90' per turn.

The goblin-wolf makes saving throws as a cleric of $\frac{1}{2}$ the rider's level. If the goblin-wolf is ever killed, the character must save versus Death or instantly take damage equal to the goblin-wolf's maximum total hit points. If a goblin-wolf is slain, it may not be restored to life or reincarnated. However, a new goblin wolf will appear to the rider the next time he or she gains a level of experience.

<i>Rider Level</i>	<i>Wolf</i>
1-2	Move 180', AC2, HD 1+1, #AT 1, Dmg 1d6-1
3-4	Move 180', AC2, HD 2+2, #AT 1, Dmg 1d6
5-6	Move 180', AC2, HD 3+2, #AT 1, Dmg 1d6+1
7-8	Move 180', AC2, HD 4+2, #AT 1, Dmg 1d6+2
9-10	Move 180', AC2, HD 5+2, #AT 1, Dmg 1d6+3

Survival: The goblin skulk can feed himself in the wilderness automatically, and can feed 1d6 others with a proficiency throw of 14+.

Wolf Riding: The character knows not only the care and feeding of his wolf, but also how to handle it under difficult circumstances, such as using a weapon from its back. This is equivalent to the Riding proficiency. The wolf-rider may select the Riding proficiency to become trained in riding animals other than wolves.

Goblin Warlock

HD: d6

Prime Req: Int

Armor: Leather, hide, or none; no shields.

Weapons: Any one-handed melee or missile weapon.

Cleave: 1 per 2 levels.

Stronghold: Sanctum and dungeon (as mage).

Level	XP	1	2	3	4
1	0	1	-	-	-
2	2,750	1	-	-	-
3	5,500	2	-	-	-
4	11,000	2	1	-	-
5	22,000	2	1	-	-
6	44,000	2	2	-	-
7	88,000	2	2	1	-
8	175,000	2	2	1	-
9	200,000	2	2	2	-
10	225,000	3	2	2	1
11	250,000	3	2	2	1
12	275,000	3	3	2	2

Iron Stomach: Goblins are immune to any effects which cause nausea or sickness, including gustatory as well as olfactory effects.

Infravision: Goblins can see in the dark at a distance of 30'.

Skulking: Goblin skulks receive a +2 bonus on throws to move silently and hide in shadows.

Small Stature: Goblins may never use two-handed weapons or longbows due to their small stature. Goblins with narrow or broad weapon selections must include short swords, handaxes, slings, and javelins among the choices offered.

Bonus Languages: All goblins speak Goblin, Orc, Gnome, and Dwarf at character creation.

Secrets of the Dark Arts: The goblin warlock may command undead as a cleric of one-half his class level. If the goblin warlock casts spells that require a saving throw versus Death, his targets suffer a -2 penalty on the save. When the goblin warlock casts necromantic spells, the spell effects are calculated as if he were two levels higher than his actual caster level.

Hex: Once per day, the goblin warlock may hex a target creature he can see within 30'. If the target fails a saving throw versus Spells, it immediately suffers the goblin warlock's choice of one of the following four hexes:

- -4 decrease to an ability score (minimum 1)
- -4 penalty on attack throws and saves
- Prime requisite halved (minimum 1)
- Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action. A hex cannot be dispelled, but it can be removed with a remove curse spell.

Contact Dark Powers: The goblin warlock may contact infernal being once per week. The act of doing so takes 1 turn (10 minutes). This acts as the magic user spell *contact other plane*.

Goblin Skulk

HD: d6

Prime Req: Dex

Weapons: Any one-handed melee or missile weapon.

Armor: Leather, light, or none; no shields.

Stronghold: Hideout (as thief).

<i>Level</i>	<i>Experience</i>	<i>Backstab</i>	<i>Kin-Slaying</i>
1	0	x2	+1
2	1,900	x2	+1
3	3,800	x2	+1
4	7,600	x2	+1
5	15,000	x3	+1
6	30,000	x3	+1
7	60,000	x3	+2
8	120,000	x3	+2
9	145,000	x4	+2
10	160,000	x4	+2
11	285,000	x4	+2

<i>Level</i>	<i>Traps</i>	<i>Pick Pockets*</i>	<i>Sneak</i>	<i>Climb</i>	<i>Hide</i>	<i>Hear</i>	<i>Locks</i>	<i>Acrobatics</i>
1	14+	17+	15+	6+	17+	10+	18+	20+
2	13+	16+	14+	5+	16+	9+	17+	19+
3	12+	15+	13+	5+	15+	8+	16+	18+
4	11+	14+	12+	4+	14+	7+	15+	17+
5	10+	13+	11+	4+	13+	6+	14+	16+
6	9+	12+	10+	4+	12+	5+	12+	15+
7	8+	10+	9+	3+	11+	4+	10+	14+
8	7+	8+	7+	3+	9+	3+	8+	13+
9	6+	6+	5+	3+	7+	2+	6+	12+
10	5+	4+	3+	3+	5+	1+	4+	11+
11	4+	2+	2+	2+	3+	1+	3+	10+

Iron Stomach: Goblins are immune to any effects which cause nausea or sickness, including gustatory as well as olfactory effects.

