

Race name?

- Till (tilli, pl.)

Where does your race tend to live and why?

- Tilli are a fey people that tend to live in a large, central tree in a forest where they can grow and harvest the valuable "pixie dust" that is their people's lifeblood. They tend to be shy around larger races, but can become quite friendly if shown proper treatment.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- A till resembles a human in appearance. The primary difference is that a normal till measures 12" tall at the tallest. They wear natural clothing made from materials they find in their environment - typically treated leaves or leather. Their clothing also acts a sort of uniform, denoting that till's particular "talent" (see below).

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

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What kinds of relationships does your race have with other races? Does it have allies?

- This is a plug-in race, so no real anything here.

Competitors? Enemies? Hated foes?

- Same as previous.

What classes does your race tend to favor?

- Tilli can excel at any given task, especially with the aid of their almost mystical "talents," which grant them additional powers. Outside of their given talent, however, many favor classes that tend toward peaceful interaction and helping others.

Trait: Normal (1-10RP; 3 traits per category)

- Fey (2RP) - low-light vision; eat, breath, sleep
- Tiny (4RP) - +2 DEX, -2 STR, +2 AC, +2 to hit, -2 CMB and CMD, +8 Stealth, cannot make AoO but provoke one when engaging in melee, cannot flank
- Slow speed (-1RP) - 20ft
- Weakness (-1RP) - +2 DEX and CHA, -4 CON
- Standard languages (0RP) - Common, Sylvan; Terran, Auran, three setting specific
- Eternal hope (2RP) - +2 vs fear and despair; 1/day, can reroll a natural 1 and take second result
- Gliding wings (3RP) - take no damage from falls, can move 5ft horizontally for every 1ft falling at 60ft per round, can only glide on air currents (without pixie dust)
- Fey Talent (4RP) - choose a talent and gain the benefits listed:
 - Fast-flying (purple) - Breeze-kissed (+2AC vs nonmagic ranged attacks, can use 1/day to do bull rush or trip against target in 30ft but then lose bonuses)
 - Animal (brown) - Skill Bonus, Skill Training, Sociable (+1 Handle Animal and Ride checks, both always class skills, if failing a Diplomacy check to improve attitude by 5 or more they can try again before 24 hours elapse)
 - Garden (red) - Resistant, Fertile Soil (+2 vs mind-affecting and poison effects, +2 to level for sorcerer spells/abilities and +1 CL with Plant domain)

- Tinker (green) - Craftsman, Greed, Master Tinker (+2 Craft, Profession, Appraise with metals, stones, or gems; +1 Disable Device and Know [engineer], proficient with weapons they make)
- Water (blue) - Lesser SLA, Lesser SLA, Lesser SLA (*slipstream*, *hydraulic push*, and *create water* 1/day)
- Light (yellow) - Lightbringer, Lesser SLA (immune to light-based dazzling/blinding, +1 CL with light spells/SLAs, can cast *light* at will; can use *blinding ray* 1/day)
- Dust-keeper (gold) - Skill Bonus, Skill Training, Lesser SLA (+1 Craft [alchemy] and Appraise checks, both always class skills, *alchemical tinkering* 1/day)
- Storm (gray) - Breath Weapon, Storm in the Blood (gain fast healing 2 for 1 round when hit by electric effect and can heal up to [2 x level] this way per day, 1/day 20ft line for 1d6 electric damage with Reflex save to nullify)
- Frost (white) - Energy Resistance, Ferrous Growth, Elemental Assault (resist cold 5, 1/day can touch a piece of ice and turn it into an object weighing up to 10 pounds [as strong as steel] lasting for 10 minutes then melting, 1/day can cause unarmed attacks to do +1d6 cold damage)
- Scout (black and white stripes) - Bonus Feat (Martial or Exotic Weapon Proficiency), Bonus Feat (Weapon Focus for chosen weapon)

Total: 13RP

Race name?

- Gurao (gurao, pl.)

Where does your race tend to live and why?

