

Advanced Core races:

First, a color guide for the changes I did in the original races of Paizo:

Blue: new racial trait included.

Orange: substitution racial trait.

Dwarves

Type	Humanoid (dwarf) 0 RP
Size	Medium 0 RP
Base Speed	Slow -1 RP
Ability Score Modifiers	Standard (+2 Con, +2 Wis, -2 Cha) 0 RP
Languages	Standard 0 RP
Racial Traits	
Defense Racial Traits	Defensive training, lesser 1 RP Hardy 3 RP Stability 1 RP
Feat and Skill Racial Traits	Greed 1 RP Stonecunning 1 RP Craftsman (1 RP): Member of this race gain a +2 racial bonus on all Craft or Profession checks to create objects from metal or stone.
Movement Racial Traits	Mountaineer (1 RP): Members of this race are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.
Offense Racial Traits	Hatred 1 RP Weapon familiarity 2 RP
Senses Racial Traits	Darkvision 60 ft. 2 RP
Total 13 RP	
<i>I try to not change the flavour of any race. Adding racial traits that the original race had, with these two traits dwarves are more craftsmanship or professional looking, and related to mountains. If you prefers a dwarf related to hills or city-raised consider swap Mountaineer for any Alternate Racial Trait that replaces stability.</i>	

Elves

Type	Humanoid (elf) 0 RP
Size	Medium 0 RP
Base Speed	Normal 0 RP
Ability Score Modifiers	Flexible (+2 Dex, -2 Con, +2 Int) 0 RP
Languages	Standard 0 RP
Racial Traits	
Defense Racial Traits	Elven immunities 2 RP
Feat and Skill Racial Traits	Skill bonus (Perception) 2 RP
Magical Racial Traits	Elven magic 3 RP
Movement Racial Traits	

Fleet-Footed (3 RP): Members of this race receive Run as a bonus feat and a +2 racial bonus on initiative checks.

Offense Racial Traits Weapon familiarity 2 RP

Senses Racial Traits Low-light vision 1 RP

Total 13 RP

Adding fleet-footed by default was a headache, elves now are more wizardly or roguish focused than ever. Then I asked myself: And what's the problem? They were really good in stealth and magic, so go on! If you prefers a non running elf consider swap fleet-footed for any two Alternate Racial Traits that replaces keen senses and weapon familiarity or one that replaces both.

Gnomes

Type Humanoid (gnome) 0 RP

Size Small 0 RP

Base Speed Slow –1 RP

Ability Score Modifiers Standard (–2 Str, +2 Con, +2 Cha) 0 RP

Languages Standard 0 RP

Racial Traits

Defense Racial Traits Defensive training, lesser 1 RP

Illusion resistance 1 RP

Feat and Skill Racial Traits Skill bonus (Perception) 2 RP

Skill bonus (choose one Craft or Profession) 2 RP

Master Tinker (2 RP): Members of this race gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Members of this race are also treated as proficient with any weapon they have personally crafted.

Magical Racial Traits Gnome magic 2 RP

Magical Linguist (2 RP): Members of this race gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 racial bonus on saving throws against such spells. Members of this race with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—arcane mark, comprehend languages, message, read magic. The caster level for these spell-like abilities is equal to the user's character level.

Offense Racial Traits Hatred 1 RP

Weapon familiarity 1 RP

Senses Racial Traits Low-light vision 1 RP

Total 14 RP

Yes, they are the rocky gnomes now! And have a plentiful of magical spell-like utilities, and more sorcerous than ever, and 14 RP... Yes, but you like gnomes or don't. If you prefers a forest-related gnome or some other consider swap master tinker or/and magical linguist for any two Alternate Racial Traits that replaces defensive training and hatred, and/or gnome magic and [illusion resistance](#).

