

RACE CONVERSIONS (PF TO 5E)

The Pathfinder Roleplaying Game was one of my favorite d20 systems – similar to Dungeons and Dragons 3.5, but simplifying some of the rules and publishing far more supplements. They offered an overwhelming number of races and classes to choose from when creating characters or building worlds, and it feels as if 5th edition is lacking some of that diversity.

The point of this document is to convert some of the more exotic Pathfinder races over to 5e, without infringing on copyright issues. This will be released as a FREE document for any and all who wish to utilize it. You may read and determine you don't like my conversions, and that's alright – they may not be to everyone's liking or personal taste. I only hope this does appeal to some players and DMs, like it does to my own gaming group. – Synren

This player-made race creator document was used to develop all of the following racial conversions: Dhampir, Elementals (Ifrit, Oread, Sylph, Undine), Fetchling, Kitsune, Merfolk, and Suli

Disclaimer:

All races and descriptive text contained in this document are property of Paizo, creators of '*The Pathfinder Roleplaying Game*'.

Synren of Cerulean Siren Games converted the statistics, and only copied or paraphrased the original text found on the SRD in order to fit a shorter document with intended use for '*Dungeons and Dragons*' 5th edition.

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DHAMPIR

The half-living child of a vampire born to a female human; few mortals survive the childbirth, and those who do often abandon their monstrous spawn. It is highly debated whether this tragic conception is the result of a mortal woman coupling with a vampire, or a pregnant woman who suffers a vampire bite – some even view it as an unholy affliction. A dhampir cannot reproduce their own kind, birthing only humans.

Despite possessing lifespans near that of elves, they live and die as any other mortal creature. Hardship and suffering fill their early years, most growing up as orphans. Despite their charisma and unearthly beauty, their ghastly pallor belies their true origins. As such, their lifetimes are full of prejudice, fear, and persecution.

- **Ability Score Increase:** Your dexterity and charisma increase by 2.
- **Age:** Not quite an undead like their fathers, but not human like their mothers, dhampirs are in-between the two worlds. While they mature at the same rate as a human, they live nearly as long as the elves, and possess lifespans up to 700 years.
- **Alignment:** Most dhampirs succumb to the evil in their blood, the influence of their undead heritage difficult to overcome. Those who struggle against their dark nature rarely progress beyond neutrality.
- **Size:** Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Darkvision:** Accustomed to living under the night sky, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of gray.
- **Child of the Night:** Descended from an undead parent, you have resistance to Necrotic damage, but you are vulnerable to Radiant damage. You also have advantage to Constitution Saving Throws to overcome effects that would reduce your maximum hit points, such as a Wraith's Life Drain.
- **Manipulative:** As one who often has to manipulate to hide your heritage, you are proficient in Deception and Insight.
- **Almost Undead:** More attuned to the true nature of creatures, you have the ability to Detect Evil and Good, as per the spell of the same name. You can use this ability twice, and regain uses after a Long Rest.
- **Languages:** You can speak, read, and write Common.

ELEMENTALS

The elemental races trace their lineage back to the Elemental Planes (Air, Earth, Fire, and Water) and often to the touch of an elemental creature (such as from a genie). Each of the elemental sub-races vary in their type of origin and the personality that accompanies their unique appearances.

- **Ability Score Increase:** You increase an ability score of your choice by 2.
- **Age:** Hailing from the elemental planes, the elemental races have much longer lifespans than the typical human. They often live up to 200 years.
- **Size:** Your size is Medium.
- **Darkvision:** You have vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of grey.
- **Languages:** You can speak, read, and write in Common.

ELEMENTALS SUB-RACES

IFRIT

A passionate and fickle race whose lineage traces back to beings of elemental fire. They are not satisfied with a sedentary lifestyle; they must keep moving in order to be happy, embodying the destructive nature of the flames and fires that they adore.

They vary in appearance as widely as their ancestors. Most have pointed ears, horns on the brow in shades of red or brown, and hair that flickers and waves as though constantly aflame. Their skin comes in shades from polished brass to charcoal scales covering their arms and legs.

