

## Chapter 2 – Races of the Land

### Bokomoblin Racial Traits

- -2 Strength, +2 Charisma.
- **Small:** Bokomoblins gain a +1 size bonus to both Defense and on attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Bokomoblins base speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Low-light Vision (Ex):** Bokomoblins can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +1 morale bonus to all skill checks and attack rolls when within 30 ft. of an ally.
- +4 morale bonus to all saving throws when within 30 ft. of an ally.
- +1 to the standard bonus when flanking, for a total bonus of +3.
- +1 to the standard co-operation bonus when aiding another, for a total bonus of +3.
- +2 racial bonus to Tumble skill checks.
- **Favored Class:** Wanderer.
- **Automatic Languages:** Moblin.

### Deku Racial Traits

- +2 Constitution, -2 Wisdom.
- **Small:** Dekus gain a +1 size bonus to both Defense and on attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Deku base speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Natural Armor:** Deku have DR 5/bludgeoning or slashing.
- **Limited Plant Traits (Ex):** Deku are plants, and are immune to poison, paralysis, and stunning spells and effects. Deku do not gain immunity to critical hits. Deku do not gain immunity to mind-affecting spells and effects, and are considered humanoids for such effects.
- **Fire Vulnerability (Ex):** Dekus take 50% extra damage from fire-based attacks, regardless of any saves allowed and their results.
- **Low-light Vision (Ex):** Dekus can see twice as far as normal in moonlight,

torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.

- **Seed Shot (Ex):** Dekus have a natural unarmed ranged attack that deals 1d2 subdual damage, and is considered a thrown weapon with a range increment of 15 feet.
- **Water Skipping (Ex):** Dekus can move across any liquid surface at a rate of 10 feet per round, requiring a Balance check each round. In addition, they must make an additional Balance check for every ninety-degree turn they make. The DC for this ability starts at 15, and increase by +1 for every previous Balance check made until the Deku reaches a solid surface. Failure means that the Deku falls into the water, and normal swimming and drowning rules apply.
- -2 racial penalty on Swim checks. Deku have to fail a Swim check by 9 or more to begin drowning.
- +4 racial bonus on Hide and Move Silently checks while in wooded areas.
- **Favored Class:** Wilderfolk.
- **Automatic Languages:** Deku.

### Fairy Racial Traits

- +2 Intelligence, +2 Wisdom, +2 Charisma, -4 Strength, -2 Constitution.
- **Diminutive:** Minish gain a +4 size bonus to both Defense and on attack rolls and a +8 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are one-fourth of those of medium-sized creatures. In addition, they have no natural reach, cannot threaten squares, and always provoke an attack of opportunity when they attack in melee.
- Fairy base speed is 10', flight 30' (Perfect).
- +3 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Fairy Dust (Sp):** As a full-round action, a fairy can sprinkle fairy dust on a creature that acts like as a *cure light wounds* spell cast by a 1st level wizzrobe. The fairy may use this ability three times per day.
- **Fey Traits (Ex):** Fairies are considered fey instead of humanoid.
- **Low-light Vision (Ex):** Fairies can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus to Spellcraft checks.

- **Favored Class:** Wizzrobe.
- **Automatic Languages:** Sylvan.

### Feravir Racial Traits

- **Medium-size:** As medium-size creatures, Feravir do not have any special advantages or disadvantages for their size.
- Feravir base Speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Animal Form (Ex):** Feravir gets a bonus Animal Form feat at 1<sup>st</sup> level.
- **Shapechanger Traits (Ex):** Feravir have the shapechanger subtype.
- +2 racial bonus to Handle Animal and Wild Empathy skill checks.
- +2 to saves vs. polymorph effects.
- **Favored Class:** Wilderfolk.
- **Automatic Languages:** Classical and Hylian.