Infravision: Goblins can see in the dark at a distance of 30'.

Skulking: Goblin skulks receive a +2 bonus on throws to move silently and hide in shadows.

Small Stature: Goblins may never use two-handed weapons or longbows due to their small stature. Goblins with narrow or broad weapon selections must include short swords, handaxes, slings, and javelins among the choices offered.

Bonus Languages: All goblins speak Goblin, Orc, Gnome, and Dwarf at character creation.

Acrobatics: In lieu of moving during a round, the character may attempt a proficiency throw of 20+ to tumble behind an opponent in melee. The proficiency throw required for the tumble is reduced by 1 per level of experience the character possesses. If successful, the character is now behind his opponent. The opponent loses the benefit of his shield, if any, and the character can backstab his opponent if he possesses that ability. Otherwise, the character simply gains +2 to his attack throw. The character also gain a +2 bonus to saving throws where agility would help avoid the situation, such as tilting floors and pit traps.

Alertness: The character gains a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+ he can notice secret doors with just casual observation. He gains a +1 bonus to avoid surprise.

Expert Caver: The character is able to keep maps in his head of where he is when exploring underground caves, cavern complexes, and rivers. On a proficiency throw of 11+, the character will be able to automatically know the route he has taken to get here he is, if he was conscious at the time.

Kin-Slaying: The character has been trained to ruthlessly cut down his chthonic master's foes. He receives +1 on attack throws against humans and demi-humans. At level 7, this bonus increases to +2.

Sniping: If otherwise eligible to ambush or backstab his opponent, the goblin skulk may do so using ranged weapons at up to short range.

Weapon Finesse: The goblin skulk may use his Dexterity modifier instead of his Strength modifier on the attack throw when attacking with one-handed melee weapons.

HALF-GIANTS

Half-giants are humans with the blood of giants of some kind in their veins, usually that of some type of giant capable of magical shapeshifting, such as cloud or storm giant wizards or titans. They are usually eight to nine feet tall and broad of stature, sometimes with an unusual skin color according to their specific heritage.

Half-giants have a noble bearing, and indeed often occupy positions of power in human settlements. Their giant bloodline may be seen as evidence of divinity or special destiny, and thus half-giant children who are not nobles are often found leading temples of considerable size.

Half-giants have no particular culture of their own, but instead take on the culture of the human among whom they are raised. They rarely meet their giant parents in person, but some individuals undertake personal quests to this end.

Half-Giant Custom Classes

Value	Half-Giant	XP
4	Half-giant + HD 4	2250
3	Half-giant + HD 3	1750
2	Half-giant + HD 2	1250
1	Half-giant + HD 1	750
0	Half-giant	250

40,000xp after 8th level.

Giant Size: Half-giants add +1 to all damage rolls due to their enormous size.

Commanding Presence: Half-giants receive a +2 bonus to reaction rolls when intimidating a smaller, weaker, or outnumbered opponent.

Precision Shooting: Half-giants receive training in rock throwing from childhood, and develop great aim. They can throw or fire a missile weapon into a melee at a -4 penalty.

Slam: Half-giants attack with their bare fists for 1d6-1 damage.

Half-Giant Rune Priest

Hit Dice: d8

Cleave: ½ per level

Equipment: Axes, bolas, darts, nets, slings, saps, staves; any armor; shields.

Fighting Styles: Two-handed wield, weapon and shield.

Stronghold: Fortified monastery.

Level	XP	1	2	3	4	5
1	0	--	--	--	--	--
2	2,750	1	--	--	--	--
3	5,500	3	--	--	--	--
4	11,000	3	1	--	--	--
5	22,000	3	3	--	--	--
6	44,000	3	3	1	1	--
7	88,000	3	3	3	1	1
8	176,000	4	4	3	3	1
9	216,000	4	4	4	3	3
10	256,000	5	5	4	4	3
11	296,000	5	5	5	4	4
12	336,000	7	7	5	5	4

Giant Size: Half-giants add +1 to all damage rolls due to their enormous size.

Commanding Presence: Half-giants receive a +2 bonus to reaction rolls when intimidating a smaller, weaker, or outnumbered opponent.

Precision Shooting: Half-giants receive training in rock throwing from childhood, and develop great aim. They can throw or fire a missile weapon into a melee at a -4 penalty.

Slam: Half-giants attack with their bare fists for 1d6-1 damage.

Turn Undead: The half-giant rune priest turns undead as a cleric of his or her level.

HALFLINGS

Halflings are humanoids who stand about 3 feet tall. For the most part their culture consists of a network of small farming communities, with individual towns made up of a ring of individual farms around a communal center field with a church and marketplace. Often in conflict with bordering goblin territories, halflings use small, highly-trained militias of dog-riding slingers oppose raids, though they aren't above attacking goblin camps in order to drive them off desired territory, either.

