

💡 The Genius Guide to:

HOOF AND HORN RACIAL OPTIONS



(Free Web Enhancement)

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The *Genius Guide to Races of Hoof and Horn* added three new playable races to the *Pathfinder* RPG rules, the asterion, lapith, and piper. Since that PDF was released, Paizo has released the *Advanced Players Guide*, which contains new options for races to have alternate racial powers or alternate favored class options. In an effort to keep our three new races up to date, this short, free supplement expands their options to include their own set of options.

Since many of our readers use like to use material from a variety of sources, along with options drawn from the *Pathfinder Core Rulebook*, the alternate favored class options presented here include base classes that have been published in the *Advanced Player's Guide* and the *Genius Guide* line of products. For your convenience, we have noted the source of options that are not in the core rulebook.

ASTERION

Because of their size, build, and the horns that grow from their heads, asterion are presumed by most sages to be the offspring of minotaurs and some other humanoid race. (For example, human sages suggest a minotaur/orc heritage while orcish shamans claim asterion are minotaur/human crossbreeds.)

ALTERNATE RACIAL TRAITS

Bowkiller: Many asterions are trained from birth to fight against enemies armed with bows and similar ranged weapons. The asterion gains Deflect Arrows as a bonus feat. This replaces the Endurance racial ability.

Cunning: Some groups of asterion are famed for being particularly cunning, with their members rarely ever being fooled or becoming lost. Gain a +2 bonus to all Wisdom checks and Wisdom-based skills checks. This ability replaces the fast movement racial ability.

Hatred: Many asterion tribes teach their young to revile a particular group of creatures, often orcs or giants. Choose one favored enemy from the ranger favored enemy list. This ability replaces the vigorous charge racial ability.

FAVORED CLASS OPTIONS

An asterion that takes a level in one of the following classes and has it as a favored class may take the listed bonus rather than the 1 additional skill point or hit point normally gained.

Alchemist*: +1/4 alchemical bonus to Strength when using a mutagen. (+1 to Strength for every 4 times you select this option.)

Armiger:** +1 to AC against attack rolls made to confirm a critical hit (maximum +10).

Barbarian: +1 ft. fast movement. (+5 feet fast movement for every 5 times you select this option.)

Cavalier*: +1/2 Strength to cavalier's mount. (+1 Strength every two times you select this option.) If you replace your mount, the new mount gains this bonus.

Cleric: +1 to concentration checks to cast a spell from one of your domains.

Death Mage:** Deathless companion gains +1 ft. fast movement. (+5 feet fast movement for every 5 times you select this option.) Must have deathless companion to select this option.

Druid: +1 ft. fast movement when in wild shape. (+5 feet fast movement for every 5 times you select this option.)

Fighter: +1 to CMD against bull rush or overrun maneuvers.

Godling, mighty:** +1 to CMB when making a bull rush or overrun.

Inquisitor*: +1/2 on Sense Motive and Survival checks. (+1 to these checks for every two times you select this option.)

Monk: +1/3 to CMD. (+1 to CMD for every three times you select this option.)

Oracle*: +1/2 to all Knowledge (history) and Spellcraft checks. (+1 to these checks for every two times you select this option.)

Ranger: Choose one favored enemy. +1/2 circumstance bonus to attack rolls to confirm critical hits against those enemies (maximum +4). (+1 to rolls to confirm criticals for every two times you select this option.) Does not stack with Critical Focus.

Summoner*: +1 ft. fast movement. (+5 feet fast movement for every 5 times you select this option.)

War Master:** +1/2 to all Bluff and Intimidate checks. (+1 to these checks for every two times you select this option.)

Witch*: +1/3 to effective witch level when determining the effectiveness of hexes. (+1 effective level for every three times you select this option.)

*This class is found in the *Advanced Player's Guide*.

**This class is found in a *Genius Guide* product.

LAPITH

Lapith are bipedal humanoids with the innate ability to assume a quadrupedal form very similar to a centaur. They are the result of arcane experimentation by centaur and elf sorcerers, who used powerful magics to blend the power of centaurs with the adaptability of humans and elves.

ALTERNATE RACIAL TRAITS

Courseer: Your formshift ability turns you into a quadruped, but an extremely sleek and nimble creature with features most closely resembling a blend between a fey and a gazelle. You do not gain a +2 Strength in your quadruped form, but instead have a 50-foot move rate. You may not take the Mighty Form lapith feat.

Dragoon: This racial trait only applies if you have a companion or mount special ability from your class. You do not gain a companion or mount. Instead, gain one additional favored class option for each level you take of a class with the companion or mount.

Quadruped: You are always a size large creature in a centaur form, as if you were permanently using the formshift ability, but this is your one and only true form. This replaces the formshift and adaptable abilities.

FAVORED CLASS OPTIONS

A lapith that takes a level in one of the following classes and has it as a favored class may take the listed bonus rather than the 1 additional skill point or hit point normally gained.

Archon:** +1/2 to all Handle Animal and Knowledge (arcana) checks. (+1 to these checks for every two times you select this option.)

Barbarian: Reduce AC penalty when raging by 1/5, to a maximum reduction of 2. (AC penalty is reduced by 1 for every five times you select this option.)