- The gurao live deep in birch tree groves, running free among the wirewood.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- A gurao is a bipedal, wolf-like creature that stands about as tall as a human. Their fur is typically monochromatic with a bluish tint, being black, gray, or white. They tend to dress simply in leathers. One feature that many find striking about the gurao is the way they wear their claws, with certain combinations of coloration and number denoting a gurao's place in society.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- The gurao are strong believers in reincarnation, with the lineage of the warrior-queen Mok being particularly powerful, but rare.

What kinds of relationships does your race have with other races? Does it have allies?

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Competitors? Enemies? Hated foes?

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What classes does your race tend to favor?

- Gurao tend to adopt classes that their "spirit ancestors" had taken. More often, however, they excel in stealth roles that have a combative streak.

Trait: Normal (1-10RP; 3 traits per category)

- Monstrous humanoid (3RP) - darkvision 60ft; eat, breath, sleep
- Medium (0RP)
- Normal speed (0RP) - 30ft
- Standard (0RP) - +2 DEX and WIS, -2 INT
- Standard languages (0RP) - Common, Gurao; Elven, Sylvan, Terran, Auran
- Fearless (1RP) - +2 vs fear effects
- Silent Hunter (2RP) - penalty for moving while using Stealth reduced by 5 and can run with Stealth at -20 penalty
- Stalker (1RP) - Perception and Stealth always class skills
- Sprinter (1RP) - +10 ft speed bonus when charging, running, or withdrawing
- Bite (2RP) - gain a bite attack that deals 1d4 + STR damage (½ STR if secondary)

Total: 10RP

Race name?

- Xartyyl (xartyyls, pl.; zar-TEAL)

Where does your race tend to live and why?

- The xartyyl come from a realm parallel to ours that is distorted. They travel here via cracks in reality that allow sojourns in both directions. None have a name for the world they inhabit.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- Xartyyls are hulking, multi-armed creatures with blue-black skin and yellow eyes. They have some semblance of humanity, but the differences often cause others to feel an odd chill in their bones. An average xartyyl stands a little over eight feet tall and can weigh upwards to five hundred pounds, with females being slightly shorter and lighter than males. They grow their dark cord-like hair long and often will decorate it with small trinkets.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- In their home dimension, the xartyyls were held captive by a domineering race of fey that used them as slave labor. After fighting a long and brutal insurrection, they won their freedom and signed a peace accord with their former masters. Now, they are free to roam the planes as they see fit.

What kinds of relationships does your race have with other races? Does it have allies?

- Xartyyls are always leary of contact with fey due to their storied history together, but they are willing to move past it if they feel they can trust their new companions. They have less mistrust for those descended from the fey, feeling a kind of kinship with them.

Competitors? Enemies? Hated foes?

- The xartyyl have a shaky peace with the yrsiji (yur-see-gee), their former slavemasters. They also have a hatred for plant creatures, as their strange world does not have them.

What classes does your race tend to favor?

- Despite their enormous size, the xartyyl are renowned intellectuals and arcanists. Their fey masters used this to their advantage, and many xartyyl still feel a keen sting in this regard. This doesn't stop their innate magical talents from manifesting, however.

Trait: Monstrous (21+RP, 5 traits per category)

- Aberration (3RP) - darkvision 60ft; eat, breath, sleep
- Large (7RP) - +2 STR, -2 DEX, -1 AC, -1 to hit, +1 CMB and CMD, -4 Stealth, have reach of 5ft
- Slow speed (-1RP) - 20ft but never encumbered by gear
- Standard (0RP) - +2 INT and CON, -2 WIS
- Standard languages (0RP) - Common, Undercommon; Sylvan, Elven, Gnome, Abyssal, Infernal, Celestial
- Multi-armed (4RP) - grants a third arm
- Ancient Foe (3RP) - +2 dodge AC and CMB/D checks to grapple fey

