

## Races

The following races are allowed (though aram are not allowed until third level):

### Aram

Although quite rare elsewhere in the Empire, centaurs—or, as they call themselves, aram—live in great numbers in Palastan, and thus in Ptolus. They have earned the respect of the humanoid folks of the region thanks to their forthright and open manner and because of their help against Ghul and other enemies of the past.

**Personality:** Aram are boisterous, arrogant, and boorish, yet many find them likable nonetheless. Centaurs sometimes refer to humanoids derisively as “sitters.” The biggest difference they see between themselves and most other people is that others are content—or even happy—to sit for long periods of time in the same place. Aram cannot stand to remain in one place for long unless they are eating or sleeping. In their herds, it is the sick, the old, and the infirm who perform tasks that require stationary work, like sewing garments or making tools. In the city, they simply rely on others to do such things.

**Physical Description:** These half-horse, half-human appearing people stand almost seven feet tall. While those who live on the plains prefer to wear minimal clothing and travel with as little gear as needed, city dwellers have adopted the clothing and equipment of their humanoid neighbors.

**Relations:** Aram probably don't look as positively upon humanoid races as those races look upon them. Still, the centaurs have seen that humans, dwarves, elves, and the rest clearly dominate the lands, and so they have made their peace with them and many willingly live among them. There has never been open conflict between the aram and any of the major humanoid races, although there once were great wars between centaurs and orcs and, less frequently, battles between centaurs and lizardfolk. These are all events of the distant past.

**Alignment:** Centaurs are usually neutral good.

**Centaur Lands:** Aram once roamed the plains to the south and west of Ptolus in huge, nomadic herds. Today, however, the herds have dwindled. Aram in Ptolus find work in physical roles, hauling loads in warehouses or for other businesses. Some work as imposing bodyguards or hired muscle. Still others serve as messengers or even pull small carts for hire, hauling goods or people. They almost never have jobs as merchants, clerks, artisans, or other employment that would require them to remain stationary for long periods.

**Religion:** Again we see a difference between city dwellers and herd aram. While Ptolusites tend to honor a variety of deities, most tribal centaurs revere an aspect of Melann, a nature goddess. Some aram also pay homage to Rajek the Wanderer, a god of luck, protection, and travel, or Torskai, aram god of just vengeance. **Language:** Although they have a fairly complex spoken language, the aram long ago developed a written language that focuses on brevity. Few centaurs have the patience to either read or write a book, so they have their own set of simple symbols for conveying general ideas. Other than that, however, aram rarely know how to read the languages they speak (generally Elvish, Sylvan, and Common). Most centaurs living in Ptolus learn to read enough Common to get by—enough to understand signs, for example, and things of a very general nature.

**Names:** Aram go by a single name only, with no tradition of surname use. Tribal centaurs may refer to themselves by their name and tribe name: “Carak of the Redhooves,” for instance.

*Aram Male Names:* Carak, Norris, Reddik

*Aram Female Names:* Esthana, Narenth, Susail

**Adventurers:** The aram respect those who bravely face danger to accomplish great deeds. In fact, their culture values heroes greatly. Centaur adventurers seek adventure for its own sake. They want to undertake mighty quests and perform acts of great heroism; treasure and other rewards are secondary.

**RP:** 24 (Monstrous) – LA 2

- **Ability Score Racial Traits 4 RP:** Aram gain +6 Strength, +2 Constitution, -2 Intelligence, +2 Wisdom. This includes the adjustments for their large size.
- **Size 7 RP:** Aram are Large creatures, gaining a +1 bonus on combat maneuver checks and to their CMD. They and take a -1 size penalty to their AC, a -1 size penalty on attack rolls and a -4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.
- **Type 3 RP:** Aram are Monstrous Humanoids.
- **Base Speed 0 RP:** As quadrupeds, Aram have a base speed of 40 feet.
- **Language Quality 0 RP:** Aram begin play speaking Common and Aram. Aram with high Intelligence scores can choose from the following: Elvish, Giant, Goblin, Gnomish, Halfling, Litoria, Sylvan.
- **Natural Armor 1 RP:** Aram gain a +1 natural armor bonus to their Armor Class.
- **Stability 1 RP:** Aram receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.
- **Indefatigable 2 BP:** Aram sleep standing up, and rarely strip off all armor before doing so in the field. Aram gain Endurance as a bonus feat.
- **Swiftness 3 RP:** Aram gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions. Aram also gain Run as a bonus feat.
- **Relentless 1 RP:** Aram gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the member of this race and its opponent are standing on the ground.
- **Darkvision 0 RP:** Being monstrous humanoids, aram can see in the dark up to 60 feet.
- **Quadruped 2 RP:** Aram possess four legs and two arms, granting them a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed (included above). In addition, members of this race use weapons and armor as if they were Medium (instead of Large).