Halfling society is for the most part collectivist and agrarian; property laws exist but are quite vague, and communal property is common. The church and the marketplace are part of the same structure in the central part of the village, and halfling religion is extremely practical and worldly, eschewing mysticism for everyday ethics. Priests are often merchants or landholding farmers themselves, which often creates some conflict of interest when it comes to the division of land.

Halflings that leave their villages in favor of big cities are often either traveling merchants looking to make bigger fortunes than are possible there, or else unlucky gamblers or other destitute folk who have lost their own estates and want to avoid the humiliation of having to live off of subsistence farming in the communal fields. Halflings often do well for themselves as traders in urban areas, but they also suffer some amount of culture shock due to the lack of designated communal property and greenspace in cities.

Halflings worship a pantheon of deities lead by Yondalla, a matronly female deity of hearth and home. They celebrate seasonal festivals with shooting contests, large feasts and sacrifices of crops, and other activities. Halfling culture favors sports over imitative arts in general, but there is a strong tradition of folktales centered on heroic or foolish characters which are used to enact moral lessons, and both puppet-plays and more elaborate theatrical productions in the church square are used to deliver these stories in the modern era.

Halfling Custom Classes

Value	Halfling	XP
4	Halfling + Thief 4	1200
3	Halfling + Thief 3	800
2	Halfling + Thief 2	500
1	Halfling + Thief 1	300
0	Halfling	100

23,000 after 8th level

Lucky: Halflings are inherently lucky creatures, and get a bonus of +2 to all saves.

Precise Shooting: Halflings are trained to use slings from an early age, and can shoot missile weapons into melee at a -4 penalty. Halflings can take Precise Shooting as a proficiency to reduce the penalty further to -2.

Naturally Stealthy: Halflings receive a +2 bonus to proficiency throws to move silently or hide in shadows.

Small Stature: Halflings can never use two-handed weapons made for normal-sized characters because of their short stature.

Halfling Outrider

Prime Req: Str and Dex

HD: d8

Equipment: Any weapons, leather, hide, or no armor, no shields.

Cleave: 1 per level

Fighting Styles: Two weapons, two-handed wield.

<i>Level</i>	<i>XP</i>	<i>Damage Bonus</i>
1	2,600	+1
2	5,000	+1
3	10,000	+2
4	20,000	+2
5	40,000	+2
6	80,000	+3
7	160,000	+3
8	320,000	+3
9	343,000	+4
10	366,000	+4
11	389,000	+4
12	412,000	+5

<i>Level</i>	<i>Petrification</i>	<i>Poison</i>	<i>Blast</i>	<i>Staffs</i>	<i>Spells</i>	<i>Attack</i>
1-2	10+	11+	14+	12+	12+	10+
3-4	9+	10+	13+	11+	11+	9+
5-6	8+	9+	12+	10+	10+	8+
7-8	7+	8+	11+	9+	9+	7+
9-10	6+	7+	10+	8+	8+	6+
11-12	5+	6+	9+	7+	7+	5+

Lucky: Halflings are inherently lucky creatures, and get a bonus of +2 to all saves.

Precise Shooting: Halflings are trained to use slings from an early age, and can shoot missile weapons into melee at a -4 penalty. Halflings can take Precise Shooting as a proficiency to reduce the penalty further to -2.

Naturally Stealthy: Halflings receive a +2 bonus to proficiency throws to move silently or hide in shadows.

Small Stature: Halflings can never use two-handed weapons made for normal-sized characters because of their short stature.

Animal Reflexes: Halfling outriders have a +1 bonus to initiative and surprise rolls.

Navigation: Halfling outriders party get a +4 bonus on proficiency throws to avoid getting lost in familiar territory.

Evade Encounters: In any terrain except clear and grassland terrain, outriders receive a +5 bonus to proficiency throws to evade wilderness encounters. An outrider can evade wilderness encounters even when surprised on a proficiency throw of 19+.

Difficult to Spot: Outriders have the ability to seemingly disappear into woods and underbrush with a proficiency throw of 1+ on 1d20. In dungeons, an explorer who is motionless and quiet in cover can escape detection with a proficiency throw of 12+ on 1d20.

Wardog Riding: The character knows not only the care and feeding of halfling riding dogs, but also how to handle it under difficult circumstances, such as using a weapon from its back. This is equivalent to the Riding proficiency. The outrider may select the Riding proficiency to become trained in riding animals other than riding dogs. Halfling riding dogs are equivalent to war dogs in statistics, and can carry, in addition to a rider, up to 5 stone in weight at normal speed or up to 10 stone at half speed. Halfling riding dogs will refuse to carry a goblin and cannot physically support normal-sized characters or dwarves.

Thief Skills: Halfling outriders can hide in shadows and move silently as a thief of their level.