- Eternal Hope (2RP) - +2 vs fear and despair, can reroll natural 1 and take second result 1/day
- Healthy (2RP) - +4 vs poisons and diseases
- Illusion Resistance (1RP) - +2 vs illusions
- Scavenger (2RP) - +2 to Appraise and Perception to notice things, to determine if food is edible, and to determine potion effects by taste
- Elven Magic (3RP) - +2Ra to overcome spell resistance and on Spellcraft checks to identify magic items
- Deep Magic (3RP) - +2 to overcome spell resistance and on dispel checks
- At Will SLA (18RP) - *Communal resist energy, seek thoughts, heroism*
- Hatred (1RP) - +1 to hit plants
- Hatred (1RP) - +1 to hit fey
- Reach (1RP) - 10ft reach
- Light Blindness (-2RP) - blinded for 1 round in abrupt light, then dazzled
- Negative Energy Affinity (-1RP) - healed by negative energy, harmed by positive energy
- Elemental Vulnerability (-2RP) - vulnerable to electric
- Elemental Vulnerability (-2RP) - vulnerable to acid

Total: 43RP... holy crap... but they'd be fun to play :D

Race name?

- Yrsig (yrsiji, pl.; yur-see-g[ee])

Where does your race tend to live and why?

- The yrsiji dwell in the same alternate dimension as the xartyyl, where they have been the race in command for many centuries.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- A typical yrsig stands approximately 4.5 to 5.5 feet tall. They are very thin with pale ivory skin and dark hair. They tend to have large, sunken, yellow eye. The males of the race are slightly more sturdy in appearance than the females. Yrsiji wear very little ornamental clothing, preferring function over fashion.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- The yrsiji were, for more than three centuries, the dominant race of their plane, ruling over the xartyyl as slave masters. They used their innate mystic resistances and acidic powers to maintain this rule until a slave rebellion lead to the current situation.

What kinds of relationships does your race have with other races? Does it have allies?

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Competitors? Enemies? Hated foes?

- Creatures of the animal type tend to show outright animosity toward the yrsiji, even without provocation. It is unclear what leads to this reaction.

What classes does your race tend to favor?

- Yrsiji seek out classes that allow them to be in charge, as their people have a natural tendency towards commanding others. They can also make fearsome combatants thanks to their resistances to magic and their naturally acidic attacks.

Trait: Monstrous (21+ RP, 5 traits per category)

- Fey (2RP) - low-light vision; eat, sleep, breath
- Medium (0RP)
- Normal speed (0RP) - 30ft
- Standard (0RP) - +2 DEX and CHA, -2 STR
- Xenophobic languages (0RP) - Sylvan; Undercommon, Abyssal, Celestial, Gnome
- Greater spell resistance (3RP) - 11 + level
- Unnatural (2RP) - -4 on CHA skills when interacting with animals (start one step worse), but +4D to AC against them
- Fey DR (3RP) - DR5/cold iron
- Elemental immunity (4RP) - immune to acid
- Gregarious (1RP) - successful use of Diplomacy grants -2 penalty to target to resist user's Charisma-skills for 24 hours
- Silver tongued (3RP) - +2 Diplomacy and Bluff, can use diplomacy to shift attitudes three steps rather than two
- Sociable (1RP) - If failing a Diplomacy check to improve attitude by 5 or more they can try again before 24 hours elapse

- Fast (1RP) - +10ft to speed
- Hatred (1RP) - +1 to hit aberrations
- Magehunter (4RP) - +2 Spellcraft to identify spells, +1 to hit those that use arcane spells (does not count SLA or Su)
- Elemental weapons (6RP) - +1d6 acid damage on all attacks
- Blindsense 30ft (4RP)
- Elemental vulnerability (-2RP) - cold
- Elemental vulnerability (-2RP) - fire

Total: 31RP

Race name?

- Betrayed

Where does your race tend to live and why?

- The betrayed are a race of undead that seek out negative energy upon which to feed. As such, they can be found near tombs, ruins, and other places where the dead or necromantic rites are. There are tales of a city that they inhabit as they did in days of old, but no one has found it and the betrayed don't say much on the subject.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- Though the betrayed can be made from any race, they tend to converge on a similar appearance: they are gangly skeletal humanoids with long, pointed ears like those of elves. Their skin is desiccated, tight against their bones, and almost always black with gold-colored veins. Their eyes are filled with a swirling ball of gas that appears in three random colors, though none know the significance to this.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- In ages past, there was a kingdom of great power that ran on the fell lore of necromancy. Rumors ran rampant that this power was fueled by a direct leak from the negative energy plane, but no one could find such a thing. Eventually, when that empire fell, the residents had become so infused with negative energy that they now needed it just to survive - even after death.
- No one is quite sure how new betrayed are created, but their numbers haven't seemed to dwindle. Rather, they seem to have kept pace with the rest of the world's peoples.

