

0.0.1 Human Racial Traits

- **Abilities:** Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Medium:** Humans are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Humans have a base speed of 30 feet.
- **Bonus Feat:** Humans select one extra feat at 1st level.
- **Skilled:** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Diet:** omnivorous

0.0.2 Wiedergänger Racial Traits

- **Abilities:** +2 Constitution, -2 Charisma, and +2 to any ability of their choice. Effectively Wiedergänger retain the human floating bonus, but add modifiers to Constitution and Charisma.
- **Medium:** Wiedergänger are Medium creatures and have no bonuses or penalties due to their size.
- **Slow and Steady:** Wiedergänger have a base speed of 20 feet. This speed is never reduced due to armor or load.
- **Darkvision:** 60ft.
- **Half Dead (Ex):** Wiedergänger can be harmed/turned by positive energy Channeled to harm or turn undead, and healed/commanded by negative energy Channeled to heal or command undead. If a Wiedergänger is affected by a Command Undead Channel, treat the effect as a Command Undead instead of a Control Undead spell. Positive energy spells cast on the Wiedergänger with the intent to cause damage do so. Negative energy spells cast on the Wiedergänger with the intent to heal (undead) do so.
- **Half Alive (Ex):** Wiedergänger can be healed by positive energy Channeled to heal the living, and harmed by negative energy Channeled to injure the living do so. Positive energy spells cast on the Wiedergänger with the intent to heal damage do so. Negative energy spells cast on the Wiedergänger with the intent to injure do so.
- **Death's Mantle (Ex):** Wiedergänger get a +4 to saving throws against poisons and diseases (including magical diseases) and +2 against mind-affecting effects. Wiedergänger also take no penalty from energy-draining effects, though the character can still be killed if it accrues more negative levels than it has Hit Dice. After 24 hours, any temporary negative levels a Wiedergänger has accrued are removed without the need for any additional saving throws.
- **Walking Corpse:** Wiedergänger do not heal normal and ability damage naturally.
- **Well-Preserved:** Wiedergänger start in the same age category they were in before their death, but from there on age at only one tenth the normal rate. Since many Wiedergänger forget some of their previous lifetime^a, it is not unusual for them to start adventuring as relatively low-level adventurers even if their death happened at advanced age (and perhaps level). It is actually rare for Wiedergänger to retain levels in NPC classes, and almost no Wiedergänger arise from characters who did not have any levels in PC classes before death.
- **Human Blood:** Wiedergänger are humanoids with the human subtype.
- **Unnatural (Ex):** The half-dead freak out normal animals, which leads to attacks and the need to defend themselves. Wiedergänger take a 4 penalty on all Charisma-based skill checks to affect creatures of the animal type except to cause fear, and receive a +4 dodge bonus to AC against animals. Animals' starting attitude toward Wiedergänger is one step worse than normal.
- **Diet:** Carnivorous

^aWhich is why they don't have the human Skilled and Bonus Feat racial traits.

0.0.3 Saurian Racial Traits

- **Abilities:** +2 Strength, -2 Intelligence, +2 Charisma. Saurians have force of personality and just plain force, but aren't really deep thinkers.
- **Medium:** saurians are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** saurians have a base speed of 30 feet.
- **Natural Weapons:** saurians have two claws that strike for 1d4 damage (20/×2).
- **Stability (Ex):** saurians get a +4 to CMD to resist Bull Rush and Trip attempts while standing on the ground.
- **Relentless (Ex):** saurians get a +2 bonus to CMB to make Bull Rush and Overrun attempts while both opponents are standing on the ground.
- **Ferocity (Ex):** Once per day, when a saurian is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.
- **Subspecies:** Saurians start with a free *Race Trait*.
- **Diet:** Carnivorous

0.0.4 Skink Racial Traits

- **Abilities:** +2 to Dexterity, +2 to Wisdom, -2 to Strength. Small but fast, and highly intuitive.
- **Small:** +1 size bonus to Hit, +1 size bonus to AC, -1 size bonus to CMB and CMD, +4 size bonus to Stealth
- **Normal Speed:** skinks have a base speed of 30 feet.
- **Jumper:** skinks are always considered to have a running start when making Acrobatics checks to jump.
- **Twitchy:** skinks gain a +2 racial bonus to Perception and Acrobatics.
- **Prehensile Tail:** skinks have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action.
- **Subspecies:** Skinks start with a free *Race Trait*.
- **Diet:** Carnivorous