### Assarai

The real truth of the matter is, few people in Ptolus use the word “lizardfolk.” To the ignorant, they are “lizard men,” whether the individual is male or female. To those in the know—and of course, to actual members of the race—they are assarai.

**Personality:** The common perception of the lizardfolk is that they are sneaky, slippery, and most likely thieves and liars. These are unfair characterizations. In fact, most assarai are as honest as most humans—as likely to be good as evil and, in reality, usually a complex web of both.

**Physical Description:** These reptilian humanoids stand a little taller than a human, and their tails can measure up to 4 feet in length. Their scales range in color from green to grey to brown. City-dwelling lizardfolk dress in standard human clothing: shirts and pants, often including hooded cloaks to help disguise their forms when they venture into certain districts. Their clothing often looks worn, as its condition matters little to most assarai.

**Relations:** Lizardfolk are primitive in the eyes of most other humanoids, but they do not have the litorians' inherent culture of savage nobility and honor. Instead, one can characterize them most easily as folk with simple goals. Few assarai seem ambitious by human standards. Most are content when they simply have enough to eat and can stay relatively safe from harm. They aren't even that demanding about shelter; many are happy enough without it, as long as the climate never turns very cold. They sleep at night along the docks or sometimes in alleys or in parks with fountains or pools. In a city where they are tolerated, like Ptolus—a place known for its tolerance, relatively speaking—the assarai's needs are easily met.

This fact of urban life results in copious free time for lizardfolk, which their people never enjoyed in the past, when they dwelled in small villages and had to hunt and cultivate their own food. Over the years, however, non-assarai have decided that most lizardfolk are lazy, shiftless thieves, for how else could they get along without jobs or homes?

The truth is that lizardfolk in the city are very resourceful. They often perform menial tasks for those who will hire them on a temporary basis, earning just enough money to tide them over for a time. Others catch fish in the bay or even down by the river.

Still others forage through trash to find food or something to sell. And of course, some do steal—but even then, only enough to meet their simple needs. The thing to remember is that most assarai in Ptolus do not find their state of indigence and homelessness an undesirable situation. They don't need more than a little food to eat, and most don't want permanent shelters like other humanoids.

On warm days, it's not uncommon to see them sunning themselves in a city square or on a rooftop. The City Watch routinely clears them out of these places, but they always come back. In fact, some assarai have grown so accustomed to the Watch that they have learned to migrate through the city from one favored location to the next, keeping just ahead of the guards. Others have found it easier to remain in lairs below the city, living near the underground pools or streams, just to stay out of the way.

**Alignment:** Lizardfolk are usually neutral.

**Lizardfolk Lands:** In a different world, the assarai would have been a more prominent race. At one time, they dominated much of the western portion of the continent, particularly the lands near the coasts, although they rarely trod regions north of Ptolus. However, their territorial culture, as well as their physical nature, brought them into frequent conflict with mammalian races that assumed—particularly long ago—that all lizardfolk were evil. Though still common in most lands, lizardfolk find little welcome in all but the most cosmopolitan cities.

**RP:** 12 or 20, see below (Advanced)

- **Ability Score Racial Traits 1 RP:** Assarai are built to endure harsh conditions, but have a reptilian brain. They gain +2 Strength, +2 Constitution and -2 Intelligence.
- **Size 0 RP:** Assarai are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type 0 RP:** Assarai are Humanoids with the reptilian subtype.
- **Base Speed 0 RP:** Assarai have a base speed of 30 feet.
- **Language Quality 0 RP:** Assarai begin play speaking Common and Draconic. Assarai with high Intelligence scores can choose from the following: Aquan, Draconic, Goblin, Gnoll, Orcish, Undercommon.
- **Survivor 2 RP:** Assarai who are reduced to fewer than 0 hit points but is not killed become nauseated instead of unconscious.
- **Athletic 2 RP:** Assarai gain a +2 racial bonus on Acrobatics checks.
- **Assarai Swimmer 3 RP:** Assarai have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants. They may also hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.
- **Claws 2 RP:** Assarai receive two claw attacks. These are primary natural attacks dealing 1d4 damage each.
- **Bite 1 RP:** Assarai receive a bite attack. These are primary natural attacks dealing 1d3 damage.
- **Low-light vision 1 RP:** Assarai can see twice as far as humans in conditions of dim light.