Proficiency List: Alertness, Ambushing, Beast Friendship, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm, knock down), Eavesdropping, Endurance, Fighting Style, Land Surveying, Mapping, Mountaineering, Naturalism, Navigation, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Trapping, Weapon Finesse, Weapon Focus.

Halfling Arbiter (adapted from [this post](#) by 'creases' on the Autarch forums)

Prime Req: Int and Wis

HD: d6

Equipment: Any blunt weapon and slings; any armor and shields.

Cleave: 1 per two levels.

Fighting Styles: Two weapons, weapon and shield.

Level	XP	1	2	3	4	5
1	2,000	-	-	-	-	-
2	4,000	1	-	-	-	-
3	8,000	2	-	-	-	-
4	16,000	2	1	-	-	-
5	32,000	2	2	-	-	-
6	64,000	2	2	1	1	-
7	128,000	2	2	2	1	1
8	256,000	3	3	2	2	1
9	279,000	3	3	3	2	2
10	301,000	4	4	3	3	2
11	324,000	4	4	4	3	3

Level	Petrification	Poison	Blast	Staff	Spell	Attack
1-2	11+	8+	14+	11+	13+	10+
3-4	10+	7+	13+	10+	12+	9+
5-6	9+	6+	12+	9+	11+	8+
7-8	8+	5+	11+	8+	10+	7+
9-10	7+	4+	10+	7+	9+	6+
11	6+	3+	9+	6+	8+	5+

Lucky: Halflings are inherently lucky creatures, and get a bonus of +2 to all saves.

Precise Shooting: Halflings are trained to use slings from an early age, and can shoot missile weapons into melee at a -4 penalty. Halflings can take Precise Shooting as a proficiency to reduce the penalty further to -2.

Naturally Stealthy: Halflings receive a +2 bonus to proficiency throws to move silently or hide in shadows.

Small Stature: Halflings can never use two-handed weapons made for normal-sized characters because of their short stature.

Turn Undead: As cleric.

Detect Evil: A halfling arbiter can detect evil as the spell up to 60' away just by concentrating.

Lawyer: A halfling arbiter receives three levels of the proficiency Profession (arbiter) for free. An arbiter can hear oaths, try cases, perform marriages, and similar legal services and can earn 100gp a month doing so. He can preside over 2 judges and four clerks.

Perceive Intentions: The halfling arbiter has the ability to perceive intentions by detecting tiny variations in others' body language, vocal inflection, and nervous response. The arbiter always know the exact reaction result (Hostile, Unfriendly, etc.) of creatures he interacts with, even if the creatures attempt to lie or conceal their reactions. Creatures with a CHA greater than the arbiter's WIS are immune to this power (and the arbiter will know they are immune).

Halfling Burglar

Prime Req: Dex

HD: d6

Equipment: Any one-handed melee or missile weapon; leather, hide, or no armor; no shields.

Cleave: 1 per 2 levels.

Fighting Styles: Two weapons, two-handed wield.

<i>Level</i>	<i>XP</i>	<i>Swashbuckling AC</i>	<i>Acrobatics</i>
1	1,900	+1	20+
2	3,800	+1	19+
3	7,600	+1	18+
4	15,000	+1	17+
5	30,000	+1	16+
6	60,000	+1	15+
7	120,000	+2	14+
8	240,000	+2	13+
9	263,000	+2	12+
10	286,000	+2	11+
11	209,000	+2	10+

<i>Level</i>	<i>Locks</i>	<i>Traps</i>	<i>Pick Pockets</i>	<i>Sneak</i>	<i>Climb</i>	<i>Hide</i>	<i>Hear</i>	<i>Backstab</i>	<i>Read</i>	<i>Arcane</i>
1	18+	18+	17+	15+	6+	17+	10+	x2	6+	18+
2	17+	17+	16+	14+	5+	16+	9+	x2	6+	16+
3	16+	16+	15+	13+	5+	15+	8+	x2	6+	14+
4	15+	15+	14+	12+	4+	14+	7+	x2	6+	12+
5	14+	14+	13+	11+	4+	13+	6+	x3	6+	10+
6	12+	13+	12+	10+	4+	12+	5+	x3	6+	8+
7	10+	11+	10+	9+	3+	11+	4+	x3	6+	6+
8	8+	9+	8+	7+	3+	9+	3+	x3	6+	4+
9	6+	7+	6+	5+	3+	7+	2+	x4	6+	3+
10	4+	5+	4+	3+	3+	5+	1+	x4	6+	3+
11	3+	3+	2+	1+	2+	3+	1+	x4	6+	3+

<i>Level</i>	<i>Petrification</i>	<i>Poison</i>	<i>Blast</i>	<i>Staffs</i>	<i>Spells</i>	<i>Attack</i>
1-2	10+	11+	14+	12+	12+	10+
3-4	9+	10+	13+	11+	11+	9+
5-6	8+	9+	12+	10+	10+	8+
7-8	7+	8+	11+	9+	9+	7+
9-10	6+	7+	10+	8+	8+	6+
11-12	5+	6+	9+	7+	7+	5+

