

Allowed Races

Race	Stat Adjustment	Base Move	Level Adj.	Size
Asherati (Sand.)	None	30'	+0	Medium
Aventi (Storm.)	None	30'	+0	Medium
Bhuka (Sand.)	-2 Str, +2 Dex	30'	+0	Medium
Catfolk (R. of W.)	+4 Dex, +2 Cha	40'	+1	Medium
Centaur (R. of W.)	+8 Str, +4 Dex, +4 Con, -2 Int, +2 Wis	50'	+2	Medium
Darfellan (Storm.)	+2 Str, -2 Dex	20'	+0	Medium
Dromite (Ex. Psi.)	-2 Str, -2 Wis, +2 Cha.	20'	+1	Small
Drow (D. of U.)	+2 Dex, +2 Int, -2 Con, +2 Cha	30'	+2	Medium
Duergar (Ex. Psi.)	+2 Con, -4 Cha	20'	+1	Medium
Dwarf (PHB)	+2 Con, -2 Cha	20'	+0	Medium
Dwarf, Badlands (Sand.)	+2 Con, -2 Cha	20'	+0	Medium
Dwarf, Dream (R. of S.)	+2 Con, -2 Dex	20'	+0	Medium
Dwarf, Glacier (Frost.)	+2 Con, -2 Cha	20'	+0	Medium
Dwarf, Seacliff (Storm.)	+2 Con, -2 Cha	20'	+0	Medium
Elan (Ex. Psi.)	-2 Cha	30'	+0	Medium
Elf (PHB)	+2 Dex, -2 Con	30'	+0	Medium
Elf, Painted (Sand.)	+2 Dex, -2 Int	30'	+0	Medium
Elf, Snow (Frost.)	+2 Dex, -2 Cha	30'	+0	Medium
Feral Gargun (R. of S.)	+4 Str, +2 Dex, +4 Con, -2 Int, -2 Cha	30'	+2	Medium ¹
Githyanki	+2 Dex, +2 Con, -2 Wis	30'	+2	Medium
Githzerai	+6 Dex, -2 Int, +2 Wis	30'	+2	Medium
Goliaths (R. of S.)	+4 Str, -2 Dex, +2 Con	30'	+1	Medium ¹
Gnoll (R. of W.)	+4 Str, +2 Con, -2 Int, -2 Cha	30'	+1	Medium
Gnome (PHB)	+2 Con, -2 Str	20'	+0	Small
Gnome, Chaos (R. of S.)	-2 Str, -2 Dex, +2 Con, +2 Cha	30'	+1	Small
Gnome, Ice (Frost.)	+2 Con, -2 Str	20'	+0	Small
Gnome, Wavecrest (Storm.)	-2 Str, +2 Con	20'	+0	Small
Gnome, Whisper (R. of S.)	-2 Str, +2 Dex, +2 Con, -2 Cha	30'	+0	Small
Hadozee (Storm.)	+2 Dex, -2 Cha	30'	+0	Medium
Half-Elves (PHB)	None	30'	+0	Medium
Half-Giant (E. Psi.)	+2 Str, +2 Con, -2 Dex	30'	+1	Medium
Half-Orcs (PHB)	+2 Str, -2 Int, -2 Cha	30'	+0	Medium
Half-Orc, Scablands (Sand.)	+2 Str, -2 Int, -2 Cha	30'	+0	Medium
Haflings (PHB)	+2 Dex, -2 Str	20'	+0	Small
Haflings Shoal (Storm.)				
Haflings, Tundra (Frost.)	+2 Dex, -2 Str	20'	+0	Small
Human (PHB)	None	30'	+0	Medium
Killoren (R. of W.)	None	30'	+0	Medium
Kobold (R. of Dr.)	-4 Str, +2 Dex, -2 Con	30'	+0	Small
Lizard Men (MM1)	+2 Str, +2 Con, -2 Int	30'	+1	Medium
Maenad (Ex. Psi.)	None	30'	+0	Medium
Neanderthal (Frost.)	+2 Str, +2 Con, -2 Dex, -2 Int	30'	+0	Medium
Raptor (R. of W.)	None	30'	+0	Medium
Spellscales (R. of Dr.)	-2 Con, +2 Cha	30'	+0	Medium
Stonechild (R. of S.)	+8 Str, +8 Con, +2 Int, -2 Cha	30'	+4	Medium
Uldra (Ex. Psi.)	-2 Str, +2 Con, +2 Wis	30'	+1	Small
Xeph (Ex. Psi.)	+2 Dex, -2 Str	30'	+0	Medium--46