### Garo Racial Traits

- +2 Dexterity, -2 Constitution.
- **Medium-size:** As medium-size creatures, garo do not have any special advantages or disadvantages for their size.
- Garo base speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Darkvision (Ex):** Garo can see in the dark up to 60 ft normally except vision is black and white only.
- **Limited Incorporeality (Sp):** Garo may assume incorporeality as a standard action by spending 2 Shadow or Latent MP. At the end of each round after the round that he assumes it, he must spend 1 Shadow or Latent MP to maintain incorporeality as a free action or the effect ends.
- **Limited Undead Traits (Ex):** Garo are undead, and are immune to poison, paralysis, disease, exhaustion, fatigue, *sleep*, and stunning spells and effects. Garo are not affected by non-lethal damage, and are at not risk from death by massive damage. Garo do not gain immunity to critical hits, ability drain, energy drain, or any effect which requires a Fortitude save. Garo have a constitution score, and gain additional hit points according to their constitution modifier as normal. Garo use Constitution for concentration skill checks as normal. Garo have no natural healing rate, but can be healed by magic, and both positive and negative energy heal the Garo. Garo cannot be affected by *raise dead* spells and effects, but *reincarnation* spells still affect them normally. *Resurrection* spells and effects work on the garo, but only

### Behind the Mechanics: Racial Defense Bonus

Racial Defense Bonus was included as a result of tinkering with the Defense / Damage Reduction mechanics we opted to use for the Legend of Zelda D20 System.

Previous versions of the Defense / Damage Reduction system in other products by the Wizards of the Coast had Class Defense Bonuses that were 2 points higher than the values used in this system. However, when multiclassing, the character was allocated a -2 penalty to Defense for every Base Class after the first.

This was deemed too confusing, and was further compounded by the fact that Prestige Classes already had this -2 penalty applied. Instead we opted to include the -2 Defense penalty to the Base Classes so you could simply add Class Defense Bonuses together without worrying.

This left us with a flat +2 Defense Bonus which was to be applied to all 1st level characters. The best place to note this was under races as a racial trait.

However, we quickly realized that we could use Racial Defense Bonus as a means of further customizing each race. And thus, the current Racial Defense Bonuses were created, based around a base value of +2.

When customizing other races for your Legend of Zelda D20 games, you will need to add your own Racial Defense Bonus based around a base value of +2.

bring them back as garo. Garo do not gain immunity to other mind-affecting spells and effects besides sleep effects, and are considered humanoids for such effects. Garo do not breathe, eat, or sleep.

- **Natural Attacks (Ex):** Garo have two natural attacks that deal 1d6 + Strength modifier slashing damage. To use both attacks, the garo must take the full attack action and fights as if with two light weapons, and possessing the Two-Weapon-Fighting feat while using these attacks. Garo can take Weapon Finesse with these attacks. Garo may not use any other weapons while using these attacks. Garo cannot use these attacks while incorporeal.
- Garo get the Diehard feat free at 1<sup>st</sup> level. Garo must automatically act as if disabled when at -1 to -9 hit points. Stalfos count as dead as normal when reduced to -10 hit points or less.
- -2 racial penalty to Climb, Construction, Craft, Demolition, Disable Device, Forgery, Heal, Open Lock, Perform, Sleight of Hand, Use Rope, and Use Technological Device skill checks.

- +2 racial bonus to Balance, Hide, Move Silently, and Tumble skill checks.
- **Favored Class:** Grifter.
- **Automatic Languages:** Underworld.

### Gerudo Racial Traits

- +2 Dexterity, -2 Wisdom.
- **Medium-size:** As medium-size creatures, gerudo do not have any special advantages or disadvantages for their size.
- Gerudo base speed is 30 ft.
- +3 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- +2 racial bonus on Climb, Jump, and Ride checks.
- +2 racial bonus on Survival checks made in desert climates.
- **Sparse Consumption (Ex):** Gerudo can survive on 1/4 the amount of the food and water any other race needs each day.
- **Weapon Familiarity (Ex):** Gerudo receive the Weapon Group Proficiency (Martial) feat for free at 1<sup>st</sup> level.
- **Favored Class:** Wanderer.
- **Automatic Languages:** Hylian.