- **Ability Score Increase:** Your Dexterity increases by 2.
- **Speed:** Your movement speed is 40 feet.
- **Resistance:** You have resistance to Fire.
- **Bonus Cantrip:** You know the Fire Bolt cantrip, which you may cast as many times as you want.
- **Bonus Languages:** You can speak, read, and write in Ignan.

OREAD

Tracing their ancestry back to the touch of an earthen elemental being, such as that of a genie, they are a stoic and contemplative race that is not easily moved. Their reclusive nature keeps them a mystery to most of the world.

They are strong with solid builds, possessing skin and hair colored in stony shades between black, brown, and white. While all are vaguely earthy, a few bear more pronounced traits such as skin that shines like polished onyx, rocky outcroppings protruding from their flesh, glowing gemstones for eyes, or hair like crystalline spikes.

- **Ability Score Increase:** Your Strength increases by 2.
- **Speed:** Your movement speed is 25 feet, and you have a 25 foot climb speed.

- **Resistance:** You have resistance to Acid.
- **Bonus Cantrip:** You know the Acid Splash cantrip, which you may cast as many times as you want.
- **Bonus Languages:** You can speak, read, and write in Terran.

SYLPH

Descended from air elementals such as djinn, they are shy and reclusive though consumed by intense curiosity. They spend their lives blending into the crowd, adept at spying and eavesdropping as they remain unnoticed, calling this hobby "listening to the wind" – for many sylphs, it becomes an obsession. They have capable and cunning intellects that they rely on to keep them from danger.

They tend to be pale and thin to the point of appearing delicate, but their skinny bodies are more resilient than first appearances. Many can easily pass for a frail human, though most have complex blue markings that swirl over their skin. They also bear more subtle signs of their ancestry in a slight breeze following them wherever they go – becoming more pronounced whenever the sylph experiences intense anger or passion; spontaneous gouts of wind may tousle the sylph's hair or knock items off shelves.

- **Ability Score Increase:** Your Intelligence increases by 2.
- **Speed:** Your movement speed is 30 feet, and you have a 20 foot fly speed.
- **Resistance:** You have resistance to Electric.
- **Bonus Cantrip:** You know the Shocking Grasp cantrip, which you may cast as many times as you want.
- **Bonus Languages:** You can speak, read, and write in Auran.

UNDINE

Those who can trace their ancestry back to creatures of the Plane of Water such as marids or water mephits. Even at a glance, one can notice the potency of their ancestry for an undine's flesh mimics the colors of the sea and lakes. They are a proud race that show little fear, are playful and good-natured, and reserve their seriousness for the company of non-undines; they possess unparalleled emotional control.

Undines display a wide variation of skin tones, from pale turquoise to deep blue or sea green. An undine's straight, thick hair tends to be of a similar, yet slightly darker color than her skin. All have limpid blue eyes. Some possess traits such as fin-like ears or webbed fingers and toes.

- **Ability Score Increase:** Your Wisdom increases by 2.
- **Speed:** Your movement speed is 30 feet, and you have a 20 foot swim speed.
- **Resistance:** You have resistance to Cold.
- **Bonus Cantrip:** You know the Ray of Frost cantrip, which you may cast as many times as you want.
- **Bonus Languages:** You can speak, read, and write in Aquan.

FETCHLING

Descended from humans who were trapped on the Shadow Plane. They are creatures of dark and light intertwined, generations of contact with the strange plane and its denizens. While they acknowledge their origins, they show little resemblance to their human ancestors on the Material Plane. Some take offense to the name of Fetchling, as it was given by humans who saw them as little more than "fetchers of rare materials"; they instead prefer to be called "kayal", a word borrowed from Aklo that roughly translates to "shadow people" or "dusk dwellers".

Though most call the Shadow Plane home, they often trade and deal with creatures of the Material Plane – some going so far as to create enclaves there in order to establish alliances and trade routes between Planes. They often serve as merchants, middlemen, and guides for races on both sides of the planar boundary.

