

New Racial Levels

The concept of racial levels in Monte Cook's *Arcana Unearthed* has proven popular. My friends Jesse Decker, Andy Collins, and Charles Ryan came up with some similar ideas, but for the races as presented in the *Player's Handbook*.

I liked them so much, I asked if we could publish them here.—Monte

HUMAN LEVELS

Inventors, explorers, and others who push the boundaries of knowledge and experience take levels in human. They turn adversity into opportunity by finding a new way to apply the skills that they have, discovering a new technique to solve a problem, and challenge entropy by constantly seeking out new ventures they have not yet mastered. Humans balance strength with agility and temper intellect with reason.

Humans can take up to three levels in “human” at any time. Not all humans, however, take racial levels (or all three of them).

Hit Die: d8

SKILLS

Skill Points at 1st Character Level: (4 + Intelligence modifier) × 4

Skill Points at Higher Levels: 4 + Intelligence modifier (does not include the human's bonus skill point at each level)

“Class” Skills: A human can choose any 10 skills to be class skills. (Knowledge skills must be selected individually.)

CLASS FEATURES

Weapon and Armor Proficiency: Humans are proficient with all simple weapons and with light armor. In addition they are proficient with any one martial weapon of their choice.

Spells per Day: At 2nd and 3rd level, the human gains new spells per day (and spells known, if applicable) as if he had gained a level in a previous spellcasting class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of human to his level in the previous spellcasting class, then determines known spells, spells per day, and caster level accordingly.

If the human has no levels of a spellcasting class, this ability has no effect.

Adaptive Learning (Ex): At 1st level a human can designate any one of his selected human class skills as an adaptive skill. This skill is treated as a class skill in all respects for all classes of that character, both current and future. For example, a human who chooses Spot as an adaptive skill can treat Spot as a class skill for all future class levels, even if it is not normally a class skill for those classes.

Bonus Feat (Ex): At 2nd level, a human gains a bonus feat. He must meet the prerequisites for the bonus feat normally.

Ability Increase (Ex): At 3rd level, the human increases any one ability score of his choice by 2. This is a permanent improvement (similar to the ability score increase gained at every fourth level).

DWARF LEVELS

Known for their skill in warfare, their ability to withstand physical and magical punishment, and their great love of stone and stonework, dwarves grow as strong as their mountain homes. Characters who take dwarf levels exemplify this strength, gaining a deeper intuitive understanding of stone and stonework, building upon their already proven toughness, and promoting the crafts and strengths of their people whenever possible.

Dwarves are doughty warriors, and powerful characters often take the lead in battles as well as diplomatic conflicts.

Dwarves can take up to three levels in “dwarf” at any time. Not all dwarves, however, take racial levels (or all three of them).

Hit Die: d10

THE HUMAN

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	Adaptive learning	—
2	+1	+0	+0	+3	Bonus feat	+1 level of existing class
3	+2	+1	+1	+3	Ability increase	+1 level of existing class

THE DWARF

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Craft expertise, improved stonemasonry, save bonus
2	+2	+3	+0	+0	Improved darkvision, save bonus
3	+3	+3	+1	+1	Constitution increase

SKILLS

Skill Points at 1st Character Level: (2 + Intelligence modifier) × 4

Skill Points at Higher Levels: 2 + Intelligence modifier

“Class” Skills: The dwarf’s class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering) (Int), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

CLASS FEATURES

Weapon and Armor Proficiency: Dwarves are proficient with all simple and martial weapons; with light, medium, and heavy armor; and with shields (but not with tower shields).

Craft Expertise (Ex): The dwarf may add his class level as a racial bonus on all Craft checks that are related to stone or metal items.

Improved Stonemasonry (Ex): At 1st level, the dwarf’s bonus to Search checks to notice unusual stonework increases to +4. He can intuit where true north lies in relation to himself (as if he had 5 ranks in Survival) whenever underground. Also, and the range at which he receives a free Search check for coming near an example of unusual stonework increases to 20 feet.

Poison Save Bonus (Ex): At 1st level, the dwarf’s racial bonus on saves against poison increases by +1.

Improved Darkvision (Ex): At 2nd level, the dwarf’s darkvision range increases by 30 feet.

Save Bonus (Ex): A 2nd-level dwarf’s racial bonus on saves against poison and against spells and spell-like effects increases by +1.

Constitution Increase: At 3rd level, the dwarf gains a +2 increase to Constitution. This is a permanent improve-

ment (similar to the ability score increase gained at every fourth level).

ELF LEVELS

Mighty with both spell and blade, elves move through the world at a pace removed from that of shorter lived races. Long a champion of good, the elven race is storied beyond telling, and its heroes number beyond counting. As mighty as the elves can be, it is not often that they turn to warfare or combat, preferring instead the paths of poetry, dance, song, and lore. With their long lifespans and many talents, elves excel in many areas and classes, but a few come to exemplify the complex and powerful nature of their race.

Elves can take up to three levels in “elf” at any time. Not all elves, however, take racial levels (or all three of them).