### Ghini Racial Traits

- +2 Charisma, +2 Dexterity, -2 Strength, -2 Constitution.
- **Medium-size:** As medium-size creatures, ghini do not have any special advantages or disadvantages for their size.
- Ghini base speed is fly 20' (perfect).
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Dark Sensitivity (Ex):** Ghini have -1 to all attack rolls, skill checks, and saving throws while in natural or magical darkness.
- **Darkvision (Ex):** Ghini can see in the dark up to 60 ft normally except vision is black and white only.
- **Limited Undead Traits (Ex):** Ghini are undead, and are immune to poison, paralysis, disease, exhaustion, fatigue, *sleep*, and stunning spells and effects. Ghini are not affected by non-lethal damage, and are at not risk from death by massive damage. Ghini do not gain immunity to critical hits, ability drain, energy drain, or any effect which requires a Fortitude save. Ghini have a constitution score, and gain additional hit points according to their constitution modifier as normal. Ghini use Constitution for concentration skill checks as normal. Ghini have no natural healing rate, but can be healed by magic, and both positive and negative energy heal the Ghini. Ghini cannot be affected by *raise dead* spells and effects, but *reincarnation* spells still

affect them normally. *Resurrection* spells and effects work on the ghini, but only bring them back as ghini. Ghini do not gain immunity to other mind-affecting spells and effects besides sleep effects, and are considered humanoids for such effects. Ghini do not breathe, eat, or sleep.

- **Natural Attacks (Ex):** Ghini have a natural slam attack that deals 1d3 + Strength bonus subdual bludgeoning damage, which also poisons their opponent. The poison has a Fort save of DC 10 + Con Mod, and deals 1 Dex initial damage, and 1d6 Dex secondary damage.
- Ghini get the Diehard feat free at 1<sup>st</sup> level. Ghini must automatically act as if disabled when at -1 to -9 hit points. Ghini count as dead as normal when reduced to -10 hit points or less.
- +2 bonus to Hide, Move Silently, and Spot checks.
- **Favored Class:** Grifter.
- **Automatic Languages:** Underworld.

### Gibdos Racial Traits

- +2 Strength, +2 Constitution, -2 Dexterity, -2 Charisma.
- **Medium-size:** As medium-size creatures, gibdos do not have any special advantages or disadvantages for their size.
- Gibdos base speed is 15 ft.
- Gibdos do not gain a racial bonus to Defense.
- **Darkvision (Ex):** Gibdos can see in the dark up to 60 ft normally except vision is black and white only.
- **Fire Vulnerability (Ex):** Gibdos take 50% extra damage from fire-based attacks, regardless of any saves allowed and their results.
- **Gibdo Armor (Ex):** Gibdos have damage reduction 6/-. Gibdos have a permanent armor check penalty of -4 and a permanent automatic spell failure of 25%. Gibdos gain only half of their Class Defense Bonus. Gibdos cannot wear any type of armor, but can use shields as normal.
- **Limited Undead Traits (Ex):** Gibdos are undead, and are immune to poison, paralysis, disease, exhaustion, fatigue, *sleep*, and stunning spells and effects. Gibdos are not affected by non-lethal damage, and are at not risk from death by massive damage. Gibdos do not gain immunity to critical hits, ability drain, energy drain, or any effect which requires a Fortitude save. Gibdos have a constitution score, and gain additional hit points according to their constitution modifier as normal. Gibdos use Constitution for concentration skill checks

as normal. Gibdos have no natural healing rate, but can be healed by magic, and both positive and negative energy heal the gibdos. Gibdos cannot be affected by *raise dead* spells and effects, but *reincarnation* spells still affect them normally. *Resurrection* spells and effects work on the gibdos, but only bring them back as gibdos. Gibdos do not gain immunity to other mind-affecting spells and effects besides sleep effects, and are considered humanoids for such effects. Gibdos do not breathe, eat, or sleep.

- **Natural Attacks (Ex):** Gibdos have a natural melee attack that deal 1d8 + Strength bonus bludgeoning damage, which they may use with a standard action.
- **Powerful Build (Ex):** Whenever a gibdos is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size larger if doing so is advantageous to him. A gibdos is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A gibdos can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- Gibdos get the Diehard feat free at 1<sup>st</sup> level. Gibdos must automatically act as if disabled when at -1 to -9 hit points. Gibdos count as dead as normal when reduced to -10 hit points or less.
- +2 to Concentration, Heroism, Intimidate, and Valor skill checks.
- **Favored Class:** Warrior.
- **Automatic Languages:** Underworld.

### Goriya Racial Traits

- +2 Dexterity, -2 Charisma.
- **Medium-size:** As medium-size creatures, goriyas do not have any special advantages or disadvantages based on their size.
- Goriya base speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Low-light Vision (Ex):** Goriyas can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.

