

Pathfinder Stats	In-Game Name	Comments
Dwarf	Human	
Elf	N/A	Not playable
Gnome	N/A	Not playable
Half-elf	N/A	Not playable
Half-orc	Half-orc	Half-dwarf, half-orc
Halfling	Halfling	
Human	N/A	Not playable
Hotchi	Hotchi	
Echidaen	N/Ar	Not playable (but you could get some of their race-specific stuff for a hotchi)
Voltaoran	N/A	Not playable
(Dire) Boar	Tuskbear	Not playable (animal, duh)
Axebeak	Lizardbird	Appearance of a giant chicken; not playable
Horse	Oversized deer	Not playable
Astomoi	Astomoi	<p>Add Night Terrors: Astomoi abhor pure darkness for the deadening effect it has on their sense of self. In total darkness with no dim light (including the areas of <i>darkness</i> and <i>deeper darkness</i> spells), an astomoi unwillingly spread outwards in wisps and shades, and it cannot sense any attacks on or injury to itself. The GM should resolve attacks against the astomoi in secret and only reveal how much damage the astomoi has taken after the astomoi enters an area of light.</p> <p>Any time an attack is made within 60 ft. of an astomoi in darkness, there is a 15% chance that the astomoi's body accidentally intercepts and is subjected to the attack instead of the intended target.</p> <p>An astomoi gains the benefits of the greater invisibility spell while in conditions of total darkness, but also has the shaken condition.</p>
Snakefolk	Snakefolk	Immune trip; no bonus vs. bull rush; Medium; darkvision 60 ft.
Catfolk	Catfolk	
Anthrozoan	Choujingo	Look like Frog Butt instead of official description
	Dire axolotl	Animal companion: Size Large; Speed 30 ft., swim 40 ft.; AC +2

		natural armor; Attack bite (1d8); Ability Scores Str 15, Dex 13, Con 15, Int 1, Wis 13, Cha 7; Special Qualities amphibious, bioluminescent (sheds dim light in 5' radius), low-light vision, mistsight, water dependency
Painterlily		
Saguaran		<p>(13 RP)</p> <p>+2 Strength, +2 Constitution, -2 Dexterity (1 RP)</p> <p>Type: Sagarans have the plant type. Because of their enhanced cognitive abilities relative to other plants, they lose the normal plant immunity to mind-affecting effects, stunning and polymorph effects, but retain their immunity to paralysis, sleep effects, and poisons that do not specifically work on plants. (6 RP)</p> <p>Size: Medium, no weird bonuses or penalties (0 RP)</p> <p>Base Speed: 20 ft., but saguarans are never slowed by armor or weight. (-1 RP)</p> <p>Low-light vision: Sagarans can see twice as far as normal in conditions of low light. (0 RP)</p> <p>Fibrous Body: Sagarans gain a +1 natural armor bonus to their Armor Class. (2 RP)</p> <p>Spines: Saguaran bodies are coated in long spines on their entire bodies. These count as armor spikes, but only as long as the Saguaran wear no armor. They also cause a Saguaran's unarmed strikes to do 1d4 piercing and bludgeoning damage. Additionally, if a creature makes a natural attack or unarmed strike against a spined Saguaran, they take 1d4 piercing damage unless they make a Reflex save with a DC equal to 10+1/2 the saguaran's level+the saguarans's Constitution modifier. The spines also increase the armor check penalty of all armors the Saguaran wear by two and reduce the max Dex bonus by one. However, a Saguaran can shave their spines to negate these penalties at the cost of the bonuses. (3 RP)</p> <p>Weapon Familiarity: diskbows, armor spikes (1 RP)</p> <p>Buoyant: Sagarans naturally float in bodies of water, gaining a +8 racial bonus on Swim checks to stay afloat or ascend towards the surface. However, on any round in which they are underwater and do not ascend to the surface, saguarans lose this bonus on any Swim checks made, and in addition to any checks that round, must make a DC 15 Swim check or ascend at a rate of 30 feet per round. The need for this check may be obviated with freedom of movement or a similar effect. (2 RP)</p> <p>Carbon Breather: Sagarans may hold their breath five times as long as normally determined by their Constitution score. (1 RP)</p> <p>Rigid Sentinel: Sagarans do not sleep, but require six hours of standing rest a day to avoid exhaustion. These hours need not be consecutive but must be in increments of at least one hour. During these rest periods, the saguaran must be immobile, but may still make Perception checks as though awake, at a -2 penalty. (-2 RP relative to the plant trait)</p>
Android		Loses the Perception bonus
Raven	Raven	
Spinehair	Spinehair	
Orc	Orc	
Glutton glob	Glutton glob	