

Draenei in Pathfinder (22 RP)  
Medium Outsider (Native) (3 RP)

**Avg Height**

7'5" - Male  
7' - Female

**Avg Weight**

292-508 lb  
206-314 lb

**Advanced (4 RP) + Enhanced Charisma (4 RP)**

+4 STR  
+2 INT  
+2 WIS  
+4 CHA  
-2 DEX

**(Language Quality)**

Standard (0 RP) - Common and Draenei, as well as high intelligence characters can choose between celestial, orc, abyssal, auran, aquan, ignan, terran.

**(Inspiring Presence)**

Nereid Fascination (3 RP) -  
1/day - Can inspire all allies within 20 feet and can pay attention to , the draenei (as bardic performance), gives +1 morale bonus against charm and fear, +1 competence bonus on attack and damage, lasts until the Draenei is wounded below 50% (rounded up) of current maximum HP.

**(Shadow Resistance)**

Deathless Spirit (3 RP)  
Benefit: Members of this race gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

**(Jewelcrafting)**

Craftsman (1 RP)  
Benefit: +2 Craft or Profession on anything involving gemstone

**(Gift of the Naaru)**

Draenei (Gnome) Magic (3 RP)  
Benefit: +1 to the DC of spells of Conjuration school. Also, Draenei with a charisma score of 11 or higher gain the following spell like abilities (caster level equal to the user's character level)

1/day -- Draenei (Infernal) Healing (Good version), Remove Sickness

**(Weapon Familiarity)**

Draenic Glass (1 RP)  
Benefit: Draenei are all proficient with all draenic weapons (exotic), and all hammers.  
Special: This does not give proficiency with the relevant weapon made of draenic glass. This does give the draenei the exotic proficiency

needed to forgo the Fragile quality of the material.

### **Alternate Racial Traits:**

**Arcanist at Heart:** Where some draenei favor being in the thick of the battle alongside many allies, some are just not built that way. Staying indoors and spending more time on studies and faith, they cultivate a different lifestyle. Draenei with this racial trait receive a +2 bonus to cast arcane spells defensively, and are immune to light based blindness and dazzle effects. They are treated as one level higher when determining effects of any light based spells or effects they cast (including spell like abilities). If they have an intelligence of 10 or higher, they gain the following spell like ability.

At Will - Light

Replaces the +4 Racial to Strength

**Eredar Taint** - The draenei are a subset of a parent race, their cousins are the evil eredar, where

the Draenei fight for and worship light, the Eredar bend fel magics to their will, becoming scions of darkness in stark contrast to their beacon of light counter parts. Draenei with this racial trait gain +1 to the DC of any necromantic spells they cast. Any draenei with 11+ wisdom can also cast:

1/day : Bleed, Chill Touch, Detect Poison, Touch of Fatigue

This replaces Touch of the Naaru

**Guardian at Heart** - Some just don't follow the faith as strongly as the others, and train their bodies and talents to be the best they can be. Usually more fit, larger, and iconic adonises of their race, the Guardians strive to succeed in the ways of the body. Draenei with this racial trait are treated as having +10 racial bonus to their speed to charge, run or withdraw. They also have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action. And finally, they gain a secondary natural attack in the form of two sharp hooves (1d4).

This replaces the +4 bonus to Charisma

**Hero of the Draenei** - While all draenei are capable of rousing allies to great fervor, others seek to inspire through their actions alone, and gain great skill at that very thing. Draenei with this racial trait, in a campaign using the optional hero point system, gain 2 points a level instead of 1. Draenei with the blood of heroes feat gain 3 points instead of 2.

This replaces either the +4 bonus to strength or the +4 bonus to charisma

**Intense Sigil** - Favored by messages conveyed in holy private between their godlike benefactors and themselves, these Draenei's sigils can glow brightly on command. Even when quashed, they give a slight luminescence. Draenei with this racial trait can create light centered on their forehead at will as a spell like ability. When using the sigil, they gain a +2 circumstance bonus on intimidate checks on evil creatures and saves against blindness and dazzled.

This replaces Darkvision

Pariah to Naaru-light - Some who aren't quite Eredar still don't embrace the light as vicariously as their brothers and sisters. While still fond of their kin in some ways, they find out they can shut out their benefactors in order to feel the connections deeper inside, and try to make way for Eredar magic. Draenei with this racial trait can, as a free action, be treated as an undead for purposes of effect of positive and negative energy (positive harming, and negative healing), this lasts for one minute.

Draenei who take this trait receive only Draenei as a base language, and those with a higher intelligence can only pick between Common, Orc, and Abyssal

Shield of Light - Some draenei learn to call upon their benefactors with greater skill. While their innate fortitude suffers as they learn to rely on their masters, their loyalty is unwavering, as is the service of their patron. Draenei with this racial trait gain spell resistance 6+ their character level against spells and spell like abilities with the evil descriptor.

This replaces Shadow Resistance

Trained against the Dark: Some draenei put all other worries and studies behind their innate skill to combat the beings of the dark. Draenei with this racial trait have their negative energy resistance increased to resist 10 points of negative energy damage instead of 5.

This replaces Weapon Familiarity and Jewelcrafting

World Traveler - Many draenei find their ways to far off places. While they see and learn new things and grow distant to their faith, they always remember what drives them on, and are hardy in spirit and body. Draenei with this racial trait gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, draenei with this trait may immediately reroll and use the second result. They also gain low light vision.

This replaces Jewelcrafting and Darkvision.