- **Weapon Familiarity (Ex):** Goriyas are proficient with all simple, martial, and exotic throwing weapons.
- +1 racial bonus to attack rolls made with thrown weapons.
- +2 racial bonus to all Will saves.
- +2 racial bonus to Hide, Listen, Move Silently, and Spot checks.
- **Favored Class:** Wanderer.
- **Automatic Languages:** Moblin.

### Goron Racial Traits

- +2 Constitution, -2 Dexterity.
- **Medium-size:** As medium-size creatures, gorons do not have any special advantages or disadvantages for their size.
- Goron base speed is 15 ft. Gorons can run up to only triple speed; however, when wearing medium armor or carrying a medium load, the goron's speed is unchanged. While in heavy armor or toting a heavy load, the goron's speed is cut to 10 feet, but running is still at triple speed. All armor check penalties apply normally.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Natural Armor (Ex):** Gorons have damage reduction 2/-.
- **Curl and Roll (Ex):** As a full round action, you may make a curl and roll attack. This attack counts as an overrun attack made during a charge. Any opponent knocked prone by this attack takes 2d4 + Str mod damage. If the Goron is rolling downhill, opponents knocked prone take 4d4 + Str mod damage, and if the Goron was rolling uphill, opponents knocked prone take 1d4 + Str mod damage. The Goron does not make an attack at the end of this move, but retains all the modifiers he would have had for charging.
- **Darkvision (Ex):** Gorons can see in the dark up to 60 ft normally except vision is black and white only.
- Gorons have a -4 racial penalty to all Swim checks.
- **Mineralvore (Ex):** Gorons eat rocks, which are about as nutritious as a common or poor meal for a humanoid.
- **Stonecunning (Ex):** Gorons receive a +2 racial bonus to checks to notice unusual stonework. Something that is not stone but is disguised as stone also counts as unusual stonework. A goron who merely comes within 10 ft of unusual stonework can make a check as though actively searching and can use Search to find stone traps as a rogue can. A goron can also sense depth, sensing the

approximate distance underground as naturally as sensing which way is up.

- +4 racial bonus on Hide checks while in mountainous and rocky terrain.
- +2 racial bonus to Demolition skill checks.
- **Favored Class:** Warrior.
- **Automatic Languages:** Goron and Terran.

### Hinox Racial Traits

- +10 Strength, -2 Dexterity, +6 Constitution, -2 Intelligence, +8 Wisdom, -4 Charisma.
- **Huge Size:** Hinox are Large creatures, and as such have a -2 size penalty to attack rolls and Defense, and a -8 size penalty to Hide skill checks for size. They have a 15 ft. by 15 ft. space and a 15 ft. reach. Their lifting and carrying amounts are four times those of medium-sized creatures.
- Hinox base speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Natural Armor (Ex):** Hinox have damage reduction 1/-.
- +2 racial bonus to Demolitions and Craft (Gunpowder) skill checks.
- -2 racial penalty to attack rolls.
- Hinox gain the Weapon Group Proficiency (Gunpowder) feat for free at 1<sup>st</sup> level.
- **Automatic Languages:** Moblin.
- **Favored Class:** Warrior.

### Hylvian Racial Traits

- **Medium-size:** As medium-size creatures, hylvians do not have any special advantages or disadvantages for their size.
- Hylvian base Speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Low-light Vision:** Hylvians can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- 4 extra skill points at 1st level and 1 additional skill point per level.
- +1 luck bonus on all saving throws.
- +2 racial bonus to Listen and Spot checks.
- **Favored Class:** Noble.
- **Automatic Languages:** Hylvian.

### Keaton Racial Traits

- +2 Dexterity, -2 Constitution.
- **Small:** Keatons gain a +1 size bonus to both Defense and on attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying

limits are three-quarters those of medium-sized creatures.

- Base speed 40 feet. Burrow speed 10 ft.
- +3 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Bump and Switch (Ex):** When a Keaton makes a successful unarmed attack, they may immediately make a free Sleight of Hand check at a -4 penalty to attempt steal a random small item carried on the target's person. This check is made normally, but the target will not discover the theft until after the combat, unless he tries to use the stolen item.
- **Low-light Vision (Ex):** Keatons can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +2 to Bluff, Gather Information, and Sleight of Hand checks.
- **Favored Class:** Grifter.
- **Automatic Languages:** Lynel.