Half-Elves

Type Humanoid (elf, human) 0 RP

Size Medium 0 RP

Base Speed Normal 0 RP

<i>Ability Score Modifiers</i>	Human heritage 0 RP
<i>Languages</i>	Linguist 1 RP
Racial Traits	
<i>Defense Racial Traits</i>	Elven immunities 2 RP Dual-Minded (1 RP): Members of this race gain a +2 bonus on all Will saving throws.
<i>Feat and Skill Racial Traits</i>	Skill bonus (Perception) 2 RP Static bonus feat (Skill Focus) 2 RP
<i>Senses Racial Traits</i>	Low-light vision 1 RP
<i>Offense Racial Traits</i>	Weapon familiarity (same as elves) 2 RP
<i>Other Racial Traits</i>	Multitalented 2 RP
Total 13 RP	

Half-Orcs

<i>Type</i>	Humanoid (human, orc) 0 RP
<i>Size</i>	Medium 0 RP
<i>Base Speed</i>	Normal 0 RP
<i>Ability Score Modifiers</i>	Human heritage 0 RP
<i>Languages</i>	Standard 0 RP
Racial Traits	
<i>Offense Racial Traits</i>	Orc ferocity 2 RP Weapon familiarity 2 RP
<i>Feat and Skill Racial Traits</i>	Skill bonus (Intimidate) 2 RP Skill bonus (Perception) 2 RP Static bonus feat (Skill Focus) 2 RP
<i>Movement Racial Traits</i>	Sprinter (1 RP): Members of this race gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.
<i>Senses Racial Traits</i>	Darkvision 60 ft. 2 RP
Total 13 RP	

With core half-humans I try to revinculated them to the original races that breed them. New humans has skill focus so I wanted to that trait remains in half-elves/orcs. Then I choosed traits related to them or the other half (elves and orcs). If you prefers another combination in these races feel free to swap Alternate Racial Traits that replaces traits equivalents. You now as more magical is your campaign more hybrid or unique nature they'll have.

Halflings

<i>Type</i>	Humanoid (halfling) 0 RP
<i>Size</i>	Small 0 RP
<i>Base Speed</i>	Slow -1 RP
<i>Ability Score Modifiers</i>	Standard (-2 Str, +2 Dex, +2 Cha) 0 RP
<i>Languages</i>	Standard 0 RP
Racial Traits	
<i>Defense Racial Traits</i>	Eternal Hope * (2 RP): Members of this race gain a +2 racial bonus on saving throws against fear and despair effects. This bonus stacks with the bonus granted by the lucky racial trait. Also, once per day, after a natural roll of 1 on a d20 roll, members of this race may reroll and use the second result.

Lucky, lesser 2 RP
Feat and Skill Racial Traits Skill bonus (Acrobatics) 2 RP
 Skill bonus (Climb) 2 RP
 Skill bonus (Perception) 2 RP

Movement Racial Traits

Swift as Shadows (3 RP): Members of this race reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

Offense Racial Traits Weapon familiarity 1 RP

Total 13 RP

*(Replacing fearless)

And it's the only swap I take from another race... The reason is: halflings were the original hope-makers in most fantasy books, gnomes didn't. Well you may not appreciate this fact like me so feel free to maintain fearless trait and just add blessed. If prefers a less shadowy halfling simply swap swift as shadows with another Alternate Racial Traits that replaces sure-footed.

Humans

Type Humanoid (human) 0 RP
Size Medium 0 RP
Base Speed Normal 0 RP
Ability Score Modifiers Human 0 RP
Languages Linguist 1 RP

Racial Traits

Feat and Skill Racial Traits Flexible bonus feat 4 RP
 Skilled 4 RP

Focused Study (4 RP): At 1st, 8th, and 16th level, members of this race gain Skill Focus in a skill of their choice as a bonus feat.

Total 13 RP

Yea! They are flexible! And then you meet assimars and tieflings... Two races can simply chose another two abilities to focus changing the cosmetic face of the race... That sounds really bad for me. So I added a trait that improves as more levels than you archive, like humans right? And when I tell you: you can simply swap the focused study and skilled trait for Dual Talent (another +2 boost in the ability you may need, keeping your feat). Who is the paragon of flexibility now??

Expanded races:

Duergar

Type Humanoid (dwarf) 0 RP
Size Medium 0 RP
Base Speed Slow -1 RP
Ability Score Modifiers Weakness (+2 Con, +2 Wis, -4 Cha) -1 RP
Languages Standard 0 RP

Racial Traits

Defense Racial Traits Duergar immunities 4 RP
 Stability 1 RP

Feat and Skill Racial Traits **Greed** 1 RP

Stonecunning 1 RP

Craftsman (1 RP): Member of this race gain a +2 racial bonus on all Craft or Profession checks to create objects from metal or stone.

