

# Racial Modifier Table Preview



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The gigantic table in this document has two uses: first and foremost it's an aid for the Game Master (GM) when designing Non-Player Characters (NPC), because all the vital statistics for the main (and not so main) creatures are right here on these pages. Second, it can help players on the lookout for different player races - but make sure to check with your GM if she allows player characters of such a species.

## Notes

We had to compromise sometimes between what to display, and to what detail.

Races are listed in alphabetic order. In case of sub-races the addition is listed after the name of the main race (for instance: Halfling, Deep; Elf: Drow).

Skills listed after the number of skill points a creature receives are its racial class skills.

LA = Level Adjustment (don't forget to add in racial hit dice (if any) for Effective Character Level).

## A preview?

Yes. The finished version of this table will appear as an appendix in all related TOGC PDF products at [RPG Now](#). This table is a work in progress - it isn't finished *by far*.

That doesn't mean it's worthless, mind you. All we've done for this document was: taking all the information from the System Reference Document (SRD) after the headings "... as Characters". What we'll do next is generating similar entries for many more creatures.

The first product featuring the full version of this table will be [On Nation Building](#), coming soon to [RPG Now](#).

## Open Game Content

All the text on page 2 to 6 of this document (named *Racial Modifier Table (Preview)* 1 to 5) is considered Open Game Content. Everything else is considered Close Content.

## About TOGC

[The Other Game Company \(TOGC\)](#) was founded in Aachen, Germany, by [Stefan Pietraszak](#). Being a somewhat innovative guy, Stefan uses *TOGC* to publish anything he comes up with: board and tabletop games, RPG stuff and Comics, but for the meantime D20 is everything.

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Name	Ability Mod.	Size (Space/Reach)	Base Speed	Racial Hit Dice	Racial Skills	Racial Feats	Special Attacks	Special Qualities	Favored Class	LA
Azer	+2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma	Medium	30 feet	2d8 Hit Dice, BAB +2, Fort +3, Ref +3, Will +3	5 x (8 + Int modifier); Appraise, Climb, Craft, Hide, Jump, Listen, Search, Spot	one feat	Heat	Immunity to fire, spell resistance equal to 13 + class levels, vulnerability to cold, Darkvision 60 feet	Fighter	+4
Bugbear	+4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma	Medium	30 feet	3d8 Hit Dice, BAB +2, Fort +1, Ref +3, Will +1	6 x (2 + Int modifier); Climb, Hide, Listen, Move Silently, Search, Spot	two feats	-	+3 natural armor bonus, +4 racial bonus on Move Silently checks	Rogue	+1
Centaur	+8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom	Large (10/5)	50 feet	4d8 Hit Dice, BAB +4, Fort +1, Ref +4, Will +4	7 x (2 + Int modifier); Listen, Move Silently, Spot, Survival	two feats	-	Darkvision 60 feet, +3 natural armor bonus	Ranger	+2
Doppelganger	+2 Strength, +2, Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma	Medium	30 feet	4d8 Hit Dice, BAB +4, Fort +1, Ref +4, Will +4	7 x (2 + Int modifier); Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, Spot	two feats	Detect thoughts	Darkvision 60 feet, +4 natural armor bonus, +4 racial bonus on Bluff and Disguise checks (when using change shape ability: additional +10 circumstance bonus on Disguise checks), Change shape, immunity to sleep and charm effects	Rogue	+4
Dwarf	+2 Constitution, -2 Charisma	Medium	20 feet (not reduced)	-	+2 racial bonus on Appraise checks that are related to stone or metal items, +2 racial bonus on Craft checks that are related to stone or metal	Weapon Familiarity	-	Darkvision 60 feet, Stonecunning, Stability, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects, +1 racial bonus on attack rolls against orcs and goblinoids, +4 dodge bonus to Armor Class against creatures of the giant type	Fighter	+0
Dwarf, Deep	+2 Constitution, -2 Charisma	Medium	20 feet (not reduced)	-	+2 racial bonus on Appraise checks that are related to stone or metal items, +2 racial bonus on Craft checks that are related to stone or metal	Weapon Familiarity	-	Darkvision 90 feet, Stonecunning, Stability, +3 racial bonus on saving throws against poison, +3 racial bonus on saving throws against spells and spell-like effects, +1 racial bonus on attack rolls against orcs and goblinoids, +4 dodge bonus to Armor Class against creatures of the giant type, Light Sensitivity	Fighter	+0
Dwarf: Duergar	+2 Constitution, -4 Charisma	Medium	20 feet (not reduced)	-	+4 racial bonus on Move Silently checks, +1 racial bonus on Listen and Spot checks, +2 racial bonus on Appraise checks that are related to stone or metal items, +2 racial bonus on Craft checks that are related to stone or metal	-	-	Darkvision 120 feet, Stonecunning, Stability, Immunity to paralysis, phantasms, and poison, +2 racial bonus on saving throws against spells and spell-like effects, +1 racial bonus on attack rolls against orcs and goblinoids, +4 dodge bonus to Armor Class against creatures of the giant type, +2 racial bonus on Appraise checks that are related to stone or metal items, +2 racial bonus on Craft checks that are related to stone or metal, Spell-Like Abilities: 1/day-enlarge person and invisibility (caster level 2x duergar's class level)	Fighter	+1
Elf	+2 Dexterity, -2 Constitution	Medium	30 feet	-	+2 racial bonus on Listen, Search, and Spot checks	Weapon Proficiency (longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow)	-	Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, Low-light vision	Wizard	+0
Elf, Half	-	Medium	30 feet	-	+1 racial bonus on Listen, Search, and Spot checks, +2 racial bonus on Diplomacy and Gather Information checks	-	-	Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, Low-light vision, Elven Blood	Any	+0