### Kiki Racial Traits

- +2 Dexterity, -2 Wisdom.
- **Small:** Kiki gain a +1 size bonus to both Defense and attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Kiki base speed is 30 ft. Kiki have a climb speed of 30 ft. They must make a Climb check to climb any wall or slope with a DC higher than 0, but gain a +8 racial skill bonus to Balance and Climb checks, and can take 10 even when rushed or threatened. Kiki retain their Dex bonus when climbing. If a Kiki chooses the accelerated climb option, it moves at double its climb speed (or at its land speed, whichever is slower). Kiki retain their Dexterity bonus to Defense (if any) while climbing, and their opponents gain no special bonus against it. Kiki cannot use the run action while climbing.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Practical (Ex):** Kiki get 8 additional skill points at first level, and +2 additional skill points per level thereafter. These additional skill points can only be spent on skills which use Strength, Dexterity, or Constitution as their key ability.
- +2 racial bonus on Construction and Disable Device skill checks.
- **Favored Class:** Wilderfolk.
- **Automatic Languages:** Hylvian.

## Kokiri Racial Traits

- +2 Dexterity, +2 Wisdom, -2 Strength, -2 Constitution.
- **Small:** Kokiri gain a +1 size bonus to both Defense and attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Kokiri base speed is 20 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Fey Traits (Ex):** Kokiri are considered fey rather than humanoid.
- **Low-light Vision (Ex):** Kokiri can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- **Weapon Familiarity (Ex):** Kokiri receive the Simple Weapon Proficiency feat in sling, dagger, and shortspear.
- +4 racial bonus to saves versus mind-affecting spells and effects.
- +4 racial bonus to saves versus effects which cause ability score damage or ability score drain while in a forest.
- +2 racial bonus on Listen, Spot, and Survival checks.
- **Favored Class:** Wilderfolk.
- **Automatic Languages:** Kokiri and Sylvan.

## Korok Racial Traits

- +2 Wisdom, +2 Dexterity, -2 Strength, -2 Constitution.
- **Small:** Koroks gain a +1 size bonus to both Defense and attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarter those of medium sized creatures.
- A korok's base speed is 20 feet when moving on the ground, and 40 feet when flying. When flying, the korok has a maneuverability class of clumsy and loses his dex bonus to defense. The Korok is affected as if he is hustling while flying.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Natural Armor:** They also have DR 5/bludgeoning or slashing.
- **Fey Traits (Ex):** Koroks are considered fey instead of humanoid.
- **Limited Plant Traits (Ex):** Koroks are plants, and are immune to poison, paralysis, and stunning spells and effects. Koroks do not gain immunity to critical hits. Koroks do not gain immunity to

mind-affecting spells and effects, and are considered fey for such effects.

- **Low-light Vision (Ex):** Koroks can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +4 racial bonus to saves versus effects which cause ability score damage or ability score drain while in a forest.
- -2 racial penalty to Balance, Hide, and Move Silent skill checks.
- +2 racial bonus to Listen, and Spot skill checks.
- **Favored Class:** Wilderfolk.
- **Automatic Languages:** Kokiri and Sylvan.

## Lizalfos Racial Traits

- +2 Strength, +2 Dexterity, -2 Wisdom, -2 Charisma.
- **Medium-size:** As medium-size creatures, lizalfos do not have any special advantages or disadvantages for their size.
- Lizalfos base Speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Natural Armor (Ex):** Lizalfos have damage reduction 1/-.
- **Darkvision (Ex):** Lizalfos can see in the dark up to 60 ft normally except vision is black and white only.
- **Dragon Traits (Ex):** Lizalfos are dragons, and are immune to magic *sleep* effects and paralysis effects.
- **Low-light Vision (Ex):** Lizalfos can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- Lizalfos gain the Weapon Proficiency (Martial) feat for free at 1<sup>st</sup> level.
- +2 racial bonus to Balance, Jump, and Tumble checks.
- +4 racial bonus for saves against Fear effects, and to resist Intimidation checks.
- **Favored Class:** Warrior.
- **Automatic Languages:** Draconic.