Most assarai are built as above, but those still living in the wilderness also have the following traits, making them more powerful. One in ten assarai born in city settings will also have them, throwbacks that most civilized

people call Brutes (though, of course, the assarai themselves do not say that—they do not differentiate the two types, seeing each other simply as other lizardfolk):

- **Natural Armor 4 RP:** Assarai gain a +3 natural armor bonus to their Armor Class
- **Scavenger 2 RP:** Assarai gain a +4 bonus on Fortitude saves against disease, including magical diseases. When finding food, or shelter for themselves or other members of their race, Assarai make two survival checks, keeping the highest result.
- **Claws 2 RP:** Assarai receive two claw attacks. These are primary natural attacks dealing 1d4 damage each.

## Dwarves

Dwarven history says there once were three overclans: the Grailwarden, the Stonemight (now called the Stonelost), and the Earthsingers. Few know of this third tribe, for no one has heard from them in millennia. Their greatest queen was kidnapped by the Dread One, Eslothagos Malkith, and never returned, which ended her noble line. The Earthsingers never recovered and eventually died out.

Dwarves almost never belong to any chaotic alignment, although there are exceptions.

### Grailwarden Dwarves

In ages long past, the Grailwarden dwarves settled the Prustan Peninsula in the Hotash Mountains. When the Prust spread northward, their dwarven allies came with them and helped establish the Empire of Tarsis. The Grailwarden dwarves take their name from the White Grail, a fabulously powerful artifact they uncovered as they carved their main fortress-city into the side of a mountain. They renamed the fortress Grail Keep and proclaimed that watching over the Grail was their destiny. They have done so ever since.

Grailwarden dwarf artisans are known for their skill with gears, lenses, gunpowder, and other devices. Unlike other dwarves, they also are known for their use of magic—but it is a studious, methodical approach to magic. They treat spells as they would any science. Dwarves in general re fabulously artisans, and throughout the Empire people prize dwarf-crafted items more than any other.

Grailwarden dwarves are usually fairly serious, dedicated, and hardworking, but not as gruff or unsociable as other dwarves. They get along with humans, but the various types of elves are only tolerable to them. They dislike orcs, but not as much as other dwarves do. They have no general opinions about most other races.

Grailwarden dwarves are standard Pathfinder dwarves, most often using the Craftsman, Giant Hunter and Mountaineer alternate racial traits.

### Stonelost Dwarves

The Stonelost are the displaced builders of Dwarvenhearth, their ancient realm below the city of Ptolus. Driven out of their ancestral home by Ghul hundreds of years ago, they refuse to go back, and now they live in and around the city of Ptolus. No nondwarf knows, or at least understands, why they will not go back to reclaim their ancient city. To the Stonelost, however, it represents a life they feel they no longer deserve. By deserting their home, they lost the rights to it. Yet they refuse to permit anyone else to go into Dwarvenhearth, either. That would be a defilement of a perfect memory.

The Stonelost have great skill with stone and metal. In the city, they frequently work as artisans, architects, engineers, or merchants dealing in stone or metal. Most dwarves in Ptolus are Stonelost by a fair margin, although some do not actually call Ptolus home. These actually live in the largest gathering of Stonelost dwarves, Kaled Del, a subterranean community beneath Ptolus near one of the entrances to Dwarvenhearth.

Stonelost dwarves are standard Pathfinder dwarves, most often using the Ancient Enmity, Lorekeeper and Stubborn alternate racial traits.

## Elves

In ancient days, halflings and gnomes were considered types of elf. Even though modern people look at those races as distinct, there are still many elven types: Shoal elves, the winged Cherubim, evil dark elves, and the twisted Harrow elves. And of course the Elder Elves, now gone, comprised two more racial types, called the Solarr and the Lunas. Elves today revere the moon (although not as much as did the ancient Lunas elves, after whom one moon is named). They love good food and wine, and they like both elaborately prepared and served. They prefer silver to gold. Elves in general know a great deal about the stars, the moons, and the world—for example, they know the planet is round and has a circumference of slightly less than twenty thousand miles.