Cavalier*: +1/6 of a bonus teamwork feat. (+1 bonus teamwork feat for every 6 times you select this option.)

Cleric: +1/4 to damage healed or dealt with the channel energy ability. (+1 healing or damage for every four times you select this option.)

Druid: +1/4 to the number of 0-level spells you may prepare. (+1 0-level spell for every four times you select this option.)

Fighter: +1/2 to damage dealt on a charge attack. (+1 damage to charge attacks for every two times you select this option.)

Godling, adept:** Select two adept godling class skills. Gain +1/2 to checks for those two skills (max +4 for any specific skill). (+1 for every two times you choose a skill after selecting this option.)

Inquisitor*: Select one judgment. +1/5 to the bonus provided by that judgment, to a maximum of +1 for any single judgment. (+1 to judgment bonus for every five times you select this option.)

Magus:** Select one spell you already know. This counts as a spell from your primary spell list for purposes of having at least 1/2 of all your spells be from your primary spell list.

Oracle*: Choose a new spell in place of one you already know. The new spell's level must be the same as that of the spell being exchanged. You cannot swap any cure or inflict spells, nor any spell gained from your mystery.

Paladin: +1/4 AC bonus against a foe you are targeting with smite evil. (+1 AC for every 5 times you select this option.)

Ranger: +1/4 an additional favored

terrain selection. (+1 favored terrain for every 4 times you select this option.)

Rogue: +1 ft. to the maximum range you can use sneak attack. (+5 feet to maximum sneak attack range for every 5 times you select this option.)

Sorcerer: Choose a new spell in place of one you already know. The new spell's level must be the same as that of the spell being exchanged. You cannot swap any spell gained from your bloodline.

Vanguard:** Gain SR equal to 5 + the number of times you select this option.

Witch Hunter:** +1/3 bonus to one saving throw. (+1 to one save for every three times you select this option.)

*This class is found in the Advanced Player's Guide.

**This class is found in a Genius Guide product.

PIPERS

Pipers are the offspring of satyrs that, for various reasons, aren't full-blood satyrs. Most pipers are the children of druids who had dalliances with satyrs, which leads many to speculate that their hybrid appearance is a result of the druids' shapeshifting abilities instinctively attempting to make the new life match the mother's form.

ALTERNATE RACIAL TRAITS

Born Charmer: Gain a +2 racial bonus to all Bluff and Diplomacy checks. This replaces the Born Performer racial ability.

Elven Soul: Your elven heritage shows through much more strongly than for most pipers. You count as an elf for all

prerequisites. This ability replaces access to piper racial feats.

Voice of Command: You can make an Intimidate check to demoralize a foe once a round as a swift action. This ability replaces the Soul of Music racial ability.

FAVORED CLASS OPTIONS

A piper that takes a level in one of the following classes and has it as a favored class may take the listed bonus rather than the 1 additional skill point or hit point normally gained.

Archon:** Add +2 to the number of spells you may know at a given level. These additional spells must be of the enchantment or illusion school, or have the sonic descriptor. You may never know more archon spells at a lower level than a level above it.

Bard: Gain the ability to add metamagic to bard spells without increasing casting time 1/3 times/day. (One use of this ability per day for every three times you select this option.)

Cleric: Increase the radius of your channel energy ability by +1 foot. (+5 foot radius for every five times you select this option.)

Death Mage:** Treat your death mage level as +1/5 higher when determining the power and effectiveness of your death bond. (+1 effective level for every five times you select this option.)

Dragonrider:** Increase your dragon steed's Charisma by +1/3. (+1 Charisma for every three times you select this option.) If you change dragon steeds, your new steed gains this bonus.

Druid: Add +1/2 to all Handle Animal and Knowledge (nature) checks. (+1 to these checks for every 2 times you select this option.)

Magus:** Select one bard spell. You may learn this spell at its normal spell level and treat it as being from your primary spell list.

Oracle*: Add +1/2 to all Diplomacy and Heal checks. (+1 to these checks for every two times you select this option.)

Ranger: Add one type of humanoid to your humanoid favored enemy. (Must have humanoid favored enemy to select this option.)

Rogue: Add +1/2 level to all Sense Motive and Use Magic Device checks. (+1 to these checks for every two times you select this option.)

Shadow Assassin:** Gain the “sing darkness” ability. As a move action, you can reduce the light condition by one step if you make a DC 20 Perform (sing) check. You can maintain this with an additional move action each round, to a maximum number of rounds per day equal to the number of times you select this option.

Sorcerer: Gain the ability to add metamagic to spells without increasing casting time 1/3 times/day. (One use of this ability per day for every three times you select this option.)

Time Thief:** Add +1/2 level to all Disguise and Sense Motive checks. (+1 to these checks for every two times you select this option.)

Vanguard:** Add +1/2 level to all Stealth and Survival checks. (+1 to these checks for every two times you select this option.)

Witch*: Add +1 hp to your familiar.

Wizard: Add +1/2 to your effective caster level for any enchantment (charm) spell you cast. (+1 effective level for every two times you select this option.)

*This class is found in the Advanced Player’s Guide.

**This class is found in a Genius Guide product.

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