Race	Vision	Race	Favored Class	Natural AC Bonus	Sleep
Asherati (Sand.)	Normal	Humaonid	Rogue	+1	Normal
Aventi (Storm.)		Humanoid	Any	+0	Normal
Bhuka (Sand.)	Normal/Glare Resistant	Humanoid	Druid	+0	Normal
Catfolk (R. of W.)	Low-Light	Humanoid	Ranger	+1	Normal
Centaur (R. of W.)	Darkvision 60'	Humanoid	Ranger	+1	Normal
Darfellan (Storm.)	Normal/Echolocation	Humanoid	Barbarian	+0	Normal
Dromite (Ex. Psi.)	Compound	Humanoid	Wilder	+1 size	Normal
Drow (D. of U.)	Darkvison 120'	Humanoid	Wizard	+0	Immune
Duergar (Ex. Psi.)	Darkvision	Humanoid	Fighter	+0	Normal
Dwarf (PHB)	Darkvision 60'	Humanoid	Fighter	+0	Normal
Dwarf, Badlands (Sand.)	Darkvision 60'	Humanoid	Fighter	+0	Normal
Dwarf, Dream (R. of S.)	Darkvision 90'	Humanoid	Druid	+0	Normal
Dwarf, Glacier (Frost.)	Normal	Humanoid	Fighter	+0	Normal
Dwarf, Seacliff (Storm.)	Darkvision 60'	Humanoid	Fighter	+0	Normal
Elan (Ex. Psi.)	Normal	Aberration	Psion	+0	Normal
Elf (PHB)	Low-Light	Humanoid	Wizard	+0	Immune
Elf, Painted (Sand.)	Low-Light	Humanoid	Druid	+0	Immune
Elf, Snow (Frost.)	Low-Light	Humanoid	Wizard	+0	Immune
Feral Gargun (R. of S.)	Darkvision 60'	Humanoid	Barbarian	+2	Normal
Githyanki	Darkvision 60'	Humanoid	Fighter	+0	Normal
Githzerai	Darkvision 60'	Humanoid	Monk	+0	Normal
Gnoll (R. of W.)	Darkvision 60'	Humanoid	Ranger	+1	Normal
Gnome (PHB)	Low-Light	Humanoid	Bard	+1 size	Normal
Gnome, Chaos (R. of S.)	Low-Light	Humanoid	Sorcerer	+1 size	Normal
Gnome, Ice (Frost.)	Normal	Humanoid	Bard	+1 size	Normal
Gnome, Wavecrest (Storm.)	Low-Light	Humanoid	Bard	+1 size	Normal
Gnome, Whisper (R. of S.)	Low-Light/Darkvision 60'	Humanoid	Rogue	+1 size	Normal
Goliaths (R. of S.)	Normal	Humanoid	Barbarian	+0	Normal
Hadozee (Storm.)	Normal	Humanoid	Rogue	+0	Normal
Half-Giant (E. Psi.)	Low-Light	Giant	Psychic Warr.	+0	Normal
Half-Elves (PHB)	Low-Light	Humanoid	Any	+0	Immune
Half-Orcs (PHB)	Darkvision 60'	Humanoid	Barbarian	+0	Normal
Half-Orc, Scablands (Sand.)	Low-Light	Humanoid	Barbarian	+0	Normal
Haflings (PHB)	Normal	Humanoid	Rogue	+1 size	Normal
Haflings, Tundra (Frost.)	Normal	Humanoid	Ranger	+1 size	Normal
Human (PHB)	Normal	Humanoid	Any	+0	Normal
Killoren (R. of W.)	Low-Light	Fey	Druid	+0	Immune
Kobold (R. of Dr.)	Darkvision 60'	Dragon	Sorcerer	+1	Normal
Lizard Men (MM1)	Normal	Humanoid	Druid	+5	Normal
Maenad	Normal	Humanoid	Wilder	+0	Normal
Neanderthal (Frost.)	Normal	Humanoid	Barbarian	+0	Normal
Raptor (R. of W.)	Low-Light	Humanoid	Cleric	+0	Normal
Spellscales (R. of Dr.)	Low-Light	Dragon	Sorcerer	+0	Normal
Stonechild (R. of S.)	Darkvison 60'	Outsider	Fighter	+4	Normal
Uldra	Low-Light/Darkvision 120'	Fey	Druid	+1 size	Normal
Xeph (Ex. Psi.)	Darkvision 60'	Humanoid	Soulknife	+0	Normal