Name	Ability Mod.	Size (Space/Reach)	Base Speed	Racial Hit Dice	Racial Skills	Racial Feats	Special Attacks	Special Qualities	Favored Class	LA
Elf, Aquatic	+2 Dexterity, -2 Intelligence	Medium	30 feet, swim: 40 feet	-	+2 racial bonus on Listen, Search, and Spot checks	Weapon Proficiency (longsword, rapier, longbow, composite longbow, shortbow, composite shortbow)	-	aquatic subtype, Gills, Superior Low-Light Vision, Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects	Fighter	+0
Elf, Drow	+2 Intelligence, +2 Charisma	Medium	30 feet	-	+2 racial bonus on Listen, Search, and Spot checks	Weapon Proficiency (hand crossbow, rapier, short sword)	-	Darkvision 120 feet, Spell resistance 11 + class levels, +2 racial bonus on Will saves against spells and spell-like abilities, Spell-Like Abilities: 1/day dancing lights, darkness, faerie fire (caster level: drow's class level), Light Blindness	Wizard (male) or cleric (female)	+2
Elf, Gray	+2 Intelligence, -2 Strength	Medium	30 feet	-	+2 racial bonus on Listen, Search, and Spot checks	Weapon Proficiency (longsword, rapier, longbow, composite longbow, shortbow, composite shortbow)	-	Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, Low-light vision	Wizard	+0
Elf, Wild	+2 Dexterity, -2 Intelligence	Medium	30 feet	-	+2 racial bonus on Listen, Search, and Spot checks	Weapon Proficiency (longsword, rapier, longbow, composite longbow, shortbow, composite shortbow)	-	Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, Low-light vision	Sorcerer	+0
Elf, Wood	+2 Strength, -2 Intelligence	Medium	30 feet	-	+2 racial bonus on Listen, Search, and Spot checks	Weapon Proficiency (longsword, rapier, longbow, composite longbow, shortbow, composite shortbow)	-	Immunity to sleep spells and effects, +2 racial saving throw bonus against enchantment spells or effects, Low-light vision	Ranger	+0
Gargoyle	+4 Strength, +4 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma	Medium	40 feet, fly 60 feet (average)	4d8 Hit Dice, BAB +4, Fort +1, Ref +4, Will +4	7 x (2 + Int modifier); Hide, Listen, Spot; +8 bonus on Hide checks (concealed against a background of stone)	two feats	-	Darkvision 60 feet, +4 natural armor bonus, Damage reduction 10/magic, freeze	Fighter	+5
Genie: Jann	+6 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom	Medium	30 feet, fly 20 feet (perfect)	6d8 Hit Dice, BAB +6, Fort +5, Ref +5, Will +5	9 x (8 + Int modifier); Appraise, Concentration, Craft (any), Escape Artist, Listen, Move Silently, Ride, Sense Motive, Spot	three feats, Improved Initiative (bonus feat)	Change size, spell-like abilities	Darkvision 60 feet, +1 natural armor bonus, Elemental endurance, plane shift, dom, +2 Charisma resistance to fire 10, telepathy. 100 ft.	Rogue	+5
Giant, Hill	+14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma	Large (10/10)	40 feet	12d8 Hit Dice, BAB +8, Fort +8, Ref +4, Will +4	15 x (2 + Int modifier); Climb, Jump, Listen, Spot	five feats, Weapon and Armor Prof.: (simple weapons, martial weapons, light and medium armor, shields)	Rock throwing	Low-light vision, Rock catching	Barbarian	+4
Giant, Stone	+16 Strength, +4 Dexterity, +8 Constitution, +2 Wisdom	Large (10/10)	40 feet	14d8 Hit Dice, BAB +10, Fort +9, Ref +4, Will +4	17 x (2 + Int modifier); Climb, Hide, Listen, Spot; +8 racial bonus on Hide checks in rocky terrain	five feats	Rock throwing	Darkvision 60 feet, low-light vision, +11 natural armor bonus, Rock catching	Barbarian	+4