Acrobatics: In lieu of moving during a round, the character may attempt a proficiency throw of 20+ to tumble behind an opponent in melee. The proficiency throw required for the tumble is

reduced by 1 per level of experience the character possesses. If successful, the character is now behind his opponent. The opponent loses the benefit of his shield, if any, and the character can backstab his opponent. Otherwise, the character simply gains +2 to his attack throw. The character also gain a +2 bonus to saving throws where agility would help avoid the situation, such as tilting floors and pit traps. This is effectively the Acrobatics proficiency selected as a custom power.

Thief Skills: Halfling burglars can use thief skills and backstab as a thief of their level. They can additionally use arcane dabbling as a bard and read languages starting at level 1.

Swashbuckling: The halfling burglar gains a +1 bonus to Armor Class if wearing leather armor or less and able to move freely. At level 7, this bonus increases to +2.

Alertness: The halfling burglar gains a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+ he can notice secret doors with just casual observation. He gains a +1 bonus to avoid surprise.

Weapon Finesse: The halfling burglar adds his Dex bonus to melee attack throws with one-handed weapons rather than his Str.

HSIAO

Hsiao are a race of man-sized, intelligent owls which inhabit lonely forests and mountains. Their culture is dedicated to worship and philosophy, and many hsiao can work divine magic. They tend toward silence and slow contemplation and often find other races to be rash and abrasive. They make their homes in high, ancient trees. Hsiao mate for life and organize their society along matrilineal lines. They are extremely rare creatures however, as most hsiao females never lay more than a single egg in their lifetime.

Hsiao Custom Classes

Value	Hsiao	XP
4	Hsiao + Divine 4	2,400xp
3	Hsiao + Divine 3	1,400xp
2	Hsiao + Divine 2	900xp
1	Hsiao + Divine 1	650xp
0	Hsiao	400xp

40,000xp after 8th level.

Claws and Beak: Hsiao have a claw/claw/bite attack routine which deals 1d4-1/1d4-1/1d8-1 damage.

Flying: Hsiao can fly naturally at a rate of 30' per turn.

Avian Form: Hsiao cannot wear armor or wield weapons made for humans. Armor can be specially made for hsiao but its cost is doubled.

Hsiao Wise One

HD: d8

Cleave: None.

Fighting Styles: See below.

Equipment: See below.

Stronghold: Hsiao complex (as cleric's fortified church).

<i>Level</i>	<i>XP</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>Loremastery</i>
1	0	1	-	-	-	-	18+
2	1,900	2	-	-	-	-	17+
3	3,800	3	-	-	-	-	16+
4	7,600	3	2	-	-	-	15+
5	15,000	3	3	-	-	-	14+
6	30,000	3	3	2	2	-	13+
7	60,000	3	3	3	2	2	12+
8	120,000	5	5	3	3	2	11+
9	160,000	5	5	5	3	3	10+
10	200,000	6	6	5	5	3	9+
11	240,000	6	6	6	5	5	8+
12	280,000	8	8	6	6	5	7+

Claws and Beak: Hsiao have a claw/claw/bite attack routine which deals 1d4-1/1d4-1/1d8-1 damage.

Avian Form: Hsiao cannot wear armor or wield weapons made for humans. Armor can be specially made for hsiao but its cost is doubled.

Flying: Hsiao can fly naturally at a rate of 30' per turn.

Loremastery: Hsiao wise ones may recognize occult runes, obscure facts, etc. with a successful proficiency throw.

PHANATONS

Phanatons are forest-dwelling humanoids who resemble something like a cross between a raccoon and a monkey. Phanatons have long, prehensile tails and thin-fingered hands with opposable thumbs, and bodies covered with gray and black fur.

Phanatons often come into conflict with aranea, the race of spider-like shapechangers which inhabit the same forests as phanaton clans. Phanatons' taste for eating spiders as a regular staple food probably does not help matters in this case.

Phanaton culture instills a strict sense of duty to the forests around them, and as a result phanatons are rarely seen outside of their dwellings. Their conflicts with other races mostly occur when phanatons sabotage or outright attack woodcutters or poachers who work in their territory. They do however often get along well with vanara.

Phanatons are omnivorous, though as mentioned above they particularly like insects and spiders, as well as a wide variety of fruits and nuts, though they will often

Phanaton Custom Classes

Value	Phanaton	XP
4	Phanaton + Fighting 4	2250
3	Phanaton + Fighting 3	1750
2	Phanaton + Fighting 2	1250
1	Phanaton + Fighting 1	750
0	Phanaton	250

40,000xp after 8th level

Sylvan Languages: Phanatons can speak Common, Phanaton, Elf, and Treant at character creation.

Bite: Phanatons have a bite attack which deals 1d4 damage.