Magical Racial Traits

Spell-like ability, lesser 3 RP

Senses Racial Traits

Darkvision 120 ft. 3 RP

Weakness Racial Traits

Light sensitivity –1 RP

Offense Racial Traits

Hatred (1 RP): Members of this race gain a +1 racial bonus on attack rolls against aberrations.

Total 12 RP

I said I try to not change the flavour of any race. In these case I try to re-flavor duergar or re-dwarven them. In what context they are no more excellent in craftsmanship and such of things? I don't know... but to reflect their new nature they don't have to be less dwarf at all. But I think that DM doesn't allow them to swap their new acquired racial dwarven traits in change of any Dwarf Alternate Racial Traits, simply pick Dwarf Traits giving up duergar immunities instead.

Goblins

Type

Humanoid (goblinoid) 0 RP

Size

Small 0 RP

Base Speed

Normal 0 RP

Ability Score Modifiers

Greater paragon (–2 Str, +4 Dex, –2 Cha) 2 RP

Languages

Standard 0 RP

Racial Traits

Feat and Skill Racial Traits **Sneaky rider** 6 RP

Scavenger (2 RP): Members of this race gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

Senses Racial Traits

Darkvision 60 ft. 2 RP

Offense Racial Traits

Weapon familiarity (1 RP): Goblins with this trait are proficient with the **dogslicer** and the **horsechopper** and treat any weapon with the word “goblin” in it as martial weapons..

Total 13 RP

Only update them for the fun. If anyone want's to play a goblin in a non-goblin party it's OK. I'll prefer a only-goblins-party without need of upgrades but, just in case... These tiny greeny annoying creatures are here, again!

Hobgoblins

Type

Humanoid (goblinoid) 0 RP

Size

Medium 0 RP

Base Speed

Normal 0 RP

Ability Score Modifiers

Flexible (+2 Dex, +2 Con) 2 RP

Languages

Standard 0 RP

Racial Traits

Defense Racial Traits

Battle-Hardened (4 RP): Members of this race gain a +1 bonus to CMD.

Feat and Skill Racial Traits Sneaky 5 RP

Senses Racial Traits Darkvision 60 ft. 2 RP

Total 13 RP

And they are tough! So I choose his racial trait that enhances that. I don't think that trading battle-hardened for other Alternate Racial Traits will work... essentially cos you are changing a tough trait for a skilled instead.

Ifrits

Type Outsider (native) 3 RP

Size Medium 0 RP

Base Speed Normal 0 RP

Ability Score Modifiers Standard (+2 Dex, -2 Wis, +2 Cha) 0 RP

Languages Standard 0 RP

Racial Traits

Defense Racial Traits Energy resistance (fire) 1 RP

Fire in the Blood (3 RP): Members of this race gain fast healing 2 for 1 round anytime they take fire damage (whether or not this fire damage overcomes their fire resistance, if any). Members of this race can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Feat and Skill Racial Traits

Static Bonus Feat (2 RP): All members of this race gain Improved Initiative as a bonus feat at 1st level.

Magical Racial Traits Elemental affinity (fire) 1 RP

Spell-like ability, lesser 1 RP

Hypnotic (2 RP): Members of this race add +1 to the DC for all saving throws against spells or effects they cast that inflict the fascinated condition. Once per day, when a creature rolls a saving throw against such an effect from a member of this race, the member of the race can force that creature to reroll the saving throw and use the second result, even if it is worse.

Senses Racial Traits Darkvision 60 ft. — RP

Total 13 RP

I really think that elemental races doesn't make a fair trade from 3.5 and It's a shame. Well I do my best trying to preserve their flavor and not overpower them giving any from the sulis race traits. I choose that racial traits that I have never seen in a guide for any-class and included cos they're really cool and match.

Ok, now Ifrits have hypnotic that is pretty lovely but the combo is giving them improved initiative as fixed feat. Why I don't pick the original trait "Wildfire Heart"? Cos it's broken, and if you really want it you can simply forgo your elemental resistance and trade for it.

Orcs

Type Humanoid (orc) 0 RP

Size Medium 0 RP

Base Speed Normal 0 RP
Ability Score Modifiers Paragon (+4 Str, -2 Int, -2 Wis, -2 Cha) 1 RP
Languages Standard 0 RP

Racial Traits

Feat and Skill Racial Traits **Skill bonus** (Intimidate) 2 RP

Movement Racial Traits

Sprinter (1 RP): Members of this race gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

Offense Racial Traits

Ferocity 4 RP

Gatecrasher (2 RP): Members of this race gain a +2 racial bonus on Strength checks to break objects and a +2 racial bonus on combat maneuver checks to sunder.