The elves work with many special minerals, materials, and herbs. In particular, they are known for two metals—ithildin (a decorative silver that glows at night but is dull and almost invisible during the day) and ithilnaur (a thin, strong material with the same properties as ithildin).

Unlike what is stated in the Core Rules, elves do indeed sleep, just as humans do. In fact, they place a greater value on sleep and dreams than any other race.

Elves (except Harrow elves) are only rarely of a Lawful alignment

### Elf, Cherubim

As ancient as the Shoal elves (and, for that matter, the Elder Elves), Cherubim elves are unknown in many places of the world simply because they have never found comfort living among others not of their kind. Cherubim are winged elves with lightweight frames to help them soar high in the sky. They come to Ptolus only rarely—and when they do, they spend their time almost exclusively among other elves

**Personality:** Cherubim elves are self-absorbed and typically somewhat timid, preferring to fly over or away from danger rather than confront it. Aware of their physical fragility, they know that the best way for them to survive is to stay wary and alert. Their greatest fear is that something might happen to their wings. Introspective and contemplative, Cherubim speak only when necessary and have no time for humor, song, or frivolity. Many Cherubim are curious and investigative, which often clashes with their inherent fear—apprehension usually wins out.

**Physical Description:** Cherubim are thin and frail even by elf standards. Their skin is very pale—almost white—and their hair is typically black, pale blond, or white. The feathers on their wings match their hair color, and their wingspan is usually three times their height. Their eyes are pale grey or silver.

The Cherubim's lifespan resembles that of other elves, but their birth rate is considerably lower. (As a race, their numbers are ever so slowly decreasing, rather than increasing.)

**Relations:** Cherubim feel skittish around nonelves. Humans and other races often mistake them for angels or asimars, however, so most people seem favorably disposed toward them.

**Alignment:** Cherubim share the outlook of most other elves, although they are perhaps even more aloof and retiring.

**Cherubim Lands:** Cherubim elves hail from Cherubar, a land named for them in the distant west. They prefer mountainous regions, particularly places accessible only from the air. Cherubim are not farmers or herders, but hunters and gatherers—mostly gatherers. Their communities are very small.

**Religion:** Cherubim worship most of the same gods as other elves, but also Ahaar and other air-oriented deities.

**Language:** Cherubim elves speak Elvish.

**Names:** Cherubim names are similar to other elven names, except that they do not use surnames.

**Adventurers:** Cherubim elves rarely adventure, simply because they are a bit timid and physically quite weak. Their ability to fly is such an asset, however, that most Cherubim who do attempt such a dangerous profession find that they are well suited to it.

**RP: 13 (Advanced)**

- **Ability Score Racial Traits** *0 RP:* While graceful, cherubim elves are very frail. They gain +4 Dexterity and –4 Constitution.
- **Size** *0 RP:* Cherubim elves are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type** *0 RP:* Cherubim elves are Humanoids with the elf subtype.
- **Base Speed** *0 RP:* Cherubim elves have a base speed of 30 feet.
- **Language Quality** *0 RP:* Cherubim elves begin playspeaking Common and Elven. Cherubim elves with high Intelligence scores can choose from the following: Auran, Celestial, Draconic, Elder Elven, Gnome, Halfling.
- **Keen Senses** *2 RP:* Cherubim elves receive a +2 racial bonus on Perception checks.
- **Dreamspeaker** *2 RP:* Cherubim elves 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, members of this race with a Charisma score of 15 or higher also gain the following spell-like ability (the caster level is equal to the user's character level) once per day: [dream](#).
- **Flight** *8 RP:* Cherubim elves have a base speed of 30 feet. They can also fly with a speed of 50 feet and average maneuverability.
- **Low-light vision** *1 RP:* Cherubim elves can see twice as far as humans in conditions of dim light.

### Elf, Harrow

When Ghul, the Half God, captured many Shoal and Elder elves from the Moonsilver Forest, he herded them into the dungeons beneath Goth Gulgame, his dark fortress halfway up the Spire. There, he and his demonic servants (including the zaug and the Elder Brood) twisted them in body and spirit. While many of the elves received new magical powers, they were dark powers that corrupted their souls utterly. When he finished his awful work, Ghul released the elves—dubbed Harrow elves—back into the world to show his contempt for all that was good and pure, and to demonstrate his ability to unmake anything made.

