

Transformative Races

The following races are transformative races. With GM permission, and a bit of in-game rationale, players can change to one of these races any time during a campaign. They represent a chance to try something different, providing a little more choice for character-building and development. An Aetherblooded's heritage might suddenly or slowly manifest; Winterkissed may be the result of the natural cold or brought about by a local shaman's ritual; Runed may be the product of research, magical accident, ritual, or genetic heritage. We don't recommend allowing characters whose race has a racial class to change to a transformative race. If you do, however, remember that a transformative race does not replace a character's racial class, only the character's racial statistics. If this change causes you to lose a prerequisite for a feat, you lose that feat and may select a new one. You cannot gain a feat that has a level prerequisite higher than the feat slot used.

Aetherblooded

-2 WIS	SIZE AS BASE RACE
2 extra skills trained	
BONUS FEAT	Any

Aetherblooded are a lingering reminder of a war that scorched the surface of the universe. Although physiologically indistinguishable from others of their races, they have a touch of somewhere else left in their nature, which manifests as strange aptitudes and skills.

Runed

+2 CON	-2 STR	SIZE AS BASE RACE
1 extra skill trained		
BONUS FEATS (choose one)		Lightbender Adept Rune Magic

With inkwork and forbidden knowledge, power can be channeled into a mortal vessel. Covered in a fine tracery of illuminated tattoos, Runed are imbued with limited influence over the primal language. As a result, those who become Runed find that their abilities have changed drastically.

Winterkissed

NO ABILITY MODIFIERS	SIZE AS BASE RACE
+2 to all saving throws	
BONUS FEAT	Any

Winterkissed are members of other races who have been changed by near-death experiences in the bitter cold. Their flesh chills, their muscles strengthen, and their aging stops. In exchange, an unknown force drives them to be arbiters and mediators, eternally pursuing justice.