What kinds of relationships does your race have with other races? Does it have allies?

- Most races find that they can stand to form uneasy alliances with the betrayed to achieve similar goals, even if they find the entire experience unnerving. The zeal with which the betrayed consume negative energy can be a bit off-putting, and is often viewed as barbaric by those that don't understand their ways.

Competitors? Enemies? Hated foes?

- As undead creatures, most other peoples tend to fear the betrayed, even if they do remove other, more dangerous undead from civilized areas. But of all races, other sentient undead tend to have a great hatred for the betrayed, as they consume their very essence.

What classes does your race tend to favor?

- The betrayed excel at classes that involve stalking their undead prey or that affect the very energy that flows through their unhallowed bodies. They often take levels in cleric, oracle, paladin, and ranger for these reasons.

Trait - Normal (1-10 RP, 3 traits per category)

- Undead (16RP) - no CON (use CHA instead); darkvision 60ft; immune to mind-affecting, bleed, death effects, disease, paralysis, poison, sleep, stunning, nonlethal damage, ability drain, energy drain, physical ability damage, exhaustion, fatigue, effects requiring Fortitude saves (unless harmless/affects objects), and massive damage; harmed by

positive and healed by negative energy; not affected by *raise dead* or *reincarnate*, though they can be resurrected into the form they had before death; destroyed at 0hp or fewer; do not eat, breath, or sleep unless they want to gain some benefit

- Medium (0RP)
- Normal speed (0RP) - 30ft
- Standard (0RP) - +2 STR and CHA, -2 DEX
- Standard languages (0RP) - Common; Elven, Orc, Abyssal, Infernal, Dwarven
- Light blindness (-2RP) - blinded for 1 round in abrupt light, then dazzled
- Resurrection vulnerability (-1RP) - *raise dead* can destroy (Will negates) with no need for material component to cast
- Sunlight powerlessness (-2RP) - cannot attack and is staggered in natural daylight (spell of same name doesn't count)

Total: 11RP

Race name?

- Enderen (enderens, pl.)

Where does your race tend to live and why?

- Enderens are outsiders native to a place where creatures acquire mutations from the environment to better adapt. The enderens have the same ability, but their mutations tend to be stronger than those of the other native creatures. Upon reaching maturity, they bridge a planar gap from their realm to the material plane and their souls fuse with an infant soul en utero.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- An enderen starts its life-cycle appearing roughly like a humanoid-shaped gathering of vapors. The next stage is to join to an appropriate host for their souls, which they choose from human infants that are still in the womb. Upon reaching maturity, the nature of an enderen is fully obvious: tall (approx. 6.5ft) and slender with skin that is in multiple - often clashing - swirling colors. Their hair is almost always so black that no light reflects off it. Males stand slightly shorter, but broader, than the females of their species.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

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What kinds of relationships does your race have with other races? Does it have allies?

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Competitors? Enemies? Hated foes?

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What classes does your race tend to favor?

- There is a strange wanderlust that overtakes many young enderens, leading them down the road of adventure. Many choose whatever class they feel would best facilitate their journeys.

Trait - Normal (1-10 RP, 3 traits per category)

- Outsider (3RP) - darkvision 60ft; eat, breath, and sleep
- Medium (0RP)
- Normal speed (0RP) - 30ft
- Flexible (2RP) - +2 to any two stats
- Standard languages (0RP) - Common; Elven, Dwarven, Gnome, Terran, Ignan, Auran, Aquan
- Rampant mutation (Special) - Instead of gaining a level normally, an enderen may instead choose to gain 3RP worth of racial traits and gain one HD of outsider that counts towards their maximum level. These points can be carried over from one level to the next to purchase traits with costs of 4RP or greater. Treat Fortitude and Will as their two good saves. Beginning at 7th level, an enderen can choose advanced traits. At 14th level, they can choose monstrous traits.

Total: 5RP, plus room to grow

Race name?

