

Ancestries of Faerun

The below document uses the stock races from Pathfinder and balances each to a 13 race point cost (matching the tiefling in power). This removes the rush for the "more powerful", as all are balanced to the same level of ability. I have included with each ancestry suggestions for how to spend their extra points, but the alternate racial traits listed on AoN or d20pfsrd are available, and can be used to make your character more individualized (and each ancestry is detailed so that you can be correct in your cost exchange). If any of this is confusing, I apologize, and am happy to assist.

DWARF - 11 rp (+2)

Type Humanoid (dwarf) (0 rp)

Size Medium (0 rp)

Base Speed Slow (-1 rp)

Languages Standard (0 rp)

Traits

- Defensive training, lesser (1 rp)
- Hardy (3 rp)
- Stability (1 rp)
- Greed (1 rp)
- Stonecunning (1 rp)
- Hatred (1 rp)
- Weapon familiarity (2 rp)
- Darkvision 60 ft. (2 rp)

Gold: -2 dexterity, +2 constitution, +2 wisdom

- exchange Defensive Training for Deep Warrior, and Hatred applies to aberrations instead of orcs and goblins
- Gain 2 rp of dwarf abilities
 - *suggested:* Lorekeeper (1 rp), Sense Aberration (1 rp)

Shield: +2 constitution, +2 wisdom, -2 charisma

- Gain 2 rp of dwarf abilities
 - *suggested:* Craftsman (1 rp), Rock Stepper (1 rp)

**** the dwarf alternate trait Iron Citizen is not available; it is listed to exchange for a 1 rp ability, but grants the benefits of a 5 rp ability ****

ELF - 10rp (+3)

Type Humanoid (elf) (0 rp)

Size Medium (0 rp)

Base Speed Normal (0 rp)

Languages Standard (0 rp)

Traits

- Elven immunities (2 rp)
- Skill bonus (Perception) (2 rp)
- Elven magic (3 rp)
- Weapon familiarity (2 rp)
- Low-light vision (1 rp)

Moon / Silver: +2 dexterity, -2 constitution, +2 charisma

- May opt to take Dragon Magic in place of Elven Magic and swap out the Draconic bloodline for any of the following: Arcane, Astral, Destined, Fey, Starsoul, Verdant
- Weapon Familiarity: longbow, shortbow, longsword, rapier
- Gain 3 rp of elf abilities
 - *suggested:* Emissary* (1 rp), Skill Bonus* (2 rp)

Sun / Gold: +2 dexterity, -2 constitution, +2 intelligence

- May opt to take Illustrious Urbanite and apply it to any single school of magic, rather than the listed 3.
- Weapon Familiarity: longbow, shortbow, rapier, short sword
- Gain 3 rp of elf abilities
 - *suggested:* Arcane Focus (2 rp), Skill Training* (1 rp)

Wood / Copper: +2 dexterity, +2 wisdom, -2 charisma

- Weapon Familiarity: longbow, shortbow, kukri, scimitar
- Gain 3 rp of elf abilities
 - *suggested:* Silent Hunter (2 rp), Sprinter* (1 rp)

GNOME - 10rp (+3)

Type Humanoid (gnome) (0 rp)

Size Small (0 rp)

Base Speed Slow (-1 rp)

Languages Standard (0 rp)

Traits

- Defensive training, lesser (1 rp)
- Illusion resistance (1 rp)
- Skill bonus (Perception) (2 rp)
- Skill bonus (choose one Craft or Profession) (2 rp)
- Gnome magic (2 rp)
- Hatred (1 rp)
- Weapon familiarity (1 rp)
- Low-light vision (1 rp)

Forest: -2 strength, +2 constitution, +2 wisdom

- Gnome Magic may use Charisma or Wisdom, whichever is greater

- May exchange Defensive Training, Lesser and Hatred (2 rp) for Defensive Training, Greater (4 rp), paying additional cost
- Gain 3 rp of gnome abilities
 - *suggested*: Camouflage-forest* (1 rp), Sound Mimicry (1 rp), Terrain Stride-forest* (1 rp)

Rock: +2 constitution, +2 intelligence, -2 wisdom

- Exchange Gnome Magic for Utilitarian Magic; may use Intelligence or Charisma, whichever is greater
- Gain 3 rp of gnome abilities
 - *suggested*: Master Tinker (2 rp), Skill Training* (1 rp)

HALF-ELF - 10rp (+3)

Type Humanoid (elf, human) (0 rp)

Size Medium (0 rp)

Base Speed Normal (0 rp)

Languages Linguist (1 rp)

Traits

- Elven immunities (2 rp)
- Skill bonus (Perception) (2 rp)
- Static bonus feat (Skill Focus) (2 rp)
- Low-light vision (1 rp)
- Multitalented (2 rp)
- Gain 3 rp of elf, half-elf, or human abilities
 - *Suggested (elf-kin)*: suggested elven subrace** (3 rp)
 - *Suggested (human-raised)*: drop 'Linguist' (-1 rp), Skilled (4 rp)
 - *Suggested (loner)*: drop 'Linguist' (-1 rp), Dual Minded (2 rp), Wary (2 rp)

HALF-ORC - 8rp (+5)

Type Humanoid (human, orc) (0 rp)

Size Medium (0 rp)

Base Speed Normal (0 rp)

Languages Standard (0 rp)

