

Warcraft Races for Pathfinder

This is my attempt to take the races from the Warcraft RPG supplement for 3.5 D&D and make them for Pathfinder. The Warcraft RPG was intended as a higher powered game, so characters were to start at level 2 to help compensate level adjustments for many of the races.

My first instinct was to just use existing races from Pathfinder as parallels. While true for some, it wasn't the best course of action. Comparing the Warcraft humans to Pathfinder humans, the humans of Azeroth had more of an advantage. Using the *Advanced Race Guide* as a base, humans would not fit the standard power level. After seeing that, I decided to try to keep all the races in the advanced setting, or 11-20 Racial Point range. This was much harder than I expected.

Jungle trolls are the culprit for that. A fast healing ability, even at 1, is quite the boon for them. While it's not that impressive during combat and at higher levels, it is still considerable. For now, I gave them fast healing 1. It can't bring them back from the brink like a troll from D&D that wasn't hit with fire or acid, so it shouldn't be a game breaker.

Those familiar with the old supplements and *WoW* will notice some things missing. The “space goat” variety of draenei weren't in the RPG since they didn't exist at the time of publishing. I'll try to get them in at some point. Naga and Furbolgs were available as playable races, but I decided to drop them. Worgen and Forsaken are templates, and while Worgen characters can work I'm not a fan of the undead as a player race. Also a few prestige classes make members undead, so it seems redundant. Until I get to changing that up, no undead player races.

That is about all that needs to be said at this point. So here they are.

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Humans

- Medium Humanoid (human)
- 30 foot movement speed.
- +2 to ability score of choice
- Languages: Common, any unrestricted.
- Fearless: +2 to saves against fear effects.
- Flexible Bonus Feat: Can choose an extra feat at first level, must meet requirements.
- Skilled: Additional skill rank granted at each level.
- Silver Tongue: +2 to Diplomacy and Bluff. Can also shift a creature's attitude three steps up instead of two steps
- Hatred: +1 to attack against orcs.

Dwarf, Ironforge

- Medium Humanoid (dwarf)
- 20 foot movement speed. Cannot be slowed due to armor or encumbrance.
- +2 Constitution, +2 Wisdom, -2 Charisma
- Darkvision: Inforge dwarves can see out to 60 in darkness.
- Languages: Common and Dwarven
 - Gnome, Goblin, Orc, and Thalassian
- Stability: +4 to CMD to resist trip or bull rush attempts while standing on the ground.
- Hardy: +2 to saves against poisons, spells, and spell-like abilities.
- Natural Armor : +1 to AC
- Battle-Hardened: +1 to CMD
- Greed: +2 to Appraise checks to determine the value of non-magical good containing precious metals or gemstones.
- Stonecunning: +2 to Perception checks to notice unusual stonework, such as traps or secret doors, in stone walls and floors. Ironforge dwarves receive a check when they pass ten feet of such a feature, even if they are not actively looking.
- Hatred: +1 to attack against giants
- Weapon Familiarity (firearms, dwarven weapons)

Dwarf, Wildhammer

- Medium Humanoid (dwarf)
- 20 foot movement speed. Cannot be slowed due to armor or encumbrance.
- +2 Constitution, +2 Wisdom, -2 Intelligence
- Low-Light Vision: Wildhammer dwarves see twice as far in dim-light conditions.
- Languages: Common and Dwarven
 - Gnome, Orc, and Thalassian
- Stability: +4 to CMD to resist trip or bull rush attempts while standing on the ground.
- Hardy: +2 to saves against poisons, spells, and spell-like abilities.
- Fearless: +2 to saves against fear effects.
- Handle Animal and Ride are trained skills for Wildhammer dwarves.
- +2 to Handle Animal and Ride skills.
- Weapon Familiarity (warhammer, throwing hammer, dwarven weapons)