The Harrow elves, for the most part, left the area, not taking part in the great Ghulwar that followed between the Skull-King and most of the rest of that part of the world. Instead, the majority of the Harrow elves fled east and south. Shorter-lived than normal elves, many Harrow elf generations have passed in the thousand years since their creation. Since then, their dramatic powers and physical deformities have softened with each new birth, but still the taint of evil remains. Harrow elves are mistrusted and disliked.

Occasionally, one is born who displays the power and evil of the original Harrow elves, but such a child is rare (albeit feared). Those characters have spell-like abilities far beyond the norm.

**Personality:** Even after all this time, Harrow elves are as twisted on the inside with bitterness and hate as their flesh is twisted and deformed on the outside. They know that everyone hates and fears them and, truth be told, they hate and fear themselves, at least to a degree. They resent the happy lives of others, and evil Harrow elves often seek to make others as miserable as they. They frequently attempt to disfigure their enemies the way they have been disfigured. Some still seek revenge on those who mutated their forebears.

**Physical Description:** Harrow elves have the same general build as other elves. Their bodies typically bear horrible birthmarks, scars, and various deformities. Their flesh is a pale yellowish-white, and their eyes are red. Harrow elves have a lifespan of similar length to that of humans.

**Relations:** Harrow elves are disdained by virtually all others, but especially by other elves, who see them as abominations only slightly better than

dark elves. Harrow elves share a general wariness for all other races, but beyond that they have no preferences.

**Alignment:** Harrow elves lean toward evil, but some have overcome this predilection. Unlike other elves, they are not typically limited to non-lawful alignments.

**Harrow Elf Lands:** The Harrow elves have no lands of their own. Most live in Kem, in isolated communities. Typically, Harrow elves find mates only among their own kind, but sometimes they take mates through violence from among Shoal elves or even humans. Offspring from such rapes are always Harrow elves.

**Religion:** Harrow elves generally are too bitter to find much solace in religion. They have very few clerics, but the few that do pay homage to a deity often worship one of the demon gods or perhaps Kran, Goddess of Faults.

**Names:** Harrow elf names are similar to other Elvish names.

**Adventurers:** Harrow elves make excellent adventurers, given that most of them feel they have little to live for—many have a death wish. They are fierce combatants, often quite ruthless. Usually, however, they do what they do more to prove themselves than to gain riches or even fame.

**RP:** 9 RP (Standard)

- **Ability Score Racial Traits -2 RP:** Though nimble, harrow elves typically bear horrible birthmarks, scars, and various deformities. They gain +2 Dexterity, -2 Constitution, and -2 Charisma.
- **Size 0 RP:** Harrow elves are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type 0 RP:** Harrow elves are Humanoids with the elf subtype.
- **Base Speed 0 RP:** Harrow elves have a base speed of 30 feet.
- **Language Quality 0 RP:** Harrow elves begin play speaking Common and Elven. Harrow elves with high Intelligence scores can choose from the following: Abyssal, Draconic, Elder Elven, Gnoll, Gnome, Goblin, Halfling, Infernal, Orc, Undercommon.
- **Scarred 2 RP:** Harrow elves receive a +2 racial bonus on Intimidate checks.
- **Harrow Lore 4 RP:** Harrow elves receive a +2 racial bonus to Craft (alchemy) and Use Magic Device checks.
- **Harrow Magic 4 BP:** Harrow elves with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level, DCs are Charisma-based) once per day: *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *blur*. One who has or later gains the "cantrips" class feature adds all but the last of these spells to their known/prepared spells.
- **Low-light vision 1 RP:** Harrow elves can see twice as far as humans in conditions of dim light.

## Elf, Shoal

Dark-haired with deep, smoldering eyes, the Shoal elves have always been just as at home on the sea as on the land. They are, by far, the most common type of elf—in fact, most people simply call them "elves" rather than "Shoal elves." They typically wear their hair long and favor clothing in shades of blue and green. If they can't be on or near the sea, the Shoal prefer the forest, the so-called "sea of leaves." They find open terrain oppressive.

Elven cities are fabulous places of slowly twirling towers and curving walls, but sadly, they are few in number now. The most wondrous of these cities was Dreta Phantas, the Dreaming City, magically stolen by the dark elves in ages past. Most Shoal now live in small communities or cosmopolitan cities.