Race = For purposes of spells like Charm Person or Hold Person

Sleep = Immunity to sleep spells, those that are immune don't sleep instead trance each night

Race	Notes
Asherati (Sand.)	Sandswim/Natural Dryness/Body Lamp/Water Vulnerability
Aventi (Storm.)	Amphibious/Water Power
Bhuka (Sand.)	Sure Feet/Water Sense/Heat Endurance
Catfolk (R. of W.)	+2 on Listen and Move Silently
Centaur (R. of W.)	Begins with 4 HD of monstrous humanoid
Darfellan (Storm.)	Hold Breath/Natural Attack
Dromite (Ex. Psi.)	Blind Fight/Scent/Naturally Psionic/Males only Adventure
Drow (D. of U.)	Light Sensitivity/SR/Immune to Sleep/Paralysis/Spells
Duergar (Ex. Psi.)	Light Sensitivity/Immunities/Stonecunning/Psi-Like Ability
Dwarf (PHB)	Stonecunning/Stability/+2 vs. Poison/+4 AC vs. Giants/+2 vs. Poison
Dwarf, Badlands (Sand.)	Waterwise/Can go without Water/Heat Endurance
Dwarf, Dream (R. of S.)	Stonecunning/Stability/Dream Sight/Spell Power
Dwarf, Glacier (Frost.)	Icecunning/Cold Tolerant/+2 Appraise and Craft checks for snow/ice
Dwarf, Seacliff (Storm.)	Strong Swimmers
Elan (Ex. Psi.)	Natural Psionic/Resilience/Repletion/Trance/Resistance
Elf (PHB)	+2 on Listen, Search and Spot/Auto chance to see secret doors
Elf, Painted (Sand)	+2 on Listen, Search and Spot/Auto chance to see secret doors
Elf, Snow (Frost.)	Immune to Sleep and Paralysis/Trance
Feral Gargun (R. of S.)	Mountain Movement/Resist Cold/Acclimated
Githyanki	Naturally Psionic/Power Resistant/Psi-Like Ability/Power Resist
Githzerai	Naturally Psionic/Power Resistant/Psi-Like Ability/Power Resist
Gnoll (R. of W.)	Begins with 2 HD of humanoid
Gnome (PHB)	+1 DC for illusions/Spells/+2 AC vs. Giants/+2 Listen/+4 Dodge
Gnome, Chaos (R. of S.)	+1 Level when using Chaos spells
Gnome, Ice (Frost.)	Spells
Gnome, Wavecrest (Storm.)	Spells/+1 vs. locathah and shaugin
Gnome, Whisper (R. of S.)	Anti-Giant bonuses/Spells
Goliaths (R. of S.)	Powerful Build/Mountain Move/Acclimated to Heights
Hadozee (Storm.)	Glide 20' per 5' fall/+4 on Balance and Climb
Half-Giant (E. Psi.)	+2 vs. Fire/Powerful Build/Naturally Psionic/Psi-Like Ability
Half-Elves (PHB)	+1 Listen, Search and Spot Check/+2 Diplomacy and Gather Info.
Half-Orcs (PHB)	None
Half-Orc, Scablands (Sand.)	Go without water/Heat Endurance
Haflings (PHB)	+1 to all Saves/+2 save vs. Fear/+2 Climb, Jump and Move Silently
Haflings, Tundra (Frost.)	+2 Jump, Move Silently and Survival
Human (PHB)	None
Killoren (R. of W.)	Cold Iron Anathema/Nature's Might/+2 vs. enchantment spells
Kobold (R. of Dr.)	Light Sensitive/+2 Craft (Trapmaking)/+1 Natural AC
Lizard Men (MM1)	Hold Breath
Maenad	Naturally Psionic/Psi-Like Abilities/Outburst
Neanderthal (Frost.)	Illiteracy/Primitive Weap./Climate Tolerant/+2 Listen, Spot Survival
Raptor (R. of W.)	Fly 5HD 40'/Glide/Pact with Wind Lords/Unerring Direction
Spellscales (R. of Dr.)	Blood Quickening
Stonechild (R. of S.)	Immune to Acid and Poison/Magic Stone
Uldra	Cold Resistance 5/Frosty Touch/Spells
Xeph (Ex. Psi.)	Naturally Psionic/Burst/+1 Save vs. Psionics and Magic