Acute Senses: The acute senses of phanatons grant them a +2 bonus on all saving throws.

Naturally Stealthy: Opponents of a phanaton receive a -1 penalty on surprise rolls.

Move Silently: Phanatons can move silently as a thief of their level

Glide: Phanatons have a membrane of skin which extends between their arms and legs, which allows them to glide to safety when falling. Phanatons treat falls as if they were 10 feet shorter for the purpose calculating damage.

Phanaton Forester

HD: d8

Prime Req: Str and Dex.

Cleave: ½ per level.

Fighting Styles: Two weapons, two-handed weapons.

Equipment: Leather armor or less; bolas/darts/nets/slings/saps/staffs; bows/crossbows.

Stronghold: Phanaton fastness (as elven fastness).

Level	XP	Move Silently
1	0	17+
2	2,250	16+
3	4,500	15+
4	9,000	14+
5	18,000	13+
6	36,000	12+
7	72,000	11+
8	144,000	10+
9	184,000	9+
10	224,000	8+
11	264,000	7+
12	304,000	6+
13	344,000	5+

Level	Petrification	Poison	Blast	Staffs	Spells	Attack
1	13+	12+	14+	14+	15+	10+
2-3	12+	11+	13+	13+	14+	9+
4	11+	10+	12+	12+	13+	8+
5-6	10+	9+	11+	11+	12+	7+
7	9+	8+	10+	10+	11+	6+
8-9	8+	7+	9+	9+	10+	5+
10	7+	6+	8+	8+	9+	4+
11-12	6+	5+	7+	7+	8+	3+
13	5+	4+	6+	6+	7+	2+

Sylvan Languages: Phanatons can speak Common, Phanaton, Elf, and Treant at character creation.

Bite: Phanatons have a bite attack which deals 1d4 damage.

Acute Senses: The acute senses of phanatons grant them a +2 bonus on all saving throws.

Naturally Stealthy: Opponents of a phanaton receive a -1 penalty on surprise rolls.

Move Silently: Phanatons can move silently as a thief of their level

Glide: Phanatons have a membrane of skin which extends between their arms and legs, which allows them to glide to safety when falling. Phanatons treat falls as if they were 10 feet shorter for the purpose calculating damage.

Difficult to Spot: Outdoors, phanaton foresters are difficult to spot, having the ability to seemingly disappear into woods and underbrush with a proficiency throw of 3+ on 1d20. In dungeons, a forester who is motionless and quiet in cover can escape detection with a proficiency throw of 14+ on 1d20.

TENGU

Tengu are crow-like humanoids covered in soft black feathers, with long beaks and clawed fingers. They were once, like goblins, nomadic scavengers with a large diaspora in the cities of other races. However, tengu culture is currently nowhere near as stigmatized as goblin culture, for a number of reasons, and tengu are often comfortable in their lives as city-dwellers.

Part of the reason for the relatively high social status of the tengu diaspora is their natural affinity for learning and speaking a wide variety of languages. During the era when most tengu were still nomads, their language acquisition skills allowed them to serve as diplomats, emissaries, and spreaders of culture, and as they came to abandon a nomadic lifestyle, most tengu took to adapting to life in other cultures rather than building their own cities. The few permanent tengu settlements that exist are generally small agricultural villages.

Tengu do, however, retain many elements of their own unique culture, and usually form “tengu districts” within the cities of other races. Tengu districts are stereotypically known for the cuisine of large insects which can be found there, beloved by travelers with a taste for the exotic, as well as offices where services of translation and transcription are offered. Prejudices against tengus often focus around stereotypes of them as conniving or backhanded, able and willing to manipulate every side or a conflict for their own gain, but these are words spoken behind closed doors, outside of “polite society,” unlike racism against goblins, which is often openly vicious and hateful.

Most tengu recognize no specific deity and instead follow an animist religion based on air spirits. Some city-dwelling tengus who achieve high social station convert to the religion of their adopted culture, however. Tengu religious rites often involve elaborately painting the feathers of a priest and several dancers in a wild variety of colors, and the yearly spring festivals put on by tengu temples draw a great number of spectators from all races.

Tengu Custom Classes

Value	Tengu	XP Cost
Tengu 4	Tengu + Fighting 4	2200
Tengu 3	Tengu + Fighting 3	1700
Tengu 2	Tengu + Fighting 2	1200
Tengu 1	Tengu + Fighting 1b	700
Tengu 0	Tengu	200

40,000xp after 8th level.

Beak and Claws: Tengu have a sharp beak and clawed hands, giving them a claw/claw/bite unarmed attack routine. The claws deal 1d2-1 damage each, and the beak deals 1d4-1. (2 custom powers)

Mimicry: Tengu receive the mimicry proficiency for free. They can imitate animal calls and foreign language accents. With a proficiency throw of 11+, the character's mimicry (e.g. imitating the screech of a hoot owl or a noise from some other animal) is so authentic as to fool listeners into believing they have heard the actual animal. (1 custom power)

Vestigial Wings: Tengu have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage. (1 custom power)

Linguistics: Tengu know 4 bonus languages of their choice at character creation. (1 custom power)

Tengu Nestkeeper

Prime Req: Wis and Dex

HD: d6

Cleave: 1 per 2 levels.

