

Drell

+2 Dexterity, -2 Constitution.

+2 racial bonus to all knowledge checks.

Drell can survive for a number of days equal to their Con score without water before making checks for dehydration.

Asari

-2 Strength, +2 Wisdom, +2 Charisma.

Melding (Su) at will: Can be used to transfer memories and thoughts as well as for reproduction.

Unwilling subjects may resist with a Will save. (DC equal to 10 + half the asari's HD + the asari's Charisma modifier)

Elcor

+4 Strength, -4 Dexterity, +2 Constitution.

Elcor base land speed is 20 feet.

-2 racial penalty to bluff, diplomacy and intimidate checks made to interact with non-elcor.

+2 racial bonus on sense motive checks.

-4 on all attack rolls

Natural armor: Elcor naturally possess damage reduction 1. This does not prevent them from wearing armor.

Quadrupedal: Elcor receive a +4 racial bonus on strength or dexterity checks to avoid being tripped, bull rushed, overrun or otherwise knocked over due to their stability.

Hanar

-4 Strength.

Hanar base land speed is 10 feet. They also have a swim speed of 40 feet. However, most hanar wear personal gravitic effect field generators, giving them a land speed of 20 feet and allowing them to ignore difficult terrain.

+2 racial bonus to grapple checks.

Multiple limbs: A hanar has six tentacles, all of which possess fine motor control and may be used to hold objects, wield weapons, etc. All but one are off-hands.

Natural weapon: Tentacle (1d2 plus poison). A hanar may use their tentacles to make off-hand attacks, but takes regular penalties for fighting with multiple weapons when doing so.

Amphibious: Hanar can extract oxygen from water, and are arguably more comfortable completely submerged than they are suspended in midair.

Poison: 1d6 con/1d6 con Fort DC equal to 10 + half HD + Hanar's Con modifier

Human

Bonus feat.

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Salarian

+2 Intelligence.

+2 racial bonus to gather information checks.

Salarians only require one hour of sleep per night to remain fully rested.

Turian

Low-light vision.

Natural weapon: Talons (1d4). A turian may use their talons to make off-hand attacks, but takes regular penalties for fighting with multiple weapons when doing so.

Bonus feat: Must be chosen from the list of combat feats.

Natural armor: Turians naturally possess damage reduction 1. This does not prevent them from wearing armor.

+2 racial bonus on saving throws against radiation.

+2 racial bonus to perception checks.

Dextro-protein system: Turians are unable to consume food made for levo-protein species such as humans, asari, or most others. If a turian is forced to consume food made for a levo-protein species (or does so accidentally), they suffer a dangerous allergic reaction and must make a DC 18 fortitude save or take 1d6 points of constitution damage.

Volus

Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

-2 Strength, -2 Dexterity, -2 Constitution, +2 Intelligence, +2 Wisdom.

Volus base land speed is 20 feet.

Ammonia-based system: Volus possess an uncommon ammonia-based biochemistry and are physically adapted to life in high-pressure atmospheres. As such, the traditional nitrogen/oxygen mixes breathable by most other sentient species are actually poisonous to them, and exposure to the low-pressure environments favored by the same could prove fatal. A volus exposed to common "air" without a breathing apparatus must hold their breath or begin drowning in the same manner as any other species would in a non-breathable environment. In addition, a volus takes 1 point of damage for each round they remain in a non-pressurized environment.

Batarian

+2 Strength, -2 Charisma.

+2 racial bonus to Perception checks.

Geth (sentient independent mobile platform)

Synthetic type: No Con score, no sleep, synthetic immunities, synthetic vulnerabilities. Geth receive half normal healing from the Unity power.

Self-repair: Geth do not need sleep, but if they spend 8 hours in a sleep-like low power state they may recover hit points as a normal character would from a full night's sleep.

+2 Dexterity, -4 Charisma.

Built-in armor and shields: Geth naturally possess damage reduction 3 and shields 8. They cannot wear regular armor, but may take special Geth feats to improve their natural protection.

Geth may not take levels in the Adept, Sentinel, or Vanguard classes.

Krogan

+2 Strength, +4 Constitution, -2 Intelligence, -2 Charisma.

+2 racial bonus on saving throws against paralysis.

Blood Rage (ex): Krogan are naturally immune to pain effects, and remain conscious, stable, and able to act normally when reduced to 0 or lower hit points. They still die if their hit points reach -10.

Krogan can survive for a number of days equal to their Con score without water before making checks for dehydration.

Quarian

+2 Intelligence, -4 Constitution.

Bonus feat: Must be chosen from the list of tech feats.

Dextro-protein system: Quarrians are unable to consume food made for levo-protein species such as humans, asari, or most others. If a quarian is forced to consume food made for a levo-protein species (or does so accidentally), they suffer a dangerous allergic reaction and must make a DC 18 fortitude save or take 1d6 points of constitution damage.

Weak immune system: Quarrians are extremely susceptible to opportunistic infections, and must make a DC 16 fortitude save for every minute they spend outside of a sterile area without an enviro-suit or environmentally sealed armor. Failure indicates an infection has taken hold, causing 1d4 points of constitution damage.

Vorcha

Low-light vision.

-2 Intelligence, -2 Charisma.

Health regeneration 1.

One of the following: +2 Str, damage reduction 1, resistance 10 to fire, cold, acid, electricity or sonic damage, immunity to suffocation, paralysis, sleep, poison, disease, or mind-affecting powers, or a bonus feat.

Yahg

Low-light vision.

Large size.

+4 Strength, +2 Constitution, +2 Dexterity, +2 Intelligence, -4 Charisma.

Natural armor: Yahg naturally possess damage reduction 2. This does not prevent them from wearing armor.

+2 racial bonus to perception and sense motive checks.

+2 Level Adjustment.

Ardat-Yakshi

as asari but:

Ardat-Yakshi do not have the asari Melding ability.

Ardat-Yakshi Melding: Deals 1d10 nonlethal damage per HD of the Ardat-Yakshi to any living

subject with a mind. Unwilling subjects may resist with a Will save. (DC equal to 10 + half HD of the Ardat-Yakshi + the Ardat-Yakshi's Charisma modifier) On a successful save, the target takes half damage. If the damage dealt through Melding is equal to or greater than the subject's remaining HP, they are slain instantly. The Ardat-Yakshi also takes nonlethal damage equal to half of the damage dealt this way, though they do not risk instant death from use of this power. This power may be used once per encounter as a standard action that does not provoke attacks of opportunity. Using this power counts as using a biotic power and may not be done while under the effects of the Damping power.

+1 Level Adjustment