### **Draenei Favored Classes:**

Cleric - +1/2 healing per die to spells and spell like abilities  
Magus  
Oracle  
Paladin  
Ranger  
Summoner

### **Alternate Subdomain:**

Naaru:

Replaces the Healer's Blessing power of the Healing Domain:

Spirit of Redemption:

Upon reaching their negative con rating of Hit points, the cleric may as an immediate action, form into a Spirit of Redemption. The spirit of redemption

is an immobile spirit that forms out of their body (the body vanishes during this time), huge sized and glowing with white-blue light. They may speak as normal in this form, and cast any spell or spell like abilities with the healing descriptor, but tasked only to heal (Not to harm). All of these spells or spell like abilities are treated as Empowered (As empower spell), Reach (As Reach Spell), and Quickened (As Quicken Spell, limit 2 spells per round). These heals can be any known by the cleric, and nor does the cleric require to have any spell slots left for the day to cast them. However, this is not without cost. The effect lasts 3 rounds, and after the cleric is dead, and cannot be revived by immediate means such as Breath of Life. (Resurrection works normally). Replacement Domain Spells - 2nd - Soothing Word, 6th - Banishment, 7th - Bestow Grace of the Champion

### **Draenei Feats:**

Arcane Brilliance:

Prerequisite: Draenei, Arcanist at Heart, Caster Level 6th

Benefit: Choose one metamagic feat that increases spell level and casting time by 2+, and reduce that number by one.

Draenic Glass Expertise:

Prerequisite: Draenei, Draenic Glass Proficiency

Benefit: As a swift action, before the attack is rolled the draenei can lower the Critical threat range of their weapon by half rounded down(18-20 becomes 19-20, 19-20 becomes 20, 20 cannot be lowered), in order to increase their critical multiplier by one.

Special: As an immediate action after a critical is confirmed, a draenei with this feat can shatter their weapon, embedding the gems in their foe's flesh. The foe is afflicted with a bleed equal to the critical multiplier of the weapon + the enhancement bonus. Any relevant enchantments can modify the type of damage or enhancement bonus, but otherwise cannot add damage. (Flaming enchantments would let the damage benefit from fire vulnerability, Bane would increase the damage by the enhanced enhancement bonus, but the bonus dice from it or an effect such as Wounding do not apply)

Undeniable Valor:

Prerequisite: Draenei, Inspiring Presence

Benefit: You may use your Inspiring Presence once more per day. This feat stacks.

Inspiring Aura:

Prerequisite: Draenei, Inspiring Presence

Benefit: Increase your Inspiring Presence Range by 20 ft. This feat stacks.

Special: Upon taking this feat, the Draenei also gains a special link with those within it's range, you can always succeed on a check to convince an ally that you are indeed their ally (if in fact you are, bluffing is impossible). By the same means, no foe would falsely find you to be their ally (if in fact you are their foe). This is a mind-

affecting effect.

As a free action, you can announce your position by this effect to allies and enemies, as a beacon of hope for allies, or a symbol of dread to foes.

**Powerful Presence:**

Prerequisite: Draenei, Inspiring Presence, Character Level 8th

Benefit: Increase the bonuses of your inspiring presence by +1

Special: You may take this feat again at 16th Level

**Call of the Naaru:**

Prerequisite: Draenei, Inspiring Presence, Naaru Subdomain, Spirit of Redemption ability, Character Level 14th, Must be Good

Benefit: As an immediate action any time you would , you may sacrifice your life for that of your allies in a burst of light. You may take your remaining HP and divide it as you see fit between a warming light of healing for allies or searing light to your evil enemies. This hp can be split in any way between allies, or done as an attack to any undead or evil outsider (Will save for half, DC 10 + Character Level + Charisma). You may immediately go into Spirit of Redemption healing after this explosion as normal. Any targets chosen by the heal or attack must be within range of the Inspiring Presence.

Special: Your Spirit of Redemption duration is increased by 3 rounds, plus 1 for each Feat involving Inspiring Presence you have.. This applies any time you would use the power.

**Loved by the Light:**

Prerequisite: Draenei, Gift of the Naaru racial trait.

Benefit: Once per day, on any spell or spell like ability of the healing school, or that heals ability point damage, after the roll is made but before results revealed, you may reroll the dice used in the heal. You must take the results of the re-roll.

**Hand of the Naaru:**

Prerequisite: Draenei, Gift of the Naaru racial trait, Loved by the Light

Benefit: You can channel 1d6 of positive energy once per day as a supernatural ability.

**Fast On Their Hooves:**

Prerequisite: Draenei

Benefit: Increase your base land speed by 10 feet.

Special: This stacks with fleet. However, the bonus increased by fleet is affected by load, the 10 feet by Fast Hooves is not.

**Shackling Spell:**

Prerequisite: Draenei, Able to cast Consecrate

Benefit: An evil outsider or evil undead affected by a shackling spell is subject to being entangled equal to the level of the spell. Any creature already under the effect of one shackling spell and struck by another, is given a will check (DC equal to Caster DC of spell that level), and

upon failure, is subject to a trap the soul spell, duration equal to twice the spell level in rounds. The body will appear to be trapped in chains of light, but in truth is inaccessible, and immobile while the spell is in effect.

Level Increase: +3 (A Shackling spell uses a spell slot three higher than the spell's actual level)

Soulbinding Spell:

Prerequisite: Draenei, Must be Evil, Able to cast Desecrate

Benefit: Functions as Shackling spell, but works on Good outsiders, Humanoids, and Monstrous Humanoids. Targets appear to be in tendrils of shadow.

Level Increase: +4

New Spell:

Totems (Not Draenei specific but can be made, summon creature, creature is immobile and has crap ac and hp, but at will buffs a single spell)