## Lynel Racial Traits

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -4 Wisdom, -2 Charisma.
- **Large Size:** Lynels are Large creatures, and as such have a -1 to Attack rolls and Defense, and a -4 to Hide checks for size. They have a 10 ft. by 10 ft. space and a 5 ft. reach. Their lifting and carrying amounts are twice those of medium-sized creatures.

- Lynel base speed is 40 ft.
- +3 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Low-light Vision (Ex):** Lynels can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- **Throw Weapon (Ex):** As a standard action, the lynel may throw a held melee weapon to make a single ranged attack with a range increment of 10'.
- Lynels get +1 hit point per level.
- +2 racial bonus to Hide, Move Silently, and Survival skill checks.
- **Favored Class:** Wilderfolk.
- **Automatic Languages:** Lynel.

### Minish Racial Traits

- -6 Strength, +2 Intelligence, +2 Wisdom, +2 Charisma.
- **Fine:** Minish gain a +8 size bonus to both Defense and on attack rolls and a +16 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are one-eighth of those of medium-sized creatures. In addition, they have no natural reach, cannot threaten squares, and always provoke an attack of opportunity when they attack in melee.
- Minish base speed is 20 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Immense Strength (Ex):** The Minish's size does not hamper their ability to lift and move objects, and their maximum lift, carry, and push scores are multiplied by five. These modifiers are in addition to those for being Fine creatures, and do not affect the Minish's values for light, medium, and heavy loads.
- **Natural Invisibility (Su):** The Minish has a permanent invisibility effect. It is temporarily negated for one hour or until he can get out of sight, whichever is sooner, if he attacks a creature or casts a spell. The effect is not negated for creatures that did not become aware of the Minish when he attacked or cast a spell. This ability has no effect on creatures with an intelligence of two or less, creatures that are younger than Adult for their race, or on other Minish. This ability cannot be voluntarily dispelled by the Minish.
- **Speak with Animals (Ex):** The Minish can converse with animals at will. This has no effect on whether the animals will attack them or not, although sometimes a

Minish may be able to talk an animal out of attacking them.

- **Favored Class:** Academic.
- **Automatic Languages:** Classical.

### Moblin Racial Traits

- +4 Strength, +2 Constitution, -4 Dexterity, -2 Intelligence.
- **Large Size:** Moblins are Large creatures, and as such have a -1 to Attack rolls and Defense, and a -4 to Hide checks for size. They have a 10 ft. by 10 ft. space and a 10 ft. reach. Their lifting and carrying amounts are twice those of medium-sized creatures.
- Moblin base speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Natural Armor (Ex):** Moblins have damage reduction 1/-.
- **Improved Natural Healing (Ex):** Moblins recovers twice their character level in hit points after a full night's rest, and four times their character level in hit points after a full day's bed rest.
- **Low-light Vision (Ex):** Moblins can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- **Scent (Ex):** Moblins can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range. When a creature detects a scent, the exact location is not revealed – only its presence somewhere within range. Moblins can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location. Moblins with the Track feat can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending upon how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Moblins tracking by scent ignore the effects of surface conditions and poor visibility.
- +2 racial bonus to Intimidate skill checks.
- +2 racial bonus to all Fortitude saves.

- **Favored Class:** Warrior.
- **Automatic Languages:** Moblin.

### Rito Racial Traits

- +2 Dexterity, +2 Intelligence, -2 Strength, -2 Wisdom.
- **Medium-size:** As medium-size creatures, rito do not have any special advantages or disadvantages for their size.
- A rito's base speed is 30 feet when moving on the ground, and 40 feet when flying. When flying, the rito has a maneuverability class of Poor. The rito has to use their arms to fly, during which they do not have any free hands with which to hold weapons, cast spells, or make touch attacks. In addition, the rito cannot make any unarmed attacks while flying.
- +2 racial bonus to Defense while on the ground, +1 while in the air.
- **Improved Low-light vision (Ex):** Rito can see three times as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Spot, Listen, and Sense Motive checks.
- **Favored Class:** Academic.
- **Automatic Languages:** Auran and Rito.