- Arcil (arcili, pl.; ar-KEY-I[ee])

Where does your race tend to live and why?

- The arcili (as is the case with the other Ulganish races) dwell on the island of Pilenthor, where they often take on roles in academia.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- Arcili are a race of engineered humanoids. In overall appearance, they look like humans. But, thanks to an infusion of elemental power, they are now something more. All arcili have a brand on their foreheads indicating them as such. Many wear their hair short or tied back, with headbands and diadems designed to accentuate the mark.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- The arcil were engineered to be masters of the arcane. Therefore, they have no true lore of their own.

What kinds of relationships does your race have with other races? Does it have allies?

- All of the engineered races of the Ulganish work together to accomplish whatever goals their rulers give them.

Competitors? Enemies? Hated foes?

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What classes does your race tend to favor?

- Arcil characters excel in arcane spellcasting classes.

Trait - Normal (1-10 RP, 3 traits per category)

- Humanoid (0RP) - human and arcil subtypes
- Medium (0RP)
- Normal speed (0RP) - 30ft
- Greater paragon (2RP) - +4 INT, -2 CON and CHA
- Linguist (1RP) - Common and any others
- Lesser spell resistance (2RP) - 6 + level
- Fire in the blood OR hydrated vitality OR stone in the blood OR storm in the blood (3RP) - gain fast healing 2 for 1 round when conditions are met and can heal up to (2 x level) per day this way
- Arcane focus (1RP) - +2 on concentration to cast defensively
- Elemental affinity (1RP) - CHA treated as 2 higher for sorcerer spells/abilities and +1 CL for domains of particular element, matching the healing ability above
- Lesser SLA (1RP) - *feather fall*, *burning hands*, *magic stone*, or *hydraulic push* 1/day, same as affinity and healing abilities above

Total: 11RP

Race name?

- Myrmat (myrmat, pl.; MEER-mat)

Where does your race tend to live and why?

- The myrmat (like the other Ulganish races) dwell on the island of Pilenthor. There, they serve as the primary military force.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- Myrmat were designed by blending elemental energies into humans with outstanding physical prowess. As such, most myrmat look exactly like humans. One distinguishing factor is the dual brands on their arms, which mark them for what they truly are. Many myrmat wear their clothing and armor to accentuate these marks, as well as any battle scars they accrue over their careers.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- The myrmat were engineered to be masters at combat. As such, they have no lore of their own.

What kinds of relationships does your race have with other races? Does it have allies?

- All of the engineered races of the Ulganish work together to accomplish whatever goals their rulers give them.

Competitors? Enemies? Hated foes?

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What classes does your race tend to favor?

- As they were designed to do, most myrmat trend toward martial classes.

Trait - Normal (1-10RP, 3 traits per category)

- Humanoid (0RP) - human and myrmat subtypes
- Medium (0RP)
- Normal speed (0RP) - 30ft
- Specialized (1RP) - +2 STR and CON, -2 CHA
- Linguist (1RP) - Common and any others
- Greater defensive training (4RP) - +2D to AC
- Energy resistance (2RP) - choose two energy types to have resist 5 to
- Orc ferocity (2RP) - 1/day when reduced to 0 or fewer HP but not dead, can fight for another round disabled
- Breath weapon (1RP) - 1/day 15ft cone for 1d6 elemental damage with Reflex save to nullify

Total: 11RP

Race name?

- Oscuran (oscurans, pl.; aw-sk-YUR-ans)

Where does your race tend to live and why?

- The oscurans (a race created by the Ulganish) live on the island nation of Pilenthor, where their skills at subterfuge make them excellent spies.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- Created by imbuing pure elemental shadow into a human being, oscurans look very much like their mundane counterparts - which they often use to their advantage on missions. The major distinguishing factor between the two is the marks that appear on the backs of oscurans hands and on the tops of their feet. These strange symbols are indicators of their true nature, and many will often seek to cover them when not among the Ulganish races.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- Oscurans were created to be ultimate stalkers and predators. Due to this, they have no history beyond their recent creation.

What kinds of relationships does your race have with other races? Does it have allies?

- All of the engineered races of the Ulganish work together to accomplish whatever goals their rulers give them.