Shoal elves often seem aloof and arrogant, but as the centuries pass, they have grown more accustomed to other races. In particular, they respect

some of the rarer races, such as the litorian tribes. Humans, as a group, are generally acceptable, but dwarves are a burden. Elves hate orcs.

Shoal elves use the standard race information from the Corebook, except elves DO sleep (though still are resistant to magical sleep effects).

## Gnomes

In most ancient lore, gnomes are considered to have been a race of elvenkind. Rarest of the major races, gnomes love magic and music above all else (an alternate name for them is the "loresong faen"). They dwell throughout the lands of Cherubar, Rhoth, Palastan, and the Sea Kingdoms.

Use the standard race from the Core Rulebook, though Bleaching is not an issue.

## Halflings

As with gnomes, most creation myths and stories name halflings as an original race of elvenkind. They frequently live among humans, although many halflings wander the plains to the south and southwest as nomads. They do not call themselves halflings, of course, but they no longer find the name derogatory, either. Their own name for themselves is saelas faen: "quicklings." Use the standard race from the Core Rulebook.

## Half-Elves and Half-Orcs

Although understandably rare, these races are more common in Ptolus than many places in the world. Half-elves are always half Shoal elf, since a Cherubim elf would never pair with a human and Harrow elves always breed true. Half-orcs usually come from the Ornu-Nom tribes of Palastan and Rhoth, although evil half-orcs might be half Toruk-Rul or Sorn-Ulth. Use the standard race from the Core Rulebook.

## Litorian

Litorians are bestial, honor-bound hunters. Usually found roaming open grasslands far from civilization, litorians only rarely separate from their tribes. Unlike members of the common races, only the unique individual litorian interacts with other species.

**Personality:** Litorians are thoughtful and quiet until provoked past their limit. Once angered, they become savage and brutal, almost incapable of showing mercy. Litorians love the outdoors, good food, and long, well-considered stories (not boastful or exaggerated ones). They have a deep sense of personal honor—personal in that it's not about "saving face" but about being true to oneself. A litorian will not compromise her morals for fear of losing her own self-value, even if this makes her appear strange or foolish to others, and even if it means making a choice others might not consider the best one. All litorians develop their own sets of morals and ethics, although some principles remain true across most members of the race. Because they highly value both honor and life, for example, their need to repay those who save their lives—a life debt—is very strong.

**Physical Description:** Litorians are taller and more muscular than humans. Their bodies are covered in light brown hair, and their faces are clearly feline in appearance with a pronounced snout, a flat, catlike nose, and sharp teeth. They have dark eyes with narrow pupils. Manes of brown hair surround the heads of males. Most people notice a thick, almost musky scent around litorians, but few think it unpleasant. Litorians mature much faster than humans, but have a similar lifespan.

**Relations:** Litorians have little history with most other races except aram, whom they respect (but do not entirely understand). In Ptolus, they get along best with halflings, who surprisingly share many of their sensibilities regarding loyalty (this may come from their similar nomadic lifestyles). They get along with the Ornu-Nom tribes of orcs in Palastan and Rhoth fairly well, but not with the Toruk-Rul or Sorn-Ulth.

**Alignment:** Litorians lean toward chaos rather than law simply because of their tribal upbringing. They believe in only a very loose organizational structure. Litorians organize their tribes by strength and respect, not by law. Litorians find the concept of delineated parameters of

right and wrong difficult to understand; they are much more likely to judge situations on a case-by-case basis. Bound by their sense of honor and respect for others, far more Litorians are good or neutral than evil. They are very rarely selfish or cruel and hold concepts of personal freedom quite dear.

**Litorian Lands:** Litorians are nomads, but to call their wandering “random” shows a profound misunderstanding of their culture. They subtly control the open grasslands upon which they wander: Their power and cunning makes them clear masters of the region they inhabit. No one passes through the plains where they live without their knowledge—and, therefore, their leave.

**Religion:** Litorians have no concept of worship and see little need for ritual. They simply do not understand or crave the need to trust in a higher power. When confronted with proof of a powerful being’s might, a Litorian grants respect, but not reverence.

**Language:** The complex Litorian language proves difficult for humans and many others to speak. It is a tongue full of deceptive subtlety, and few non-Litorians attempt to master it. Litorian has an alphabet of its own, but by the standards of other races, its written form is fairly crude and basic.