Fighting Styles: Two weapons, two-handed weapons.

Equipment: Any one-handed melee or missile weapons; Leather, hide, or none. No shields.

Max Level: 12.

Level	Experience	AC	1	2	3	4	5
1	0	+1	-	-	-	-	-
2	1,900	+1	1	-	-	-	-
3	3,800	+1	2	-	-	-	-
4	7,600	+1	2	1	-	-	-
5	15,000	+1	2	2	-	-	-
6	30,000	+1	2	2	1	1	-
7	60,000	+2	2	2	2	1	1
8	120,000	+2	3	3	2	2	1
9	160,200	+2	3	3	3	2	2
10	200,000	+2	4	4	3	3	2
11	240,000	+2	4	4	4	3	3
12	280,000	+2	5	5	4	4	3

Level	Petrif.	Poison	Blast	Staffs	Spells	Attack
1-2	11+	8+	14+	11+	13+	10+
3-4	10+	7+	13+	10+	12+	9+
5-6	9+	6+	12+	9+	11+	8+
7-8	8+	5+	11+	8+	10+	7+
9-10	7+	4+	10+	7+	9+	6+
11-12	6+	3+	9+	6+	8+	5+

Beak and Claws: Tengu have a sharp beak and clawed hands, giving them a claw/claw/bite unarmed attack routine. The claws deal 1d2-1 damage each, and the beak deals 1d4-1.

Mimicry: Tengu receive the mimicry proficiency for free. They can imitate animal calls and people they know well. With a proficiency throw of 11+, the tengu's mimicry is so authentic as to fool listeners into believing they have heard the actual animal or person.

Vestigial Wings: Tengu have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage.

Linguistics: Tengu know 4 bonus languages of their choice at character creation.

Turn Undead: As cleric.

AC Bonus: Tengu nestkeepers receive the listed bonus to armor class when they wear leather or lighter armor.

Divine Blessing: Tengu nestkeepers receive a +2 bonus to all saves.

Lay On Hands: Tengu nestkeepers can heal a touched creature of 2hp per level damage once per day.

Divine Spells: Tengu nestkeepers cast divine spells as bladedancers.

Tengu Aerie Guardian

Prime Req: Str and Dex

HD: d8

Cleave: 1 per level.

Fighting Styles: Dual wield, two-handed wield, weapon and shield.

Equipment: Any weapons and armor.

Stronghold: Castle (as fighter).

Max Level: 12.

<i>Level</i>	<i>Experience</i>	<i>Move Silently</i>	<i>Backstab</i>	<i>Damage Bonus</i>
1	0	17+	x2	+1
2	2,500	16+	x2	+1
3	5,000	15+	x2	+2
4	10,000	14+	x2	+2
5	20,000	13+	x3	+2
6	40,200	12+	x3	+3
7	80,000	11+	x3	+3
8	160,000	10+	x3	+3
9	200,000	9+	x4	+4
10	240,000	8+	x4	+4
11	280,000	7+	x4	+4
12	320,000	6+	x4	+5

<i>Level</i>	<i>Petrification</i>	<i>Poison</i>	<i>Blast</i>	<i>Staffs</i>	<i>Spells</i>	<i>Attack</i>
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+

Beak and Claws: Tengu have a sharp beak and clawed hands, giving them a claw/claw/bite unarmed attack routine. The claws deal 1d2-1 damage each, and the beak deals 1d4-1. (2 custom powers)

Mimicry: Tengu receive the mimicry proficiency for free. They can imitate animal calls and foreign language accents. With a proficiency throw of 11+, the character's mimicry (e.g. imitating the screech of a hoot owl or a noise from some other animal) is so authentic as to fool listeners into believing they have heard the actual animal.

Vestigial Wings: Tengu have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage.

Linguistics: Tengu know 4 bonus languages of their choice at character creation.

Sword Mastery: When wielding a sword, tengu aerie guardians deal double damage on an unmodified attack throw of 20.

Move Silently: Tengu aerie guardians may move silently as a thief of their level.

Backstab: Tengu aerie guardian may backstab as a thief of their level.

Tengu Syrinx

Prime Req: Dex and Cha

HD: d6

Cleave: ½ per level.

Fighting Styles: Two weapons, two-handed weapons.

Armor: Leather, hide, or none. No shields.

