

Au Ra

The curved horns and beautifully patterned scales that characterize the auri oft give rise to speculation that this Hyur-like race native to the Far Eastern continent of Othard are, in fact, the progeny of dragons. This, however, has long been disputed, with scholars citing several distinct differences in the two races as evidence of decidedly dissimilar roots—the first and foremost being the enhanced hearing and spatial recognition granted by auri's cranial projections (traits not attributed to draconian horns), and the second being the gross disproportion of body mass between auri males and females (again, a trait widely unseen in dragons). The auri are split into two clans, the Raen and Xaela.

Auri creation myth tells of a Dawn Father and a Dusk Mother from whom all auri are descended. The Raen believe their veins to run thick with the blood of the former—their brilliant white scales and iron wills serving as proof of this divine lineage. The Xaela believe their veins to run thick with the blood of the latter—their lustrous black scales and fiery wills serving as proof of this divine lineage.

Raen, unlike their sister clan, the Xaela, who bloody the land with their endless tribal conflict, have embraced a life of tranquility and solitude, long abandoning the nomadic lifestyle of their ancestors to settle the deep valleys of Othard's mountainous eastern reaches. Only on rare occasions will one emerge from the valley mists to seek adventure in realms afar. The Xaela however, are free spirits who roam the vast western steppe in close-knit tribes hunting, gathering, and warring as their ancestors have for countless generations.

Au ra Racial Traits

- **Ability Score Racial Traits:** The Raen and Xaela clans have different attributes. The Raen tend to be wiser and stronger, but their fierce brute looks are a bit intimidating. They gain +2 Strength, +2 Wisdom, and -2 Charisma. The Xaela tend to be nimble and social, but also a bit fragile. They gain +2 Dexterity, +2 Charisma, and -2 Constitution.
- **Size:** Auri are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Auri are Humanoid creatures with the Au ra subtype.
- **Base Speed:** Auri have a base speed of 30 feet.
- **Languages:** Auri begin play speaking Common and Draconic. Auri with high Intelligence scores can choose from the following: Abyssal, Celestial, Elvaan, Galkan, Goblin, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Daemonic Resistance:** Auri have ice resistance 5, lightning resistance 5, and fire resistance 5.
- **Daemonic Scales:** Auri's patches of scales along their body grant them a +1 bonus to natural armor.
- **Fearless:** Auri get a +2 racial bonus on saves against fear.

Feat and Skill Racial Traits

- **Friendly Attitude:** Xaela are very friendly and social, usually the host of a party or social function. They gain a +2 racial bonus to Diplomacy checks.
- **Imposing Figure:** Raen are intimidating without trying due their draconic features, large bodies, and cold glowing gazes. They gain a +2 racial bonus to Intimidate checks.
- **Survivalist:** All auri gain a +2 racial bonus on all Survival checks.

Offense Racial Traits

- **Ferocity:** Once per day, when au ras are brought below 0 hit points but not killed, they can fight on for 1 more round as if disabled. At the end of their next turn, unless brought to above 0 hit points, they immediately fall unconscious and begin dying.

Senses Racial Traits

- **Darkvision:** All auri can see perfectly in the dark up to 60 feet.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Battle-Hardened:** Warring against their own tribes make defense second nature to some auri. Auri with this racial trait gain a +1 bonus to CMD. This racial trait replaces survivalist.
- **Daemon Claws:** Some auri develop razor-sharp nails. Auri with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces survivalist.
- **Keen Senses:** Some auri have a keener sense of smell and sight. They receive a +2 racial bonus on Perception checks. This racial trait replaces survivalist.
- **More Daemon than Hume:** Some auri have more bestial features. Auri with this racial trait gain a natural bite attack, dealing 1d4 points of damage. The bite is a primary attack, or a secondary attack if the auri are wielding manufactured weapons. This racial trait replaces ferocity.
- **Pacification and Avoidance:** Auri of the Raen clan train more to avoid conflict than their Xaela sisters. Auri with this racial trait gain Dodge as a bonus feat. Xaela cannot pick this trait. This racial trait replaces ferocity.
- **Prehensile Tail:** Some auri 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. This racial trait replaces ferocity.
- **Supremacy Champion:** Auri of the xaela clan who overcome the yearly battles between their clan gain have gained plenty of experience when it comes to combat. Auri with this racial trait gain Weapon Focus as a bonus feat. Raen cannot pick this trait. This racial trait replaces ferocity.
- **Warrior of the Khagan:** Some auri were raised within the confines of the Dawn throne. This tribe of xaela had won the ceremonial battle for rulership and has taken hold of authority of the other tribes. Auri with this racial trait has seen their childhood raised with expert training of other warriors and used to the authority their tribe possess over the others. This has made the auri with this racial trait somewhat oblivious to the intrigue of the throne and those who would now to them and theirs with rebellious intent. Xaela auri with this racial trait gain a +2 bonus to Strength and Charisma but a -2 penalty to Wisdom. Additionally, xaela auri with this racial trait receive a -2 penalty of Sense Motive checks to discern lies. This racial trait replaces the Xaela Au Ra's starting ability score racial trait.
- **Weapon Familiarity:** Auri who are from the east has become familiar with their style of combat. Auri gain proficiently with a single eastern weapon. (Kama, katana, kusarigama, nunchaku, sai, shuriken, siangham, or wakizashi.) This racial trait replaces ferocity.

Racial Archetypes

The following racial archetypes are available to auri:

- [Daemonic Flayer \(Red Mage; Au Ra\)](#)
- [Daemonic Vessel \(Cleric; Au Ra\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/3 bonus to the archer's Aim bonus for attack and damage rolls.
- **Black Belt:** Add 1 to the black belt's CMD when he's resisting a trip or overrun combat maneuver.
- **Cleric:** Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.
- **Dark Knight:** Add +1/6 on attack and damage rolls for Darkside.
- **Dragoon:** Add +1/3 to the dragoon's attack rolls with spears, lances, and polearms.
- **Fighter:** Add +1 to CMD against bull rush or overrun maneuvers.
- **Gunbreaker:** Add +1/6 of a new gun arm technique.
- **Holy Knight:** Add +1/4 deflection bonus to AC while in Shield Oath or +1/4 bonus to attack rolls while in Sword Oath.
- **Knight:** Add +1/6 to gain a new knight talent.
- **Monk:** Add +1/3 to the monk's AC bonus class ability.
- **Red Mage:** Add +1/4 point to the red mage's arcane pool.
- **Samurai:** Add +1/6 to the DC for Bushidos.
- **White Mage:** Add one spell known from the white mage spell list. This spell must be at least one level below the highest spell level the white mage can cast.