Name	Ability Mod.	Size (Space/Reach)	Base Speed	Racial Hit Dice	Racial Skills	Racial Feats	Special Attacks	Special Qualities	Favored Class	LA
Gnoll	+4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma	Medium	30 feet	2d8 Hit Dice, BAB +1, Fort +3, Ref +0, Will +0	5 x (2 + Int modifier); Listen and Spot	one feat	-	Darkvision 60 feet, +1 natural armor bonus	Ranger	+1
Gnome	+2 Constitution, -2 Strength	Small	20 feet	-	+2 racial bonus on Listen and Craft (alchemy) checks	Weapon Familiarity	-	Low-light vision, +2 racial bonus on saving throws against illusions, +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus to Armor Class against creatures of the giant type, Spell-Like Abilities: 1/day-speak with animals (burrowing mammal only, duration 1 minute), 1/day (min. Cha 10) -dancing lights, ghost sound, prestidigitation. (Caster level 1st; save DC 10 + gnome's Cha modifier + spell level)	Bard	+0
Gnome: Svirfneblin	-2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma	Small	20 feet	-	+2 racial bonus on Craft (alchemy) and Listen checks, +2 racial bonus on Hide checks (+4 underground)	Weapon Familiarity	-	Stonecunning, Darkvision 120 feet, low-light vision, Spell resistance 11+class levels, +2 racial bonus on all saving throws, +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblins, +1 racial bonus on attack rolls against kobolds and goblinoids, +4 dodge bonus to Armor Class against all creatures, Spell-Like Abilities: 1/day-blindness/deafness (typical save DC 13), blur, disguise self. Caster level equals the svirfneblin's class levels. Save DC is Charisma-based and include a +4 racial modifier	Rogue	+3
Gnome, Forest	+2 Constitution, -2 Strength	Small	20 feet	-	+2 racial bonus on Listen and Craft (alchemy) checks, +4 racial bonus on Hide checks (+8 in a wooded area)	Weapon Familiarity	-	Low-light vision, +2 racial bonus on saving throws against illusions, +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes, +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids, +4 dodge bonus to Armor Class against creatures of the giant type, Spell-Like Abilities: 1/day-speak with animals (burrowing mammal only, duration 1 minute), 1/day (min. Cha 10) -dancing lights, ghost sound, prestidigitation. (Caster level 1st; save DC 10 + gnome's Cha modifier + spell level), Pass without Trace (Su)	Bard	+0
Goblin	-2 Strength, +2 Dexterity, -2 Charisma	Small	30 feet	-	+4 racial bonus on Move Silently and Ride checks	-	-	Darkvision 60 feet	Rogue	+0
Grimlock	+4 Strength, +2 Dexterity, +2 Constitution, -2 Wisdom, -4 Charisma	Medium	30 feet	2d8 Hit Dice, BAB +2, Fort +0, Ref +3, Will +3	5 x (2 + Int modifier, minimum 1); Climb, Hide, Listen, Spot; +10 racial bonus on Hide checks in mountain or underground settings	one feat, Weapon Proficiency (battleaxe)	-	+4 natural armor bonus, Blindsight 40 ft., immunities, scent	Barbarian	+2
Halfling	+2 Dexterity, -2 Strength	Small	20 feet	-	+2 racial bonus on Climb, Jump, Listen, and Move Silently checks	-	-	+1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, +1 racial bonus on attack rolls with thrown weapons and slings	Rogue	+0