Hit Die: d8

SKILLS

Skill Points at 1st Character Level: (2 + Intelligence modifier) × 4

Skill Points at Higher Levels: 2 + Intelligence modifier

“Class” Skills: The elf’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

CLASS FEATURES

Weapon and Armor Proficiency: Elves are proficient with all simple weapons, rapiers, longswords, shortbows, longbows, and light armor.

Spells per Day: At 2nd and 3rd level, the elf learns new spells and gains new spells per day as if she had gained a

THE ELF

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+0	Elfsight, resist enchantments	—
2	+1	+0	+3	+0	Weapon Focus	+1 level of wizard
3	+2	+1	+3	+1	Intelligence increase	+1 level of wizard

level in wizard. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of elf to her wizard level, then determines spells per day and caster level accordingly.

If the elf has no wizard levels, this ability has no effect.

Elfsight (Ex): At 1st level, an elf's visual acuity increases. Her racial bonus on Search and Spot checks increases to +4. In addition, the elf's lowlight vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Resist Enchantments (Ex): A 1st-level elf's racial bonus on saves against enchantment spells or effects increases by +2.

Weapon Focus (Ex): At 2nd level the elf gains a bonus Weapon Focus feat. This feat must apply to the rapier, longsword, shortsword, shortbow, longbow, composite shortbow, or composite longbow.

Intelligence Increase (Ex): At 3rd level, the elf gains a +2 increase to Intelligence. This is a permanent improvement (similar to the ability score increase gained at every fourth level).

GNOME LEVELS

Curious, intelligent, and likeable, gnomes move easily through the society and communities of other races. They combine a strong sense of loyalty to clan and the pull of new experiences offered by adventure. While this dualism leads some adventuring gnomes into difficulties with family and clan, characters with gnome levels successfully blend both aspects of their race's nature. They serve as an example to others of how to promote and protect their community and clan while at the same time constantly searching the world for new and interesting things.

Gnomes can take up to three levels in "gnome" at any time. Not all gnomes, however, take racial levels (or all three of them).

Hit Die: d6

SKILLS

Skill Points at 1st Character Level: (4 + Intelligence modifier) × 4

Skill Points at Higher Levels: 4 + Intelligence modifier

"Class" Skills: The gnome's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spellcraft (Int), and Swim (Str).

CLASS FEATURES

Weapon and Armor Proficiency: Gnomes are proficient with all simple weapons and with light armor.

Spells per Day: At 2nd and 3rd level, the gnome learns new spells and gains new spells per day as if he had gained a level in bard. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of gnome to his bard level, then determines known spells, spells per day, and caster level accordingly.

If the gnome has no bard levels, this ability has no effect.

Illusion Aptitude (Ex): The gnome may add his class level to his caster level to determine the effects of his Illusion spells (regardless of the class that grants the spellcasting ability), including those gained from the gnome's race. This bonus stacks with the extra spellcasting levels gained from the gnome's spells per day entry (above).

For example, a 2nd-level wizard/3rd-level gnome's caster level is 2nd for most wizard spells but 5th for wizard spells of the Illusion school (and 4th for his spell-like abilities of *dancing lights*, *ghost sound*, and *prestidigitation*). A 3rd-level bard/2nd-level gnome's caster level is 5th for most bard spells but 7th for bard spells of the Illusion school.

This increased caster level affects only spells that the character can cast. It does not give him access to higher-level spells or more spells per day.

Keen Senses (Ex): A 1st-level gnome's racial bonus on Listen checks and Craft (alchemy) checks increases by +2.

Mirror Image (Sp): At 2nd level, the gnome gains the ability to cast *mirror image* once per day as a spell-like ability with a caster level equal to his gnome level.

Charisma Increase (Ex): At 3rd level, the gnome increases his Charisma by 2. This is a permanent improvement (similar to the ability score increase gained at every fourth level).

THE GNOME

Level	Base	Fortitude	Reflex	Will	Special	Spells Per Day
	Attack Bonus	Save	Save	Save		
1	+0	+2	+0	+2	Illusion aptitude, keen senses	—
2	+1	+3	+0	+3	<i>Mirror image</i>	+1 level of bard
3	+2	+3	+1	+3	Charisma increase	+1 level of bard

THE HALF-ELF

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+0	Bonus feat, divided ancestry, elven vision	—
2	+1	+0	+3	+0	Persuasion	+1 level of existing class
3	+2	+1	+3	+1	Ability increase	—

HALF-ELF LEVELS

Although their mixed heritage rarely leaves a half-elf embittered, many of them can find it difficult to call any community home. Humans and elves move through the world at very different paces with very different tastes and habits, and neither quite fits a half-elf's innate preferences and attitudes. Characters with half-elf levels are those half-elves who reconcile these two halves of their nature and create an outlook that is wholly their own.

Half-elves can take up to three levels in “half-elf” at any time. Not all half-elves, however, take racial levels (or all three of them).

Hit Die: d8

SKILLS

Skill Points at 1st Character Level: (4 + Intelligence modifier) × 4

Skill Points at Higher Levels: 4 + Intelligence modifier

“Class” Skills: The half-elf's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Swim (Str).