Competitors? Enemies? Hated foes?

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What classes does your race tend to favor?

- With their natural knack for gathering information and stealth, many oscurans take levels in rogue or ninja. With their diversity of skills, however, they can do well in almost any role.

Trait - Normal (1-10 RP, 3 traits per category)

- Humanoid (0RP) - human and oscuran subtypes
- Medium (0RP)
- Normal speed (0RP) - 30ft
- Standard (0RP) - +2 DEX and CHA, -2 WIS
- Linguist (1RP) - Common and any others
- Shadow resistance (2RP) - resist 5 cold and electricity
- Shadow blending (1RP) - increase miss chance in dim light from 20% to 50%
- Silver tongued (3RP) - +2 Diplomacy and Bluff, can use diplomacy to shift attitudes three steps rather than two
- Skilled (4RP) - gain an extra skill point at every level

Total: 11RP

Race name?

- Terox (terox, pl.; tare-awks)

Where does your race tend to live and why?

- Terox live deep underground, perfecting their mechanical forms in secrecy.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- A terox looks like an unholy fusion of titan, millipede, and clockwork, standing approximately 9' tall and weighing well over 1,000 pounds. They have ten legs used for mobility, four arms used for combat and spellcasting, and a row of small, grasping appendages that unfold from their chest cavities. There are no genders among their people, though some may have slightly more masculine or feminine personalities. Many eschew clothing, wearing only weapon harnesses or spell pouches as needed.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

- The terox were created many millenia ago. Some say they were the creation of a mad wizard in the early ages of the world. Others have said that a god of justice created them to end the world at the final reckoning (which is an event that even the terox talk about in scripture). Whatever their origin, the terox don't let slip their true purpose.

What kinds of relationships does your race have with other races? Does it have allies?

- Being highly secretive, the terox don't usually associate with outside races. When they do, they attempt to do so alone, making it seem as if their numbers are quite low.

Competitors? Enemies? Hated foes?

- Due largely to their powerful nature and their secluded living, the terox have no real enemies to speak of. They do, however, occasionally make appearances above ground to deal with great threats from such creatures as the kaiju or the seeds of destruction.
- It has been rumored that they were created to slay dragons and magic-users alike. While they are apt at those tasks, they don't necessarily consider them foes unless they act directly against their people's interests.

What classes does your race tend to favor?

- With their impressive array of powers, a terox character could excel at literally any task. Just from their racial bonuses alone, they are stealthy juggernauts from which there is no escape.

Trait - Monstrous (21+ RP, 5 traits per category)

- Construct (20RP) - no CON (use base 10); lowlight, darkvision 60; immune to mind-affecting, ability damage/drain, fatigue, exhaustion, energy drain, nonlethal damage, effects with Fortitude saves, massive damage (destroyed at 0hp); do not heal naturally (except fast healing); cannot be raised/resurrected; +30hp; do not breath, eat, or sleep unless they want to gain a benefit
- Large (7RP) - +2 STR, -2 DEX, -1 AC, -1 to hit, +1 CMB and CMD, -4 Stealth, have reach of 5ft
- Normal speed (0RP) - 30ft
- Advanced (4RP) - +2 physical, +4 INT, -2 CHA

- Linguist (1RP) - Common and any others
- Advanced EVERYTHING BUT CON (20RP) - +2 to stats
- Fast healing 1 (6RP)
- DR 10/magic (6RP)
- Greater lucky (4RP) - +2 to all saves
- Battle hardened (4RP) - +1 to CMD
- Greater defensive training (4RP) - +2D to AC
- Sneaky (5RP) - +4 Stealth
- Skilled (4RP) - gain an extra skill point at each level
- Shards of the past (4RP) - choose two knowledge skills; these are always class skills and they receive +2 on them
- Flexible bonus feat (4RP)
- Focused study (4RP) - Skill focus as bonus at 1st, 8th, and 16th
- At will SLA x5 with 5 spells per (150RP... HOLY 25 AT WILL SPELLS BATMAN)
 - Wind wall
 - Water walk
 - Water breathing
 - Tongues
 - Tiny hut
 - Summon nature's ally III
 - Summon monster III
 - Suggestion
 - Stinking cloud
 - Speak with plants
 - Speak with dead
 - Snare
 - Slow
 - Sleet storm
 - Remove disease
 - Remove blindness/deafness
 - Ray of exhaustion
 - Prayer
 - Nondetection
 - Greater vestment
 - Greater magic weapon
 - Invisibility purge
 - Hold person
 - Haste
 - Dominate animal
- Climb (2RP) - 20ft speed, +8 on Climb checks
- Expert climber (4RP) - can climb any non-smooth surface, like spider climb spell, with +16 on check
- Burrow (3RP) - 20ft