Name	Ability Mod.	Size (Space/Reach)	Base Speed	Racial Hit Dice	Racial Skills	Racial Feats	Special Attacks	Special Qualities	Favored Class	LA
Halfling: Tallfellow	+2 Dexterity, -2 Strength	Small	20 feet	-	+2 racial bonus on Climb, Jump, Listen, Search, Spot, and Move Silently checks	-	-	+1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, +1 racial bonus on attack rolls with thrown weapons and slings	Rogue	+0
Halfling, Deep	+2 Dexterity, -2 Strength	Small	20 feet	-	+2 racial bonus on Listen checks, +2 racial bonus on Appraise and Craft checks (stone and metal)	-	-	+1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, +1 racial bonus on attack rolls with thrown weapons and slings, Stonecunning, Darkvision 60 feet	Rogue	+0
Hobgoblin	+2 Dexterity, +2 Constitution	Medium	30 feet	-	+4 racial bonus on Move Silently checks	-	-	Darkvision 60 feet	Fighter	+1
Human	-	Medium	30 feet	-	+1 skill point / level	1 bonus feat	-	-	any	+0
Kobold	-4 Strength, +2 Dexterity, -2 Constitution	Small	30 feet	-	+2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks	-	-	Darkvision 60 feet, +1 natural armor bonus	Sorcerer	+0
Lizardfolk	+2 Strength, +2 Constitution, -2 Intelligence	Medium	30 feet	2d8 Hit Dice, BAB +1, Fort +0, Ref +3, Will +0	5 x (2 + Int modifier, minimum 1); Balance, Jump, and Swim; +4 racial bonus on Balance, Jump, and Swim checks	Weapon and Armor Proficiency (simple weapons and shields)	Natural Weapons: 2 claws (1d4) and bite (1d4)	+5 natural armor bonus	Druid	+1
Minotaur	+8 Strength, +4 Constitution, -4 Intelligence (minimum 3), -2 Charisma	Large (10/10)	30 feet	6d8 Hit Dice, BAB +6, Fort +2, Ref +5, Will +5	9 x (2 + Int modifier, minimum 1); Intimidate, Jump, Listen, Search, Spot; +4 racial bonus on Search, Spot, and Listen checks	three feats, Weapon Proficiency (greataxe and all simple weapons)	Natural Weapons: Gore (1d8), Powerful charge	Darkvision 60 feet, +5 natural armor bonus, Natural cunning, scent	Barbarian	+2
Ogre	+10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma	Large (10/10)	40 feet	4d8 Hit Dice, BAB +3, Fort +4, Ref +1, Will +1	7 x (2 + Int modifier, minimum 1); Climb, Listen, Spot	two feats, Weapon and Armor Proficiency (simple weapons, martial weapons, light and medium armor, shields)	-	Darkvision 60 feet, +5 natural armor bonus	Barbarian	+2
Ogre: Marrow	+10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma	Large (10/10)	30 feet, swim 40 feet	4d8 Hit Dice, BAB +3, Fort +4, Ref +1, Will +1	7 x (2 + Int modifier, minimum 1); Climb, Listen, Spot	two feats, Weapon and Armor Proficiency (simple weapons, martial weapons, light and medium armor, shields)	-	Darkvision 60 feet, +5 natural armor bonus	Barbarian	+2
Ogre Mage	+10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma	Large (10/10)	40 feet, fly 40 feet (good)	5d8 Hit Dice, BAB +3, Fort +4, Ref +1, Will +1	8 x (2 + Int modifier [minimum 1]); Concentration, Listen, Spellcraft, Spot	two feats	Spell-like abilities	Darkvision 60 feet, Regeneration 5, spell resistance 19	Sorcerer	+7
Orc	+4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma	Medium	30 feet	-	-	-	-	Darkvision 60 feet, Light Sensitivity	Barbarian	+0
Orc, Half	+2 Strength, -2 Intelligence, -2 Charisma	Medium	30 feet	-	-	-	-	Darkvision 60 feet, Orc Blood	Barbarian	+0
Planetouched Aasimar	+2 Wisdom, +2 Charisma	Medium	30 feet	-	+2 racial bonus on Spot and Listen checks	-	Daylight	Darkvision 60 feet, Resistance to acid 5, cold 5, and electricity 5	Paladin	+1
Planetouched Tiefling	+2 Dexterity, +2 Intelligence, -2 Charisma	Medium	30 feet	-	+2 racial bonus on Bluff and Hide checks	-	Darkness	Darkvision 60 feet, Resistance to cold 5, electricity 5, and fire 5	Rogue	+1