0.0.5 Loira Racial Traits

- **Abilities:** +2 to Dexterity, +2 to Intelligence, -2 to Strength. Loira are nimble and focus on overcoming problems through thinking rather than main strength.
- **Small:** +1 size bonus to Hit, +1 size bonus to AC, -1 size bonus to CMB and CMD, +4 size bonus to Stealth
- **Slow Speed:** loira have a base speed of 20 feet.
- **Swim:** loira have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants. They can always take 10 on swim checks.
- **Hold Breath (Ex):** loira can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.
- **Scent (Ex):** loira race gain the scent ability (Bestiary 304).
- **Master Tinker (Ex):** loira gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Members of this race are also treated as proficient with any weapon they have personally crafted.
- **Diet:** Omnivorous, with a particular preference for fish and shellfish

0.0.6 Fiore Racial Traits

- **Abilities:** +2 to Dexterity, +2 to Charisma, -2 to Constitution. Fiore are beautiful and graceful, but also delicate.
- **Medium:** fiore are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Fiore have a base speed of 30 feet.
- **Humanoid Plant:** While technically a plant, an fiore has more in common with most humanoids. This commonality precludes them from having the same level of immunities as other plants. Instead, they have a +2 racial bonus on saving throws against mind-affecting effects, disease, paralysis, poison, polymorph, and stun effects. They are affected by spells that affect humanoids and by spells that affect plants.
- **Sun Heal (Ex):** fiore can heal themselves when exposed to sunlight. By basking in sunlight for 20 minutes, the fiore heals as if he had a complete day of rest. Using this ability also provides the gramigna with one meal's worth of nourishment. If interrupted, the character must begin again. This ability can be used once per day.
- **Dreamspeaker (Ex):** fiore gain a +1 bonus to the saving throw DCs of spells of the divination school and spells that produce sleep effects that they cast. In addition, fiore with a Charisma score of 15 or higher may use dream once per day as a spell-like ability (caster level is equal to the user's character level). Fiore with Charisma less than 15 are immune to magical Sleep effects unless affected voluntarily.
- **Silver Tongued (Ex):** fiore gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.
- **Diet:** Omnivorous, also photosynthesis

0.0.7 Gramigna Racial Traits

- **Abilities:** +2 to any one ability. Gramigna are quite diverse.
- **Small:** +1 size bonus to Hit, +1 size bonus to AC, -1 size bonus to CMB and CMD, +4 size bonus to Stealth
- **Slow Speed:** gramigna have a base speed of 20 feet.
- **Humanoid Plant:** While technically a plant, an gramigna has more in common with most humanoids. This commonality precludes them from having the same level of immunities as other plants. Instead, they have a +2 racial bonus on saving throws against mind-affecting effects, disease, paralysis, poison, polymorph, and stun effects. They are affected by spells that affect humanoids and by spells that affect plants.
- **Protective Sap (Ex):** An injured gramigna who is at less than half of his maximum hit-point total gains a natural armor bonus of +2, due the tar-like sap oozing from his wounds.
- **Sun Heal (Ex):** gramigna can heal themselves when exposed to sunlight. By basking in sunlight for 20 minutes, the gramigna heals as if he had a complete day of rest. Using this ability also provides the gramigna with one meal's worth of nourishment. If interrupted, the character must begin again. This ability can be used once per day.
- **Camouflage (Ex):** Choose a ranger favored terrain type. This gramigna gains a +4 racial bonus on Stealth checks while within such terrain. If the gramigna takes up residence in a different terrain, his camouflage will adapt after a week.
- **Foliage Stride (Ex):** Gramigna can move through difficult terrain caused by vegetation as if it were normal terrain. This ability even functions inside magically altered vegetation, although other effects (such as damage and risks of Entanglement) still apply.
- **Diet:** Omnivorous, also photosynthesis