

## Humanoid Template

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“Humanoid” is a template that can be placed on any animal, beast, or vermin (hereafter referred to as the “base creature”). The creature’s type changes to Monstrous Humanoid.

**Size:** The size changes to large, medium or small. Your choice.

**Hit Die:** Increase to d10

**Speed:** Same as base creature. If base creature has a fly speed, multiply it by ½. Swim and Climb speeds stays the same.

**AC:** Humanoid creature gets the base creature’s natural armor.

**Attacks:** The Humanoid creature has one of the base creature’s attacks.

**Damage:** The damage stays the same. If the size is increased, add 1 die type per larger size. If size is decreased, take 1 die type away. Die types are 1d4, 1d6, 1d8, 2d4, 2d6, 3d4, 2d8, and 3d6.

**Special Attacks:** The Humanoid creature retains all the special abilities of the base creature.

**Special Qualities:** The Humanoid creature retains all Special Qualities of the base creature. It also gains a few extra special abilities.

*Speak with Animals (Su):* The Humanoid creature can freely talk to any animal, beast or vermin.

*Spell-like Abilities (Su):* 3/day – Pass Without Trace, Nondetection, Hold Animal, and Hold Monster.

**Saves:** Same as base creature.

**Abilities:** Same as base creature except that its intelligence score is increased by 10, and its charisma increases by 4. If the creature increased in size, it gets a +3 to strength per size level gained. If the creature decreased in size, -3 per size level lost.

**Skills:** The humanoid creature retains all skill bonuses as base creature.

**Feats:** Same as base creature.

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**Climate/Terrain:** Same as base creature.

**Organization:** Same as base creature.

**Challenge Rating:** Same as base creature +2.

**Treasure:** None

**Alignment:** Any

**Advancement:** By character class

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### Humanoid Characters

Humanoid creatures are usually Fighters or Rogues. Humanoid Clerics worship Ehlonna or Obad-hai. Spellcasting Humanoids always have their base creature as a familiar.

### Sample Humanoid

This example uses a Lizard as the base creature.

#### Humanoid Lizard

##### Medium-Size Monstrous Humanoid

**Hit Dice:** 3d10

**Initiative:** +2 (Dex)

**Speed:** 20ft., climb 20ft.

**AC:** 17 (+2 Dex, +2 natural, +3 studded leather)

**Attacks:** Bite +4 Melee, Halberd +2 Melee

**Damage:** Bite 1d4+2, Halberd 1d10+2

**Face/Reach:** 5ftx5ft/5ft

**Special Attacks:** –

**Special Qualities:** Speak with Animals Spell-like abilities

**Saves:** Fort +2, Ref +4, Will +1

**Abilities:** Str 9, Dex 15, Con 10, Int 12, Wis 12, Cha 6

**Skills:** Balance +10, Climb +12, Hide +13, Listen +4, Spot 4

**Feats:** Weapon Finesse (bite)

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**Climate/Terrain:** Any warm land

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** none

**Alignment:** Neutral

**Advancement:** By character class