**Names:** The tribe gives all Litorians names that carry a special meaning in their own tongue. These names are then transliterated into Common for use by others who have difficulty with Litorian speech. Here are some sample names:

*Litorian Male Names:* Charnaset, Chron, Malethar, and Rastor.

*Litorian Female Names:* Marel, Rann, Sorret, and Yintra.

**Adventurers:** Litorians away from their tribe are usually hunters, mercenaries, or members of another profession that allows them to use both their outdoor instincts and their natural strength and agility. Frequently shunned by members of other races (because they find the “lion-people” intimidating), Litorians often find acceptance and friendship among adventurers—many of whom are loners or wanderers themselves.

**RP:** 17 (Advanced)

## Classes

So I am going to be fairly open to things - I am approving 42 classes (including PrC's so you can be planning ahead if you want). There are five that are Ptolus-specific, I will provide greater details on them beyond the short descriptions below, if you are interested. Please keep in mind any classes that are mostly wilderness based are NOT good options in Ptolus, unless you take some sort of urban archetype for them. Same goes for barbarians due to the rage monsters that they are - the city doesn't really tolerate them for long. I am not allowing gunslingers, because I am not sure the class mechanics work with Ptolus's take on guns. And I am not allowing summoners, as I personally dislike the class, even the rebalanced one from Unchained - so please do not ask.

Alchemist, Arcane Archer (PrC), Arcane Trickster (PrC), Arcanist, Barbarian (Unchained), Bard, Battle Herald (PrC), Brawler, Cavalier, Cleric, Dragon Disciple (PrC), Druid, Duelist (PrC), Eldritch Knight (PrC), Fighter, Holy Vindicator (PrC), Horizon Walker (PrC), Hunter, Inquisitor, Inverted Pyramid Initiate (PrC), Inverted Pyramid Adept (PrC), Inverted Pyramid Master (PrC), Investigator, Knight of the Chord (PrC), Knight of the Pale (PrC), Loremaster (PrC), Magus, Master Chymist (PrC), Master Spy (PrC), Monk (Unchained), Mystic Theurge (PrC), Oracle, Paladin, Pathfinder Chronicler (PrC), Ranger, Rogue (Unchained), Shadowdancer (PrC), Slayer, Sorcerer, Stalwart Defender (PrC), Warpriest, Witch, Wizard

The **Inverted Pyramid** classes are unique - you can take a level in one as soon as you qualify, then as you gain in levels you can trade them out for the next higher one (or you can keep all three, which does have a few benefits). Must become a member of the Pyramid to take them.

**Knights of the Chord** are martial bards - different approach to it than battle heralds. Training comes from a group by the same name in Ptolus, must join to train.

**Knights of the Pale** are an order of Lothianite knights who revere the saints of the past, and use differing suites of abilities based on six holy men from times past in their fight to rid the world of evil magic (though, at times, their view on what is evil magic can be questioned).

## Skills and Feats

**Fighters** get 2 extra skill points per level, and add Perception and Stealth to their class lists.

Technology changes the skills and feats in the game a bit. All the rules you need to use these intuitive skills are right here.

**Knowledge (machines)** makes a good addition to a setting with technology. Such a skill could allow a character to identify an unknown device or figure out how to make it work. However, characters need **Craft (machines)** to actually create something like a clock, a steampowered construct, or a mechanically controlled

- **Ability Score Racial Traits 4 RP:** Litorians are ancient, physical and introverted, +2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, -2 Charisma.
- **Size 0 RP:** Litorians are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type 0 RP:** Litorians are Humanoids with the catfolk subtype.
- **Base Speed 0 RP:** Litorians elves have a base speed of 30 feet.
- **Language Quality 0 RP:** Litorians begin play speaking Common and Litorian. Litorians with high Intelligence scores can choose from the following: Aram, Elvish, Gnoll, Goblin, Orcish.
- **Intimidating 2 RP:** Litorians receive a +2 racial bonus on Intimidate checks.
- **Keen Senses 2 RP:** Litorians receive a +2 racial bonus on Perception checks.
- **Hunter 2 RP:** Litorians receive a +2 racial bonus on Survival checks.
- **Bite 2 RP:** Litorians gain a natural bite attack, dealing 1d6 damage. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.
- **Low-light vision 1 RP:** Litorians can see twice as far as humans in conditions of dim light.
- **Scent 4 RP:** Litorians gain the scent ability.

