

# Handout Collection

## 4: Races

Layout: Stefan Pietraszak

All text on pages 2 to 4 is Open Game Content, unless noted otherwise.  
If you spot any errors, tell us about it.

Requires the use of the *Dungeons & Dragons® Player's Handbook*, Third Edition, published by Wizards of the Coast®



<http://www.theothergamecompany.com>



©2003 *The Other Game Company* and Stefan Pietraszak. All rights reserved unless otherwise noted. Requires the use of the *Dungeons & Dragons® Player's Handbook*, Third Edition, published by Wizards of the Coast®. 'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast, a subsidiary of Hasbro®, Inc., and are used according to the terms of the D20 System License version 4.0. The Other Game Company, TOGC and the TOGC logo are trademarks of The Other Game Company. All rights reserved.

## Favored Class

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

## Race and Language

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

Literacy: Any character except a barbarian can read and write all the languages he or she speaks.

Class-Related Languages: Clerics, druids, and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions.

These class-related languages are as follows:

Cleric: Abyssal, Celestial, Infernal.

Druid: Sylvan.

Wizard: Draconic.

## Small Characters

A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. A Small character's carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character.

A Small character must use smaller weapons than a Medium character.

## Humans

o Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.

o Human base land speed is 30 feet.

o 1 extra feat at 1st level.

o 4 extra skill points at 1st level and 1 extra skill point at each additional level.

o Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.

o Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

## Dwarves

o +2 Constitution, -2 Charisma.

o Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.

o Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

o Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

o Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

o Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

o Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

o +2 racial bonus on saving throws against poison.

o +2 racial bonus on saving throws against spells and spell-like effects.

o +1 racial bonus on attack rolls against orcs and goblinoids.

o +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

o +2 racial bonus on Appraise checks that are related to stone or metal items.

o +2 racial bonus on Craft checks that are related to stone or metal.

o Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

o Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

## Elves

- o +2 Dexterity, -2 Constitution.
- o Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- o Elf base land speed is 30 feet.
- o Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- o Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- o Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- o +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- o Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnome, Goblin, Orc, and Sylvan.
- o Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

## Gnomes

- o +2 Constitution, -2 Strength.
- o Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- o Gnome base land speed is 20 feet.
- o Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- o Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- o +2 racial bonus on saving throws against illusions.
- o Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- o +1 racial bonus on attack rolls against kobolds and goblins.
- o +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed,

it loses its dodge bonus, too.

- o +2 racial bonus on Listen checks.
- o +2 racial bonus on Craft (alchemy) checks.
- o Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the speak with animals spell description.
- o Spell-Like Abilities: 1/day-speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day-dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- o Favored Class: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty.

## Half-Elves

- o Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- o Half-elf base land speed is 30 feet.
- o Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- o Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- o +1 racial bonus on Listen, Search, and Spot checks.
- o +2 racial bonus on Diplomacy and Gather Information checks.
- o Elven Blood: For all effects related to race, a half-elf is considered an elf.
- o Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- o Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

### Half-Orcs

o +2 Strength, -2 Intelligence, -2 Charisma.

A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.

o Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

o Half-orc base land speed is 30 feet.

o Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

o Orc Blood: For all effects related to race, a half-orc is considered an orc.

o Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal.

o Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he takes an experience point penalty.

### Halflings

o +2 Dexterity, -2 Strength.

o Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.

o Halfling base land speed is 20 feet.

o +2 racial bonus on Climb, Jump, and Move Silently checks.

o +1 racial bonus on all saving throws.

o +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.

o +1 racial bonus on attack rolls with thrown weapons and slings.

o +2 racial bonus on Listen checks.

o Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.

o Favored Class: Rogue. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

**OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE**

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.