Race	Automatic Languages
Asherati (Sand.)	Asherati, Bhuka, Goblin, Giant
Aventi (Storm.)	Elven, Shauagin
Bhuka (Sand.)	Bhuka, Draconic, Goblin
Catfolk (R. of W.)	Draconic, Feline, Gnoll, Halfling, Sylvan
Centaur (R. of W.)	Elven, Gnome, Hafling, Sylvan
Darfellan (Storm.)	Aquan, Darfellan
Dromite (Ex. Psi.)	Dwarven, Gnome, Goblin, Terran
Drow (D. of U.)	Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin, Undercommon
Duergar (Ex. Psi.)	Draconic, Dwarven, Giant, Goblin, Orc, Terran, Undercommon
Dwarf (PHB)	Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon
Dwarf, Badlands (Sand.)	Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon
Dwarf, Dream (R. of S.)	Draconic, Dwarven, Elven, Gnome, Terran, Undercommon
Dwarf, Glacier (Frost.)	Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon
Dwarf, Seacliff (Storm.)	Dwarven
Elan (Ex. Psi.)	Elan
Elf (PHB)	Draconic, Elven, Gnoll, Gnome, Goblin, Orc, Sylvan
Elf, Painted (Sand.)	Elven
Elf, Snow (Frost.)	Draconic, Elven, Gnoll, Gnome, Goblin, Orc, Sylvan
Feral Gargun (R. of S.)	Gol-Kaa
Githyanki	Abyssal, Celestial, Draconic, Gith, Infernal, Undercommon
Githzerai	Abyssal, Celestial, Draconic, Gith, Slaad, Undercommon
Gnoll (R. of W.)	Draconic, Elven, Gnoll, Goblin, Orc
Gnome (PHB)	Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Orc,
Gnome, Chaos (R. of S.)	Gnome
Gnome, Ice (Frost.)	Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Orc
Gnome, Wavecrest (Storm.)	Gnome
Gnome, Whisper (R. of S.)	Gnome
Goliaths (R. of S.)	Dwarven, Giant, Gol-Kaa, Gnoll, Terran
Hadozee (Storm.)	Aquan, Elven, Hafling
Half-Giant (E. Psi.)	Draconic, Giant, Gnoll, Ignan
Half-Elves (PHB)	Elven
Half-Orcs (PHB)	Abyssal, Draconic, Giant, Gnoll, Goblin, Orc
Half-Orc, Scablands (Sand.)	Orc
Haflings (PHB)	Dwarven, Elven, Gnome, Hafling, Goblin, Orc
Haflings, Tundra (Frost.)	Dwarven, Elven, Gnome, Hafling, Goblin, Orc
Human (PHB)	Only Common (Middle Sorish in the Campaign)
Killoren (R. of W.)	Aquan, Auran, Elven, Gnome, Ignan, Sylvan, Terran
Kobold (R. of Dr.)	Draconic, Undercommon
Lizard Men (MM1)	Aquan, Draconic, Goblin, Gnoll, Orc
Maenad	Aquan, Draconic, Dwarven, Elven, Goblin, Maenad
Neanderthal (Frost.)	Dwarven, Giant, Orc
Raptor (R. of W.)	Draconic, Elven, Gnome, Goblin, Orc, Sylvan
Spellscales (R. of Dr.)	Draconic, Dwarven, Elven, Gnome, Hafling
Stonechild (R. of S.)	Celestial, Dwarven, Ignan, Terran
Uldra	Sylvan
Xeph (Ex. Psi.)	Draconic, Elven, Gnoll, Goblin, Hafling, Sylvan, Xpeh