- Flight (12RP) - perfect maneuverability at 70ft
- Swift as shadows (3RP) - reduce penalty for using Stealth while moving by 5 and for sniping by 10
- Frightful gaze (6RP) - 30ft Will, or be paralyzed by *fear* for 1 round; if save, cannot be affected again for 24 hours
- Ferocity (4RP) - if at 0hp or less, can continue to fight but take 1 damage per round and are staggered
- Magehunter (4RP) - +2 on Spellcraft to identify spells and +1 to hit users of arcane magic
- Wyrmscourged (3RP) - +1 to hit, +2D to AC and on saves against dragons, +2 on knowledge to identify dragons
- Rock throwing (3RP) - +1 to hit when throwing rocks, deal 2d6 + [1.5 x STR] at 120ft
- All-around vision (4RP) - +4 Perception and immune to flanking
- Blindsense 30 (4RP)
- See in darkness (4RP) - even magical darkness
- Scent (4RP)
- Darkvision 120 (3RP)
- Multiarmed x2 (8RP) - four arms
- Quadraped x4 (5RP) - 10 legs, +16 vs trips, +10ft to speed, use Medium-size gear
- Grabbing appendages (6RP) - Improved grapple, can maintain grapple and still use arms
- Multitalented (2RP) - choose two favored classes at 1st level

Total: 332RP... HOLY MOTHER OF GOD

Race name?

- Dormin (dormini, pl.; door-me-n[ee])

Where does your race tend to live and why?

- The dormini live in most human settlements, though they often disguise this fact when possible due to their strange nature.

What does your race look like? How does the members' appearance help them adapt to their typical environment?

- A dormin looks human, but they are a strange creature. They are half-ghost, which can manifest in many ways, such as light hair or a voice that never quite goes above a whisper. They usually have pale skin and blonde or white hair, and stand just a little bit shorter than their human peers.

What is your race's history? Does it have a creation myth? Were there pivotal events in the race's history?

-

What kinds of relationships does your race have with other races? Does it have allies?

-

Competitors? Enemies? Hated foes?

-

What classes does your race tend to favor?

- Dormini have great capabilities in social scenarios, but often have trouble in combat due to their innate frailty.

Trait - Monstrous (21+ RP, 5 traits per category)

- Outsider (3RP) - lowlight vision; eat, breath, sleep
- Half-undead subtype (5RP) -
- Medium (0RP)
- Slow speed (-1RP) - 20ft, but not encumbered by load
- Greater weakness (-3RP) - -4 CON, -2 DEX, +2 STR
- Dual-minded (1RP) - +2 on Will
- Fearless (1RP) - +2 vs fear
- Illusion resistance (1RP) - +2 vs illusions
- Mist child (1RP) - increase miss chance in concealment by 5%
- Undead resistance (1RP) -
- Emissary (1RP) -
- Integrated (1RP)
- Skill training (1RP)
- Sociable (1RP)
- Urbanite (1RP)
- Arcane focus (1RP)
- Envoy (1RP)
- Object of desire (1RP)
- Weather savvy (1RP)
- Lesser SLA (1RP) - 0 level spell

- Mountaineer (1RP)
- Sprinter (1RP)
- Bite (1RP)
- Breath weapon (1RP)
- Elemental assault (1RP)
- Toxic (1RP) - lifestealing
- Weapon familiarity (1RP) - spiked chain and dormin weapons
- Carrion sense (1RP)
- Lowlight vision (1RP)
- Water sense (1RP)
- Sunlight powerlessness (-2RP)
- Elemental vulnerability x4 (-8RP)

Total: 19RP