### Stalfos Racial Traits

- +2 Dexterity, -2 Charisma.
- **Medium-size:** As medium-size creatures, stalfos do not have any special advantages or disadvantages for their size.
- Stalfos base speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Darkvision (Ex):** Stalfos can see in the dark up to 60 ft normally except vision is black and white only.
- **Limited Undead Traits (Ex):** Stalfos are undead, and are immune to poison, paralysis, disease, exhaustion, fatigue, *sleep*, and stunning spells and effects. Stalfos are not affected by non-lethal damage, and are at not risk from death by massive damage. Stalfos do not gain immunity to critical hits, ability drain, energy drain, or any effect which requires a Fortitude save. Stalfos have a constitution score, and gain additional hit points according to their constitution modifier as normal. Stalfos use Constitution for concentration skill checks as normal. Stalfos have no natural healing rate, but can be healed by magic, and both positive and negative energy heal the stalfos. Stalfos cannot be affected by *raise dead* spells and effects, but

*reincarnation* spells still affect them normally. *Resurrection* spells and effects work on the stalfos, but only bring them back as stalfos. Stalfos do not gain immunity to other mind-affecting spells and effects besides sleep effects, and are considered humanoids for such effects. Stalfos do not breathe, eat, or sleep.

- Stalfos get the Diehard feat free at 1<sup>st</sup> level. Stalfos automatically act as if disabled when at -1 to -9 hit points. Stalfos count as dead as normal when reduced to -10 hit points or less.
- +2 racial bonus to Jump, Intimidate, and Tumble skill checks.
- **Favored Class:** Wanderer.
- **Automatic Languages:** Underworld.

### Subrosian Racial Traits

- +2 Intelligence, -2 Charisma.
- **Small:** Subrosians gain a +1 size bonus to both Defense and attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than medium-sized creatures, and their lifting and carrying limits are three-quarters those of medium-sized creatures.
- Subrosian base speed is 30 ft.
- +1 racial bonus to defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Fire Resistance (Ex):** Subrosians have Fire Resistance 15.
- **Low-light Vision (Ex):** Subrosians can see twice as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- **Metalvore (Ex):** Subrosians eat metal or ore, which are about as nutritious as a common or poor meal for a humanoid.
- +2 racial bonus on Craft and Appraise checks involving metal.
- **Favored Class:** Artisan.
- **Automatic Languages:** Ignan and Underworld.

### Tokay Racial Traits

- +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom.
- **Medium-size:** As medium-size creatures, tokay do not have any special advantages or disadvantages for their size.
- Tokay base speed is 30 ft.
- +3 racial bonus to defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Amphibious (Ex):** Although Tokay are aquatic, they can survive indefinitely on land.
- **Aquatic Subtype (Ex):** Tokay have the Aquatic subtype. Tokay have a swim speed of 30 ft, and thus can move in

water without making Swim checks. Tokay gain a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. Tokay can always choose to take 10 on a swim check, even if distracted or endangered while swimming. Tokay can use the run action while swimming, provided that they swim in a straight line. Tokay can breathe underwater.

- **Natural Survivor (Ex):** Tokay may roll twice for each saving throw they make, and use the highest total.
- **Favored Class:** Wanderer.
- **Automatic Languages:** Aquan and Tokay.

### Wind Tribe Racial Traits

- +2 Wisdom, -2 Charisma.
- **Medium-size:** As medium-size creatures, the Wind Tribe do not have any special advantages or disadvantages for their size.
- Wind Tribe base Speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense
- **Cold Resistance (Ex):** The Wind Tribe has Cold Resistance 5.
- **Messengers of the Winds (Ex):** The Wind Tribe can speak with all birds at will. Birds will not attack members of the Wind Tribe unless they are attacked first.
- **One with the Winds (Sp):** The Wind Tribe develop control over the element of Air, and possess a degree of magic regardless of their chosen path, which comes naturally to them. Beginning at 3<sup>rd</sup> level, and every two levels thereafter, the Wind Tribe automatically learns one of the following spells, in the following order: *obscuring mist*, *wind wall*, *gaseous form*, *air walk*, *control winds*, *chain lightning*, *control weather*, *whirlwind*, and *air elemental swarm*. They may spend MP from their latent pools to cast these spells as if they were a Wizzrobe equal to their character level at twice their usual MP cost. Wind Tribe Wizzrobes automatically learn these spells as soon as they are able to cast them.
- The Wind Tribe gets the Deflect Arrows feat free at 1<sup>st</sup> level.
- **Favored Class:** Wizzrobe.
- **Automatic Languages:** Auran and Hylian.