<i>Level</i>	<i>XP</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>Loremastery</i>
1	0	-	-	-	18+
2	2,300	-	-	-	17+
3	4,600	1	-	-	16+
4	9,000	1	-	-	15+
5	18,000	1	1	-	14+
6	36,000	1	1	-	13+
7	72,000	1	1	1	12+
8	144,000	1	1	1	11+
9	184,000	1	1	1	10+
10	224,000	1	1	1	9+
11	264,000	2	1	1	8+
12	304,000	2	2	1	7+

<i>Level</i>	<i>Petrification</i>	<i>Poison</i>	<i>Blast</i>	<i>Staffs</i>	<i>Spells</i>	<i>Attack</i>	<i>Throw</i>
1-2	13+	13+	16+	14+	15+	10+	
3-4	12+	12+	15+	13+	14+	9+	
5-6	11+	11+	14+	12+	13+	8+	
7-8	10+	10+	13+	11+	12+	7+	
9-10	9+	9+	12+	10+	11+	6+	
11-12	8+	8+	11+	9+	10+	5+	

Beak and Claws: Tengu have a sharp beak and clawed hands, giving them a claw/claw/bite unarmed attack routine. The claws deal 1d2-1 damage each, and the beak deals 1d4-1.

Mimicry: Tengu receive the mimicry proficiency for free. They can imitate animal calls and foreign language accents. With a proficiency throw of 11+, the character's mimicry (e.g. imitating the screech of a hoot owl or a noise from some other animal) is so authentic as to fool listeners into believing they have heard the actual animal.

Vestigial Wings: Tengu have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage.

Linguistics: Tengu know 4 bonus languages of their choice at character creation.

Loremastery: As a bard.

Magical Music: As the proficiency.

Read Languages: Decipher written languages and codes on 5+.

Avoid Getting Lost: +4 to navigation throws to avoid getting lost.

Bargaining: Items sell for 10% more, cost 10% less.

Tengu Nestraider

HD: d6

Prime Req: Str and Dex

Cleave: ½ per level.

Equipment: Light, leather, or none; no shields; any one-handed melee or missile weapon.

Fighting Styles: Dual or two-handed wield.

Stronghold: Hideout (as thief).

<i>Level</i>	<i>Experience</i>	<i>Backstab</i>
1	0	x2
2	1,900	x2
3	3,800	x2
4	7,600	x2
5	15,000	x3
6	30,000	x3
7	60,000	x3
8	120,000	x3
9	160,200	x4
10	200,000	x4
11	240,000	x4
12	280,000	x4

<i>Level</i>	<i>Locks</i>	<i>Traps</i>	<i>Pick Pockets*</i>	<i>Sneak</i>	<i>Climb</i>	<i>Hide</i>	<i>Hear</i>
1	18+	18+	17+	17+	6+	19+	14+
2	17+	17+	16+	16+	5+	18+	13+
3	16+	16+	15+	15+	5+	17+	12+
4	15+	15+	14+	14+	4+	16+	11+
5	14+	14+	13+	13+	4+	15+	10+
6	12+	13+	12+	12+	4+	14+	9+
7	10+	11+	10+	10+	3+	12+	8+
8	8+	9+	8+	8+	3+	10+	7+
9	6+	7+	6+	6+	3+	8+	6+
10	4+	5+	4+	4+	3+	6+	5+
11	3+	3+	2+	2+	2+	4+	4+
12	2+	2+	-1+	2+	2+	3+	3+
13	1+	2+	-3+	1+	1+	2+	2+
14	1+	1+	-5+	1+	1+	1+	1+

* -1 penalty on the proficiency throw per each level the thief is lower than the victim.

<i>Level</i>	<i>Petrification</i>	<i>Poison</i>	<i>Blast</i>	<i>Staffs</i>	<i>Spells</i>	<i>Attack</i>	<i>Throw</i>
1-2	13+	13+	16+	14+	15+	10+	
3-4	12+	12+	15+	13+	14+	9+	
5-6	11+	11+	14+	12+	13+	8+	
7-8	10+	10+	13+	11+	12+	7+	
9-10	9+	9+	12+	10+	11+	6+	
11-12	8+	8+	11+	9+	10+	5+	

Beak and Claws: Tengu have a sharp beak and clawed hands, giving them a claw/claw/bite unarmed attack routine. The claws deal 1d2-1 damage each, and the beak deals 1d4-1. (2 custom powers)

Mimicry: Tengu receive the mimicry proficiency for free. They can imitate animal calls and foreign language accents. With a proficiency throw of 11+, the character's mimicry (e.g. imitating the screech of a hoot owl or a noise from some other animal) is so authentic as to fool listeners into believing they have heard the actual animal.

Vestigial Wings: Tengu have vestigial wings which allow them to glide to earth when falling. They treat all falls as 10' shorter when calculating falling damage.

Linguistics: Tengu know 4 bonus languages of their choice at character creation.

Thief Skills: Tengu nestraders use thief skills exactly as thieves of their level.

Read Languages: At 4th level, read languages, codes, ciphers, maps, etc. on 5+.

Arcane Dabbling: At 10th level, use magic user items on 3+.