Weapon familiarity 2 RP

Senses Racial Traits

Darkvision 60 ft. 2 RP

Weakness Racial Traits

Light sensitivity -1 RP

Total 13 RP

They are brute! And nothing more, yes can be good witches but it isn't better to have a half-human which? Ok now they have enhance mobility, smashing focus, and why oh God they haven't a bonus in INTIMIDATE after? Like her half-siblings? I don't think swapping the new options will be work.

Oreads

Type Outsider (native) 3 RP

Size Medium 0 RP

Base Speed Slow -1 RP

Ability Score Modifiers Standard (+2 Str, +2 Wis, -2 Cha) 0 RP

Languages Standard 0 RP

Racial Traits

Defense Racial Traits **Energy resistance (acid)** 1 RP

Stone in the Blood (3 RP): Members of this race gaining fast healing 2 for 1 round anytime they take acid damage (whether or not this acid damage overcomes their acid resistance, if any). A member of this race can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Natural Armor (2 RP): Members of this race gain a +1 natural armor bonus to their Armor Class.

Magical Racial Traits

Elemental affinity (earth) 1 RP

Spell-like ability, lesser 1 RP

Treacherous Earth (2 RP): Members of this race gain the following supernatural ability: Once per day, a member of this race can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain centered on a square it can touch. This lasts for a number of minutes equal to the user's level, after which the ground returns to normal.

Senses Racial Traits

Darkvision 60 ft. — RP

Total 13 RP

See de ifrit entry above.

Oreds now have this really dirty trick called treacherous earth and natural armor to reflect their toughness. Cos magic stone isn't really a spell-like is a joke-like instead.

Sylphs

Type	Outsider (native) 3 RP
Size	Medium 0 RP
Base Speed	Normal 0 RP
Ability Score Modifiers	Standard (+2 Dex, -2 Con, +2 Int) 0 RP
Languages	Standard 0 RP
Racial Traits	
Defense Racial Traits	

Breeze-Kissed (4 RP): Members of this race are surrounded by swirling winds, gaining a +2 racial bonus to AC against non magical ranged attacks. They can calm or renew these winds as a swift action. Once per day, a member of this race can channel this wind into a single gust, making a bull rush or trip combat maneuver attempt against one creature within 30 feet. Doing so exhausts the user's breeze-kissed ability for 24 hours. This is a supernatural ability.

Energy resistance (electricity) 1 RP

Storm in the Blood (3 RP): Members of this race gain fast healing 2 for 1 round anytime they take electricity damage (whether or not this electricity damage overcomes their electricity resistance, if any). A member of this race can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Magical Racial Traits	Spell-like ability, lesser 1 RP
Senses Racial Traits	Elemental affinity (air) 1 RP
	Darkvision 60 ft. — RP

Total 13 RP

See de ifrit entry above.

Ok, with sylphs I can't be objective, if you like this race as I do, you love it. So I pick the most flavoured racial traits. End.

Undines

Type	Outsider (native) 3 RP
Size	Medium 0 RP
Base Speed	Normal 0 RP
Ability Score Modifiers	Standard (-2 Str, +2 Dex, +2 Wis) 0 RP
Languages	Standard 0 RP
Racial Traits	
Defense Racial Traits	

Energy resistance (cold) 1 RP

Hydrated Vitality (3 RP): Members of this race gain fast healing 2 for 1 round anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Members of this race can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Magical Racial Traits	Elemental affinity (water) 1 RP
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<i>Movement Racial Traits</i>	Spell-like ability, lesser 1 RP
<i>Senses Racial Traits</i>	Swim 1 RP
	Darkvision 60 ft. — RP
	Water Sense (1 RP): Prerequisite: Members of this race can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.
<i>Other Racial Traits</i>	Amphibious (2 RP): Members of this race are amphibious and can breathe both air and water.

Total 13 RP

See de ifrit entry above.

Poor undines their were a nice try to waterbased race, and then merfolk came to your mind and they are ignored. So if you want to be amphibious you have to forgo your spell-like funy ability instead? Not any more, and I give them water sense, because if you are going to play a water based character in a not aquatic campaign you don't like a so so race, you think i water my character will shine. Now does!