

Human

Movement 6 STR

Any two Skills get a +2 bonus DEX +1

Get +1 extra Trained Skill CON +1

INT +1

WIS +1

Any one bonus Feat CHA

Dwarf

Movement 4 STR +1

Crafts +2, Endurance +2 DEX

Get +2 bonus to Resistance CON +2

INT +2

Conditional bonus feat: WIS +1

[Endurance] Resilience CHA

Elf

Movement 6 STR

Acrobatics +2, Knowledge +2 DEX +2

Get +2 bonus to Evasion CON

INT +2

Conditional bonus feat: WIS +1

[Acrobatics] Flourish CHA +1

Gnome

Movement 4 STR

Cultures +2, Persuasion +2 DEX

Get +2 bonus to Willpower CON +1

INT +2

Conditional bonus feat: WIS +2

[Cultures] Cosmopolitan CHA +1

Goblin

Movement 4 STR

Crafts +2, Initiative +2 DEX +2

Get +2 bonus to Evasion CON +1

INT +2

Conditional bonus feat: WIS +1

[Initiative] Hustle CHA

Half-Elf

Movement 6 STR

Entertain +2, Persuasion +2 DEX +2

Get +1 extra Trained Skill CON

INT +1

Conditional bonus feat: WIS +1

[Persuasion] Leadership CHA +2

Half-Orc

Movement 6 STR +2

Athletics +2, Discipline +2 DEX +1

Get +1 bonus to attack and Evasion CON +2

INT

Conditional bonus feat: WIS +1

[Discipline] Warrior CHA

Halfling

Movement 4 STR

Deception +2, Intuition +2 DEX +1

Get +2 bonus to Willpower CON

INT +1

Conditional bonus feat: WIS +2

[Deception] Misdirection CHA +2

Hobgoblin

Movement 6 STR +2

Endurance +2, Ragemorale +2 DEX +1

Get +1 bonus to attack and Evasion CON +2

INT +1

Conditional bonus feat: WIS

[Ragemorale] Hardiness CHA

Kobold

Movement 4 STR

Initiative +2, Survival +2 DEX +2

Get +2 bonus to Resistance CON +2

INT +1

Conditional bonus feat: WIS +1

[Survival] Survivalist CHA