Elf, High

- Medium Humanoid (elf)
- 30 foot movement speed.
- +2 Dexterity, +2 Intelligence, -2 Constitution
- Low-Light Vision: High elves see twice as far in dim-light conditions.
- Languages: Common and Thalassian
 - Darnassian, Dwarven, Goblin, Kalimdoran, Orc
- Elven Immunities: +2 to saves against sleep effects and enchantment spells and effects.
- +2 to Knowledge: Arcana.
- Elven Magic: +2 to caster level to overcome spell resistance. Also +2 to Spellcraft checks made to identify properties of magical items.
- High elves receive the following spell-like abilities: Detect Magic, Read Magic, and Arcane Mark. Each can be cast once a day. Caster level is equal to the elf's character level.
- Weapon Familiarity (elven double sword, longbow)
- Magic Addiction: High elves must spend half an hour each day resisting the withdrawal of the Sunwell. If they do not, they suffer a -2 penalty to saves against spells and -1 to caster level for all spell casting classes (this can make them incapable of casting at caster level 0). These penalties are not cumulative. This time must be spent in addition to time preparing spells.
 - High elves also have a -2 penalty to Charisma-based skill checks made in regards to night elves or tauren.

Elf, Blood (High Elf Variant)

Blood elves are identical to high elves except for the following:

- Fel Magics: Blood elves with levels in wizard or sorcerer can access the Warlock spell list, even without levels in the prestige class. They also receive +1 to caster level when casting spells of the [Fire] or [Fel] descriptors. This ability replaces Elven Magic.

Elf, Night

- Medium Humanoid (elf)
- 30 foot movement speed.
- +2 Dexterity, +2 Wisdom
- Superior Low-Light Vision: Night elves see three times further in dim-light conditions.
- Languages: Common and Darnassian
 - Goblin, Low Common, Orc, Thalassian
- Spell Resistance: Night elves have SR equal to 6 + character level.
- Lingering Resistance: Night elves have cold and fire resistance 5.
- Shadowmeld: +2 to Stealth checks. +10 when not moving during night or in low-light areas. This is considered a supernatural ability.
- +2 to Knowledge: Nature and Survival
- Weapon Familiarity (moonglaive, longbow)
- Forbidden Arcana: Night elves who take a level in a class that grants them arcane spellcasting undergo a painful transformation. They lose superior low-light vision, spell resistance, lingering resistance, and shadowmeld. They gain low-light vision, elven immunities, elven magic, the high elves spell-like abilities, and magic addiction. This change happens a week after the arcane spellcasting ability is gained. It is a permanent change and cannot be stopped once started.

Half-Elf

- Medium Humanoid (elf, human)
- 30 foot movement speed.
- +2 to ability score of choice
- Low-Light Vision: Half-elves can see twice as far in dim-light conditions.
- Language: Common and Thalassian, any unrestricted.
- Elven Immunities: +2 to saves against sleep effects and enchantment spells and effects.
- +2 to Diplomacy, Perception, and Sense Motive.
- Half-elves gain the Skill Focus feat of their choice at 1st level.
- Multitalented: Half-elves can choose two classes when choosing their favored class.

Half Night Elf (Half-Elf Variant)

Half night elves are identical to half-elves except for the following:

- Language: Common and Darnassian, any unrestricted.
- Lingering Resistance: Half night elves gain cold and fire resistance 5. This ability replaces Elven immunities.
- Half night elves gain the Stealth feat at 1st level. This replaces the Skill Focus feat.

Gnome

- Small Humanoid (gnome)
- 20 foot movement speed.
- +2 Constitution, +2 Intelligence, -2 Strength
- Low-Light Vision: Gnomes can see twice as far in dim-light conditions.
- Languages: Common and Gnome
 - Dwarven, Goblin, and Thalassian
- Lucky: +1 to all saves.
- Gnomes gain a bonus Technological Feat at 1st level.
- +2 to Perception and one Craft/Profession of choice chosen at creation.
- Kneecapper: Gnomes gain +4 to combat maneuver checks to trip attempts.
- Weapon Familiarity (gnomish weapons)