### Zola Racial Traits

- +2 Constitution, -2 Intelligence.
- **Medium-size:** As medium-size creatures, zola do not have any special advantages or disadvantages for their size.
- Zola base Speed is 30 ft.

- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense. When at least ½ submerged in water, this bonus increases to +3.
- **Amphibious (Ex):** Although zola are aquatic, they can survive indefinitely on land.
- **Aquatic Subtype (Ex):** Zola have the Aquatic subtype. Zola have a swim speed of 50 ft, and thus can move in water without making Swim checks. Zola gain a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. Zola can always choose to take 10 on a swim check, even if distracted or endangered while swimming. Zola can use the run action while swimming, provided that they swim in a straight line. Zola can breathe underwater.
- **Caustic Spittle (Ex):** Zola have a natural unarmed ranged attack that deals 1d4 subdual damage, and is considered a thrown weapon with a range increment of 5 feet. Zola may only use this ability three times per day.
- **Dehydration (Ex):** Zola get a -4 penalty to all Fortitude saves to resist the effects of dehydration, heat exhaustion, and similar effects in extreme heat.
- **Greater Low-light Vision (Ex):** Zola can see four times as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- +4 racial bonus to Hide and Move Silently checks when underwater.
- **Favored Class:** Wilderfolk.
- **Automatic Languages:** Aquan.

### Zora Racial Traits

- +2 Dexterity, -2 Constitution.
- **Medium-size:** As medium-size creatures, zora do not have any special advantages or disadvantages for their size.
- Zora base Speed is 30 ft.
- +1 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense. When at least ½ submerged in water, this bonus increases to +3.
- **Amphibious (Ex):** Although Zora are aquatic, they can survive indefinitely on land.
- **Aquatic Subtype (Ex):** Zora have the Aquatic subtype. Zora have a swim speed of 50 ft, and thus can move in water without making Swim checks. Zora gain a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. Zora can always choose to take 10 on a swim check, even if distracted or

endangered while swimming. Zora can use the run action while swimming, provided that they swim in a straight line. Zora can breathe underwater.

- **Dehydration (Ex):** Zora get a -4 penalty to all Fortitude saves to resist the effects of dehydration, heat exhaustion, and similar effects in extreme heat.
- **Greater Low-light Vision (Ex):** Zora can see four times as far as normal in moonlight, torchlight, candlelight and other similar lighting conditions as normal. They retain the ability to distinguish color and detail under these conditions.
- **Natural Attacks (Ex):** Zora have two natural unarmed fin attacks that deal 1d4 + Strength bonus slashing damage. To use both attacks, the zora must take the full attack action and fight as if with two light weapons and possessing the Two-Weapon-Fighting feat while using these fins. Zora can take Weapon Finesse with these attacks. Zora may make these attacks in addition to any other allowed ranged and melee attacks, though all attacks are made at a -5 penalty to hit, and the fins deal 1d4 + ½ Strength bonus damage.
- -2 racial penalty on Bluff and Diplomacy checks involving any dishonest act.
- +2 racial bonus to all saves when at least ½ submerged in water.
- **Favored Class:** Performer.
- **Automatic Languages:** Aquan and Zoran.

## Zuna Racial Traits

- -2 strength, +2 Wisdom.
- **Medium-size:** As medium-size creatures, Zuna do not have any special advantages or disadvantages for their size.
- Zuna base Speed is 30 ft.
- +2 racial bonus to Defense. You lose this bonus anytime you would lose your Dexterity bonus to Defense.
- **Sand Massage (Ex):** The zuna may spend 1 hour to double a character's natural healing rate for the next 24 hours. The Zuna may use this ability on other Zuna.
- **Sand Rub (Ex):** A zuna has a +2 racial bonus on Heal checks, and can take 10 even when rushed.
- **Scholar (Ex):** Knowledge skills are always class skills for Zuna, and they gain a +2 racial bonus on all Knowledge checks.
- **Sparse Consumption (Ex):** Zuna can survive on 1/4 the amount of the food and water any other race needs each day.
- **Favored Class:** Academic.
- **Automatic Languages:** Classical.