

**Humanoid: Hibou (13 RP)**
The Hibou are a race of humanoid snow owls, native to the northern regions of Yavmir. Once a second class resident of Yavmir, the collapse of the Radiant Empire and the onset of the Endless Winter have seen their fringe society develop into a powerful faction in the new world. Often derided as opportunistic scavengers, the Hibou are resourceful and keenly intelligent; they should not be underestimated.

**A humanoid (0 RP) race has the following features:**

- Humanoids breathe, eat, and sleep.

**Size: Small (0 RP)**
Small races gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.

**Movement: Slow Speed (–1 RP)**
The race has a base speed of 20 feet. If the race is Medium, its members' speed is never modified by armor or encumbrance.

Hibou move awkwardly on their feet, hopping around much like a normal bird does.

**Ability Scores: Standard (0 RP)**
Modifiers: Members of this race gain a +2 bonus to one physical ability score, a +2 bonus to one mental ability score, and a –2 penalty to any other ability score.

Hibou are quick and resourceful, but practice strange customs and are regarded as outsiders among the cities of man. They gain +2 to their dexterity, +2 to their wisdom, and -2 to their charisma.

**Languages: Xenophobic (0 RP)**
Members of this race start with their racial language only. Races without a racial language cannot take this array. Furthermore, choose up to four languages (except for Druidic or other secret languages), one of which must be Common (or Undercommon, if the race is native to the Darklands). Members of this race with high Intelligence scores can choose from any of these additional languages.

All Hibou speak their native tongue. Hibous can additionally learn Common, Jotunn, The Old Tongue, and Hakkar.

**Senses, Standard: Darkvision 60 Feet (2 RP)**
**Prerequisites:** None.
**Benefit:** Members of this race can see in the dark up to 60 feet.

**Movement, Standard: Climb (2 RP)**
**Prerequisites:** None.
**Benefit:** Members of this race have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.

**Offense, Standard: Bite (1 RP)**
**Prerequisites:** Small or larger size.
**Benefit:** Members of this race gain a natural bite attack, dealing damage equivalent to that of a creature two size categories lower than normal for their size (1d2 for Small races, 1d3 for Medium, etc.). The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.
**Special:** This trait can be taken up to two times. The second time it is taken, the bite damage increases by one size category.
Hibou may attack with their sharp beak, dealing 1d2 damage.

**Movement, Standard: Gliding Wings (3 RP)**
**Prerequisites:** None.
**Benefit:** Members of this race take no damage from falling (as if subject to a constant non-magical feather fall spell). Wile in midair, members of this race can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A member of a race with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.h
**NOTE:** Small creatures gain a +2 bonus to their Fly skill.

**Offense, Standard: Swarming (1 RP)**
**Prerequisites:** Medium or smaller size.
**Benefit:** Members of this race are used to living and fighting communally with other members of their race. Up to two members of this race can share the same square at the same time. If two members of this race that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.
**Special:** If the race is Small or smaller, this trait costs 1 RP. If the race is Medium, it costs 2 RP.

**Feat & Skill, Standard: Scavenger (2 RP)**
**Prerequisites:** None.
**Benefit:** 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.

**Feat & Skill, Standard: Camouflage (1 RP)**
**Prerequisites:** None.
**Benefit:** Choose a ranger favored terrain type. Members of this race gain a +4 racial bonus on Stealth checks while within that terrain type.
Due to their plumage, Hibou are nearly invisible while in the cold (ice, glaciers, snow, and tundra).

**Feat & Skill, Standard: Static Bonus Feat (2 RP)**
**Prerequisites:** None.
**Benefit:** Choose one feat with no prerequisites. All members of this race gain this feat as a bonus feat at 1st level.

**Alertness:** You often notice things that others might miss.
**Benefit:** You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

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## Humanoid (Giant): Jotunn (13 RP)

The Jotunn (or trolls, as they are known in common) are the most common of the Vaettir, the ancient race of elves, goblins, and giants that ruled Yavmir before the arrival of Triglav. Standing eight to ten feet tall, these hulking creatures sport disproportionately large noses, ape-like hands and feet, and manes of knotted hair.After the Vaettir were defeated in the Skywrath Wars, the hulking Jotunn were enslaved by the humans of the Radiant Empire to build their great cities and monuments. Freed from the bonds of servitude after The Sundering, the remaining Jotunn now eke out an existence as hunters and guides. While few humans enjoy the company of a Jotunn, they are forced to respect their great strength and cunning.

**A humanoid (0 RP) race has the following features:**

- Humanoids breathe, eat, and sleep.

**Size: Large (7 RP)**
**Prerequisites:** Humanoids taking this quality must have the giant subtype.
**Benefit:** Large creatures gain a +2 size bonus to Strength and a –2 size penalty to Dexterity. Large races take a –1 size penalty to their AC, a –1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a –4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

**Movement: Normal Speed (0 RP)**
The race has a base speed of 30 feet.

**Ability Scores: Greater Paragon (2 RP)**
**Modifiers:** Members of this race gain a +4 bonus to one ability score, a –2 penalty to one physical ability score, and a –2 penalty to one mental ability score.

Jotunn are strong and hardy, but not particularly quick (both mentally and physically). +2 Strength, -4 Dexterity, +4 Constitution, -2 Intelligence.

**Languages: Xenophobic (0 RP)**
Members of this race start with their racial language only. Races without a racial language cannot take this array. Furthermore, choose up to four languages (except for Druidic or other secret

languages), one of which must be Common (or Undercommon, if the race is native to the Darklands). Members of this race with high Intelligence scores can choose from any of these additional languages.

All Jotunn start knowing Jotunn, and those with high intelligence scores can speak Hibou, The Old Tongue, Common, Hakkar, blank, blank, and blank.

**Senses, Standard: Low-Light Vision (1 RP)**
**Prerequisites:** None.
**Benefit:** Members of this race can see twice as far as a race with normal vision in conditions of dim light.

**Defense, Standard: Stability (1 RP)**
**Prerequisites:** None.
**Benefit:** Members of this race receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

**Feat & Skill, Standard: Static Bonus Feat (2 RP)**
**Prerequisites:** None.
**Benefit:** Choose one feat with no prerequisites. All members of this race gain this feat as a bonus feat at 1st level.

**Self-Sufficient**
**Benefit:** You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.