## Planetouched

The presence of so many outsiders has had a strong effect on the population of Ptolus. Many families have at least a small amount of the blood of angels and fiends, or have one of the elements flowing in their veins.

The following are all playable character races in Ptolus: aasimar, tieflings, oroads, sylphs, ifrit and undines, and will mostly be from the shattered land of Kem. The genie-related races are possible on a case-by-case basis, and will almost assuredly mean the character is from Uraq originally. Use the standard rules from the *Advanced Race Guide* for them.

door. Some complex devices might force a character to make multiple checks. For example, creating a mechanized shield guardian as described earlier might require four separate Craft checks, each at DC 25. The construct would cost 75,000 gp, because it has no magical abilities. For other similar checks, see the table below.

## Crafting Tech Items

One can create and repair firearms with **Craft (firearms)**. Also, **Profession (engineer)** might be appropriate for one who designs entirely new machinery.

**Disable Device** takes on a new meaning in a setting with technology. Characters with this skill could make a dragon rifle inoperable or set a magnetic compass to point in the wrong direction.

Using firearms requires the **Exotic Weapon Proficiency (firearms)** feat. This feat covers not only firing the weapon, but loading it and caring for it.

**Table: Crafting Tech Items**

Technological Item	Craft	DC
Simple tech item (compass, thermometer)	Machines	15
Complex, small tech item (pocketwatch)	Machines	20
Firearm (single-shot)	Firearms	20
Firearm (repeating, double, or multi-use)	Firearms	24
Large machine (drawbridge mechanism)	Machines	25 × 2
Large complex machine (construct)	Machines	25 × 4
Extremely complex device (steam armor)	Machines	30 × 4

**Spellcraft to Identify Items:** I want to keep some of the mystery to magic, so I am making identifying magic items harder. The DC is calculated as 15 + (2x the item's caster level). If you have the Item Creation Feat to make the particular type of item, you get +5 to the roll for that item. Cursed items add +5 to the DC to notice it is cursed. This has resulted in a specialized market for identifying items in the city, with some NPCs who have put all the training into the process. If someone fails a roll, they can attempt it one other time until they gain a new class level.

## Other Feats

**Noble Scion:** You can choose to be a member of any house other than Dallimothan, Sadar or Vladaam. You will be a minor member who has at least some small connection to the head of your household – meaning you can arrange a meeting, but you shouldn't count on running to them to get you out of trouble or solve a dilemma for you.

**Leadership (and related feats):** These do not exist in the game. If you want a cohort or army, earn it by working to get them to follow you.

I reserve the right to modify any other feats as needed, though if I do so after you have created your character, you will be given some sort of story award to compensate.

## Miscellaneous Info

The following will help you finish up your character mechanically, but remember to refer to the Player's Guide to get the flavor of the city into the personality you are creating.

**Stat Buy:** You have 25 points to spend on your stats.

**Traits:** You get two traits chosen from most of the options in Pathfinder – please tell me what you are thinking of, so I can make sure it works with the setting, as well as tinkering with the story parts to help connect your character to the city and its storylines.

**Starting Gold:** Maximum for first level

**Hit Points:** Maximum at first level, then you can either take average for your hit die (4/5/6/7) or you may instead roll it with me watching and accept the result.

**Alignment:** Any non-evil – absolutely no exceptions.

**Story Tokens:** A named character gets one token per level, and may have up to half their level (minimum of two) stored up. These may be used to:

1. Add/subtract 1d4 to any roll before it is made, or +/- 1 after it is done (this CAN affect other characters' rolls, but no more than two for one roll).
2. Seize initiative for the combat – if two or more characters use them this way, they must then roll initiative to determine the top of the order.
3. Prepared casters can recall any spell they have cast up to 1/3 their level (minimum of 1<sup>st</sup>) back into memory.
4. Any character can heal themselves for 1d6+CON, or another character for 1d4, instantly. This can prevent most instant deaths.
5. Roll a second save at a -5 penalty.
6. Cause a story element to happen or change – must speak with the GM to work out specifics, but a lock can be broken, or a door conveniently left open at just the right moment.

You can earn extra tokens for outstanding roleplaying, contributing to campaign journals, or other reasons that merit in-game rewards (GM's discretion). Also remember that named NPCs have tokens, too.