CLASS FEATURES

Weapon and Armor Proficiency: Half-elves are proficient with all simple weapons and with light armor.

Spells per Day: At 2nd level, the half-elf gains new spells per day (and spells known, if applicable) as if he had gained a level in a previous spellcasting class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of half-elf to his level in the previous spellcasting class, then determines known spells, spells per day, and caster level accordingly.

If the half-elf has no levels of a spellcasting class, this ability has no effect.

Bonus Feat (Ex): At 1st level, the half-elf gains a bonus feat. He must meet the feat's prerequisites normally in order to take it.

Divided Ancestry (Ex): Unlike most other races, half-elves can take levels in more than one race. After gaining at least one level as a half-elf, the character can take either elf levels or human levels. Although a half-elf can multiclass freely between half-elf levels and either elf or human levels, he cannot take levels in both elf and human.

Elven Vision (Ex): At 1st level, the half-elf's visual acuity improves to match that of an elf's. The half-elf's racial bonus on Search and Spot checks increases to +2.

Persuasion (Ex): A 2nd-level half-elf gains a +2 racial bonus to all Charisma-based skills (if he already has a racial bonus to a Charisma-based skill, it increases by +2).

Ability Increase (Ex): At 3rd level, the half-elf increases any one ability score of his choice by 2. This is a permanent improvement (similar to the ability score increase gained at every fourth level).

HALF-ORC LEVELS

Half-orcs with racial levels are unusual in that they rarely have large populations of other half-orcs promoting and supporting their views of their race. Rather, most characters with half-orc levels find the strength to champion their heritage by overcoming the challenges of a unique and sometimes isolated upbringing. Half-orcs are powerful warriors who often combine the innate ferocity of their orc heritage with the quick thinking and inventiveness of humanity.

Half-orcs can take up to three levels in “half-orc” at any time. Not all half-orcs, however, take racial levels (or all three of them).

Hit Die: d8

SKILLS

Skill Points at 1st Character Level: (4 + Intelligence modifier) × 4

Skill Points at Higher Levels: 4 + Intelligence modifier

“Class” Skills: The half-orc's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

THE HALF-ORC

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Divided ancestry, monstrous mien
2	+2	+3	+0	+0	Rage 1/day
3	+3	+3	+1	+1	Strength increase

CLASS FEATURES

Weapon and Armor Proficiency: Half-orcs are proficient with all simple and martial weapons, and with light armor and medium armor.

Divided Ancestry (Ex): Unlike most other races, half-orcs can take levels in more than one race. After achieving at least one level as a half-orc, the character can take either orc levels or human levels. Although a half-orc can multiclass freely between half-orc levels and either human levels or orc levels (Hit Dice), he cannot take levels in both orc and human.

Monstrous Mien (Ex): Half-orcs can channel their innate ferocity, resulting in a +4 racial bonus on Intimidate checks.

Rage (Ex): At 2nd level, the half-orc comes to understand the natural ferocity that courses through his blood and gains the ability to fly into a screaming blood frenzy once per day. This is identical to a barbarian's rage (see the *Player's Handbook*). If the half-orc has improved rage abilities (such as the barbarian class features of greater rage, tireless rage, indomitable will, or mighty rage), those improvements apply to the rage ability granted by the half-orc racial levels as well.

Strength Increase (Ex): At 3rd level, the half-orc increases his Strength score by 2. This is a permanent improvement (similar to the ability score increase gained at every fourth level).

HALFLING LEVELS

Clever and capable, halflings with racial levels love travel, and they embody the curiosity and good-natured ways of the halfling people. Despite their curiosity and good-natured outlook, characters with halfling levels are also the most capable members of their race. They are survivors, cunning and resourceful enough to survive in a world filled with larger, very dangerous creatures. As these halflings travel

through communities and countries populated by other races, they are quick to make friends and often end up forming a small traveling or adventuring group that accompanies them on their wanderings.

Halflings can take up to three levels in "halfling" at any time. Not all halflings, however, take racial levels (or all three of them).

Hit Die: d8

SKILLS

Skill Points at 1st Character Level: (4 + Intelligence modifier) × 4

Skill Points at Higher Levels: 4 + Intelligence modifier.

"Class" Skills: The halfling's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Survival (Wis), and Swim (Str).

CLASS FEATURES

Weapon and Armor Proficiency: Halflings are proficient with all simple weapons and with light armor.

Athletic Prowess (Ex): At 1st level, the halfling's racial bonus to Climb, Jump, and Move Silently improves to +3.

Save Bonus (Ex): A 1st-level halfling's racial bonus on all saving throws increases by +1.

Thrown Weapon Mastery (Ex): At 2nd level, the halfling gains a +2 bonus to attacks and damage with thrown weapons and slings.

Dexterity Increase (Ex): At 3rd level, the halfling increases her Dexterity score by 2. This is a permanent improvement (similar to the ability score increase gained at every fourth level).

THE HALFLING

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Athletic prowess, save bonus
2	+1	+0	+3	+0	Thrown weapon mastery
3	+2	+1	+3	+1	Dexterity increase

Credits and Legal

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