Name	Ability Mod.	Size (Space/Reach)	Base Speed	Racial Hit Dice	Racial Skills	Racial Feats	Special Attacks	Special Qualities	Favored Class	LA
Rakshasa	+2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma	Medium	40 feet	7d8 Hit Dice, BAB +7, Fort +5, Ref +5, Will +5	10 x (8 + Int modifier); Bluff, Disguise, Listen, Move Silently, Perform, Sense Motive, Spot; +4 racial bonus on Bluff and Disguise checks, +10 on Disguise checks using change shape, +4 on Bluff and Disguise checks using detect thoughts	three feats	Natural Weapons: Bite (1d6) and 2 claws (1d4)	Darkvision 60 feet, +9 natural armor bonus, Detect Thoughts (Su), Spells (as a 7th level sorcerer), Change shape, damage reduction 15/good and piercing, spell resistance 27 + class levels	Sorcerer	+7
Satyr	+2 Dexterity, +2 Con- stitution, +2 Intelligence, +2 Wisdom, +2 Charisma	Medium	40 feet	5d8 Hit Dice, BAB +2, Fort +1, Ref +4, Will +4	8 x (6 + Int modifier); Bluff, Hide, Knowledge (nature), Listen, Move Silently, Perform, Spot; +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks	two feats, Alertness (bonus feat)	Natural Weapons: Head butt (1d6), Pipes	Low-light vision, +4 natural armor bonus, Damage reduction 5/cold iron	Bard	+2
Sprite: Pixie	-4 Strength, +8 Dex- terity, +6 Intelligence, +4 Wisdom, +6 Charisma	Small	20 feet, fly 60 feet (good)	-	+2 racial bonus on Listen, Search, and Spot checks	Dodge (bonus feat)	Spell-like abilities	Low-light vision, Damage reduction 10/cold iron, greater invisibility, spell resistance 15 + class levels	Sorcerer	+4 / +6 (irresist. dance)
Troglodyte	-2 Dexterity, +4 Con- stitution, -2 Intelligence	Medium	30 feet	2d8 Hit Dice, BAB +1, Fort +3, Ref +0, Will +0	5 x (2 + Int modifier, minimum 1); Hide, Listen; +4 racial bonus on Hide checks (+8 in rocky or underground surroundings)	one feat, Multiattack (bonus feat)	Natural Weapons: 2 claws (1d4) and bite (1d4), Stench	Darkvision 90 feet, +6 natural armor bonus	Cleric	+2
Troll	+12 Strength, +4 Dex- terity, +12 Constitution, -4 Intelligence (mini- mum 3), -2 Wisdom, -4 Charisma	Large (10/10)	30 feet	6d8 Hit Dice, BAB +4, Fort +5, Ref +2, Will +2	9 x (2 + Int modifier, minimum 1); Listen, Spot	three feats	Natural Weapons: Claw (1d6) and bite (1d6), Rend (damage 2d6 + 1-1/2 times Str mod.)	Darkvision out to 60 feet and low-light vision, Regeneration 5, scent	Fighter	+5
Troll: Scrag	+12 Strength, +4 Dex- terity, +12 Constitution, -4 Intelligence (mini- mum 3), -2 Wisdom, -4 Charisma	Large (10/10)	20 feet, swim 40 feet	6d8 Hit Dice, BAB +4, Fort +5, Ref +2, Will +2	9 x (2 + Int modifier, minimum 1); Listen, Spot	three feats	Natural Weapons: Claw (1d6) and bite (1d6), Rend (damage 2d6 + 1-1/2 times Str mod.)	Darkvision out to 60 feet and low-light vision, Regeneration 5 (only if immersed in water), scent	Fighter	+5

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