Traits

- Orc ferocity (2 rp)
- Weapon familiarity (2 rp)
- Skill bonus (Intimidate) (2 rp)
- Darkvision 60 ft. (2 rp)
- May choose alternate Specialized ability score adjustments (+2 strength, +2 constitution, -2 intelligence) (1 rp)
- Gain 5 rp of half-orc, human, or orc abilities
 - *Suggested (orc-born)*: exchange Orc Ferocity for Ferocity* (orc ability, +2 rp), Toothy (2 rp)

- *Suggested (human-raised)*: Human Raised (4 rp), Skill Training* (1 rp)
- *Suggested (loner)*: Shaman's Apprentice (2 rp), Tenacious (2 rp)

*** the half-orc alternate trait *Skilled* is not available; it is listed to exchange for a 2 rp ability, but grants the benefits of a 4 rp ability ***

HALFLING - 9rp (+4)

Type Humanoid (halfling) (0 rp)

Size Small (0 rp)

Base Speed Slow (-1 rp)

Languages Standard (0 rp)

Traits

- Fearless (1 rp)
- Lucky, lesser (2 rp)
- Skill bonus (Acrobatics) (2 rp)
- Skill bonus (Climb) (2 rp)
- Skill bonus (Perception) (2 rp)
- Weapon familiarity (1 rp)

Lightfoot: -2 strength, +2 dexterity, +2 charisma

- Exchange Fearless for Eternal Hope* (+1 rp)
- Gain 3 rp of halfling abilities
 - *Suggested*: Irrepressible (1 rp), Underfoot Dodger (2 rp)

Strongheart: -2 strength, +2 dexterity, +2 charisma

- Exchange Lucky, Lesser for Underfoot (- rp)
- Gain 4 rp of halfling abilities
 - *Suggested*: Attentive (2 rp), Behind the Veil (1 rp), Fleet of Foot (1 rp*)

HUMAN - 9rp (+4)

Type Humanoid (human) (0 rp)

Size Medium (0 rp)

Base Speed Normal (0 rp)

Languages Linguist (1 rp)

Traits

- Flexible bonus feat (4 rp)
- Skilled (4 rp)
- Gain 4 rp of human abilities
 - *Suggested*: any "Heart of the..." ability (4 rp)
 - *Suggested*: +2 to two skills (4 rp)

PLANETOUCHED

AASIMAR - 15rp (-2)

Type Outsider (native) (3 rp)

Size Medium (0 rp)

Base Speed Normal (0 rp)

Ability Score Modifiers Flexible (+2 Wis, +2 Cha) (2 rp)

Languages Standard (0 rp)

Traits

- Celestial resistance (3 rp)
- Skill bonus (Diplomacy) (2 rp)
- Skill bonus (Perception) (2 rp)
- Spell-like ability, greater (3 rp)
- Darkvision 60 ft. (- rp)
- Gain -2 to ability score of player's choice (-2 rp)
- May select a variant heritage

GENASI, AIR (Sylph) - 6rp (+7)

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)

Traits

- Energy resistance (electricity) (1 rp)
- Spell-like ability, lesser (3 rp)
 - 0th level (each 1/day):
 - 1st level (pick 2; each 1/day):
- Elemental affinity (air) (1 rp)
- Darkvision 60 ft. (- rp)
- Hold Breath (1 rp) ((4x/ maybe dbl?))*
- Gain ? rp of undine abilities

GENASI, EARTH (Oread) - 7 rp (+6)

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)

Traits

- Energy resistance (acid) (1 rp)
- Elemental affinity (earth) (1 rp)
- Spell-like ability, lesser (3 rp)
 - 0th level (each 1/day):
 - 1st level (pick 2; each 1/day):

- Darkvision 60 ft. (- rp)
- Ferrous Growth (2 rp)
- Gain ? rp of undine abilities

GENASI, FIRE (Ifrit) - 6rp (+7)

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)

Traits

- Energy resistance (fire) (1 rp)
- Elemental affinity (fire) (1 rp)
- Spell-like ability, lesser (3 rp)
 - 0th level (each 1/day): dancing lights, flare, spark
 - 1st level (pick 2; each 1/day):
- Darkvision 60 ft. (- rp)
- Gain ? rp of undine abilities

GENASI, WATER (Undine) - 7rp (+6)

Type Outsider (native) (3 rp)

Size Medium (0 rp)

Base Speed Normal (0 rp)

Ability Score Modifiers Standard (-2 Str, +2 Con, +2 Wis) (0 rp)

Languages Standard (0 rp)

Traits

- Amphibious (2 rp)
- Energy resistance (cold) (1 rp)
- Elemental affinity (water) (1 rp)
- Spell-like ability, lesser (3 rp)
 - 0th level (each 1/day):
 - 1st level (pick 2; each 1/day):
- Swim (1 rp)
- Darkvision (- rp)
- Gain 2 rp of undine abilities

TIEFLING - 13rp (-)

Type Outsider (native) (3 rp)

Size Medium (0 rp)

Base Speed Normal (0 rp)

Ability Score Modifiers Standard (+2 Dex, +2 Int, -2 Cha) (0 rp)

Languages Standard (0 rp)

Traits

- Fiendish resistance (3 rp)

- Skill bonus (Bluff) (2 rp)
- Skill bonus (Stealth) (2 rp)
- Fiendish Sorcery (1 rp)
- Spell-like ability, lesser (2 rp)
- Darkvision 60 ft. (- rp)
- May select a variant heritage