- **Ability Score Increase:** Your dexterity increases by 2.
- **Age:** Descended from humans, their life spans last nearly as long as their ancestors, up to 90 years.
- **Alignment:** Their alignment varies dependent on the gods they worship – some even worship demon lords of darkness or lust.
- **Size:** Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Darkvision:** Accustomed to life in a shadow plane, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of gray.
- **Shadowy Resistance:** You have resistance to cold.
- **Skilled:** You gain proficiency in Arcana and Stealth.
- **Innate Spellcasting:** You know the Chill Touch cantrip, which you can cast an unlimited number of times per day. At 3rd level, you may cast Disguise Self, and at 5th level you can cast Darkness. Once you cast each spell, you cannot do so again until you finish a long rest.
- **Languages:** You can speak, read, and write Common and Aklo.

KITSUNE

The Fox Folk are vulpine shapeshifters known for their love of both trickery and art. Each possess two forms: that of a very attractive human with a slender build and bright eyes that stand out, however their true form is that of an anthropomorphic fox (their default appearance).

Despite their penchant for deception, they prize loyalty and delight in the arts – particularly riddles and storytelling. They make excellent bards and rogues. It is uncommon for one to pursue sorcery.

- **Ability Score Increase:** Your Dexterity and Charisma increase by 2.
- **Age:** Similarly to humans, Kitsune reach adulthood around age 15 and live to be approximately 100.
- **Alignment:** They tend to be Neutral, or an alignment with Neutral component. Most worship deities related to craftsmanship or illusion.
- **Size:** Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Darkvision:** With your heightened animalistic sense, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness.
- **Manipulative:** You are adept at convincing others to see your way of thinking. You gain proficiency in Deception and Persuasion.
- **Shapeshifter:** You can cast Disguise Self at will.
- **Languages:** You can speak, read, and write in Common and Sylvan.

MERFOLK

While folklore is filled with stories of merfolk, they are a mysterious and poorly understood aquatic race. They are considered among land-dwellers to be almost legendary figures of impossible beauty and magic. In reality, they are merely secretive and prone to intense xenophobia. They are more likely to react to surface dwellers with aggression than friendship or passion, valuing their privacy and guarding their territories.

They have the upper bodies of grave humanoids with fine, delicate features. They vary in appearance as much as humans, though they also possess the lower body of a great fish. Their long tails end in powerful fins and are covered in iridescent colors, commonly shades of the sea.

- **Ability Score Increase:** Your Wisdom and Charisma increase by 2.
- **Age:** Merfolk live shorter lives than most humans, and typically live up to 70 years.
- **Alignment:** Merfolk highly value their freedom, though their society have their own brand of codes and a honor system. They are unlikely to be Lawful Good or Evil.
- **Size:** Your size is Medium.
- **Speed:** Your base walking speed is 10 feet, and you gain a swim speed of 40 feet.
- **Darkvision:** Accustomed to living in the dark depths of the ocean, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness.
- **Natural Armor:** You gain a +2 to AC thanks to your toughened scales.
- **No Legs:** You cannot be tripped.
- **Amphibious:** You can breathe air and water.
- **Languages:** You can speak, read, and write Common and Aquan.

SULI

Sulis are the descendants of mortals and jann. Their otherworldly heritage typically manifests in adolescence, or when encountering a genie. Strong and attractive, they can call forth elemental energies to augment their powers. Neither genie nor quite human, they stand on the edge of two worlds in which they don't belong.

- **Ability Score Increase:** Your Strength and Charisma increase by 2.
- **Age:** Learning quickly, Suli reach adulthood young and live shorter lives than humans, up to 70 years.
- **Alignment:** Valuing their freedom, Sulis are often of Chaotic alignment.
- **Size:** Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Darkvision:** You have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness.
- **Elemental Resistance:** You gain resistance to one element of your choice, chosen at character creation (Acid, Cold, Electric, Fire).
- **Innate Spellcasting:** You know the Dancing Lights cantrip, which you can cast an unlimited number of times per day. At 3rd level, you may cast Color Spray, and at 5th level you can cast Misty Step. Once you cast each spell, you cannot do so again until you finish a long rest.
- **Languages:** You can speak, read, and write Common.