Pandaren

- Medium Monstrous Humanoid (pandaren)
- 20 foot movement speed. Cannot be slowed due to armor or encumbrance.
- +2 Dexterity, +2 Constitution
- Languages: Common and Pandaren
 - Darnassian, Dwarven, Taur-ahe, and Thalassian
- Climb 20, +8 to Climb Checks
- Quadrupedal Movement: As long as they do not hold anything in their hands, pandarens can drop on all fours, gaining 10 to their movement speed.
- Natural Armor: Pandarens have +2 natural AC
- Resistant: +2 to saves against poisons and mind-affecting effects.
- Bite: 1d6 + Strength Modifier
- 2 Claws: 1d4 + Strength Modifier
- Weapon Familiarity (pandaren weapons)

Goblin

- Small Humanoid (goblin)
- 20 foot movement speed.
- +2 Dexterity, +2 Intelligence, -2 Strength
- Language: Common and Goblin, any unrestricted
- Low-Light Vision: Goblins can see twice as far in dim-light conditions.
- Goblins gain a bonus Technological Feat at 1st level.
- +2 to Appraise and Craft: Technological Devices
- Smooth Talker: +2 to Diplomacy and Bluff checks. If the goblin fails an attempt to change a creature's attitude by 5 or more, they can make a second check even if 24 hours haven't passed.
- Saboteur: Goblins gain +2 to checks to break objects and structures. Goblins also gain +2 to combat maneuver checks to Sunder.
- Weapon Familiarity (firearms)

Half-Orc

- Medium Humanoid (human, orc)
- Normal Speed
- +2 to one ability score of choice
- Language: Common and Orc, any unrestricted
- Low-Light Vision: Half-orcs can see twice as far in dim-light conditions.
- Fearless: +2 to saves against fear effects.
- +2 to Intimidate and Sense Motive
- Frenzy: Once per day a half-orc can go into a frenzy, gaining +2 racial bonus to Strength and Constitution but taking a -1 penalty to AC for 1 minute.
- Ferocity: Once per day, when a half-orc is reduced to fewer than 0 hit points but not killed, they can fight on for one more round as if disabled. At the end of their next turn, unless brought to above 0 hit points, they immediately fall unconscious and begin to die.
- Relentless: +2 to combat maneuver checks to bull rush and overrun an opponent. Both the half-orc and target must be standing.
- Weapon Familiarity (orc weapons, greataxe, battleaxe)

Orc

- Medium Humanoid (orc)
- 30 foot movement speed.
- +2 Strength, +2 Wisdom, -2 Intelligence
- Language: Common and Orc
 - Goblin, Low Common, Taur-ahe, Zandali
- Low-Light Vision: Orcs can see twice as far in dim-light conditions.
- Battle-Hardened: +1 to CMD.
- +2 to Handle Animal and Intimidate.
- Battle Rage: Orcs can rage as per the barbarian ability once per day. If the orc is of a class that grants rages, the orc can rage one additional time per day. Orcs can still only rage once per encounter.
- Hatred: +1 to attack against humans.
- Weapon Familiarity (orc weapons, greataxe, battleaxe)

Tauren

- Large Monstrous Humanoid (tauren)
- 30 foot movement speed.
- +2 Constitution, +2 Wisdom (Total: +2 Strength, +2 Constitution, +2 Wisdom, -2 Dexterity)
- Language: Common and Taur-ahe
 - Goblin, Low Common, Orc, Zandali
- +2 Handle Animal and Survival
- Gore Attack: 1d8 + 1 ½ Strength Modifier, can charge and set against charge.
- 10-foot reach.
- Weapon Familiarity (tauren weapons, shortspear and longspear)

Troll, Jungle

- Medium Humanoid (troll)
- 30 foot movement speed.
- +2 Strength +2 Constitution
- Language: Common and Zandali
 - Goblin, Low Common, Orc, Taur-ahe
- Darvision: Trolls can see out to 60 feet in darkness.
- Camouflage: Trolls have +4 to stealth checks in jungles.
- +2 to Stealth and Survival
- Troll Regeneration: Jungle trolls have fast healing 1. This is suppressed when a troll is dying. If stabilized, fast healing can heal them as normal, but they will still be unconscious if healed to 1 or more hit points.