All races speak Common

The list of possible races is huge, since any monster can--through Savage Species--be turned into a player race. The game starts at second level so if you pick a monster race with powers or abilities you will have to suffer a lower level because of the level adjustment. And if your level adjustment is over +1 you will have to delay some of your racial features. You must fill out the racial template before advancing in any other character class, prestige class or other method. If you chose to play a race that is listed as a monster in the books then you will be treated as a monster by society. You will be feared, not trusted and depending on your selection even hated. After all these races are designed to be foes for the players to defeat. They are meant to be destroyed by the "good guys" whatever your definition of the good guys is.

If you want to play an accepted race then pick a humanoid; Dwarf, Elf, Gnome, Halfling, Half-Elf, or Half-Orc. You may still be disliked by some other races, but you will be in the majority in some areas and you will not be unique. If you play a monster race or one of the other types of humanoids then you will be in a very small minority and probably not well accepted by the majority of civilization, you may even be unique (the only member of your species that has joined this humanoid civilization). You WILL face some sort of racial prejudice and automatic distrust, if you don't want to face that then pick a standard race. The races listed below are given as examples of possible player character races, they are merely a starting point for what you could play. It is all up to what the DM is willing to allow (trust the player with). If you pick one of the suggested races below you will NOT be unique, you will have a home somewhere, there will exist a point in space in the campaign where your kind will be considered normal. Typically in these situations the "accepted races" will be considered alien by the community that accepts you. If your alignment differs from the general racial alignment of your species then you might have problems.

For example if you chose to play a Troll (a level +5 adjustment race) then you will be hated by the majority of the inhabitants of the currently dominant civilization. That is because Trolls are normally chaotic evil and are well known as monsters. There will be other trolls in the world, but it is possible that you are the only troll of your alignment and character class for that generation. There is no troll homeland they are normally native only to cold mountains. Most trolls that you meet will not like you since I don't allow player characters to be evil. If you play a githyanki there is a githyanki civilization in the astral plane, where the Lich Queen rules. If you are of a compatible alignment; usually evil, then you will be accepted in that community. There is no githyanki civilization or homeland currently in the game world. That species will not be accepted anywhere, until they are able (or allowed) to prove themselves. It is possible that you could become the source of a new civilization for your kind, but you would have to build it yourself and find like minded githyanki. That is the problem with a non-standard (found in the Player's Handbook) race it is the limit that allows you to gain the extra powers and abilities of your alien race and still be a balanced character; you may not be popular, you may be hunted, you may even be killed on sight--it all depends on where you go. You will NOT be accepted anywhere, except where you have proved yourself or where you have a homeland.. You may not even be accepted in your racial homeland. If you are say a githyanki with a good alignment. It is possible that you may be only githyanki that ever existed that was not evil; it all depends on your character history and what the DM is allowing you to do with it (get away with).

Notes:

(D. of U.) = Drow of the Underdark

(Ex. Psi.) = Expanded Psionic

(Frost.) = Frostburn

(PHB) = Player's Handbook

(R. of Dr.) = Races of the Dragon

(R. of S.) = Races of Stone

(R. of W.) = Races of the Wild

(Sand.) = Sandstorm

(Storm.) = Stormwrack

