

Grave Born

"Determined survivors in life, and death."

RACIAL TRAITS

Average Height: Varies
Average Weight: Varies

Ability Scores: +2 Wisdom, and one +2 bonus available in your Former Life (see Life After Death, below).
Size: Medium
Speed: 5
Vision: Darkvision

Languages: Common, and one language known in your former life (see Life After Death, below).

Skill Bonuses: +2 Endurance, and one +2 skill bonus available in your former life (see Life After Death, below).

Undead Keyword: You are considered an undead creature for the purpose of effects that relate to creature subtypes. You do not need to eat, sleep or breathe. You still have hit points and take damage, and need to rest to regain powers. If an effect targets both undead and allies, you are affected equally by both parts.

Life After Death: You weren't always dead, but life goes on, and you're constantly reminded of what you used to be. Choose a playable, living, humanoid race to be your former life. When choosing feats, you may take racial feats from the chosen race.

Undead Fortitude: You gain a +1 racial bonus to Fortitude.

Undead Resistance: You gain resistance to necrotic damage and poison damage equal to 5 + one-half your level.

Feed the Soul: You gain the daily power Feed the Soul.

Feed the Soul

Race Racial Power

You close your eyes and rest for a moment, because a moment is all you need.

Daily ♦ Healing

Standard Action

Personal

Effect: You regain the use of 1 expended encounter attack power, and may spend a healing surge.

In the great graveyard of the Necropolis, Grave Born arise from the coffins of their former lives. Aiding in this process are the Bone Guard, who ensure the induction of the new Deadlandian citizen into the greater population. Many Grave Born know little of their former lives.

Play a Grave Born if you want . . .

- ♦ to be creepy and undead.
- ♦ to be cold, calculating and amoral.
- ♦ to play a race that favours divine classes.

PHYSICAL QUALITIES

Grave Born appear as what they are, walking corpses. While they share some characteristics with the living, they certainly don't show it. The animation process can happen at almost any time, but some regularities do appear. Furthermore, the animation always happens before severe degradation, so while patches of flesh could be missing, the loss of a limb or a skeletal appearance is not likely.

PLAYING A GRAVE BORN

Grave Born live in a state of constant inner struggle. They must balance the civility of their previous lives with their innate savagery. Grave Born, while more widely accepted than any other kind of undead, but still face discrimination and the disorientation of being born into adulthood with no past memories. The result is that most Grave Born have a tendency to see life through the eyes of a survivalist and have an amoral willingness to do what it takes to get by.

Grave Born Characteristics: savage, cunning, sneaky, shadowy, slippery, proud.

Female Grave Born Names: Same as in life.

Male Grave Born Names: Same as in life.

Grave Born Feats

HEROIC TIER FEATS

CREEPING DEATH [GRAVE BORN]

Prerequisite: Grave Born

Benefit: You gain a +2 feat bonus to Stealth and a +3 feat bonus to Initiative rolls.

SPITEFUL EXISTENCE [GRAVE BORN]

Prerequisite: Grave Born

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls against living creatures.

Special: Increase these bonuses to +2 at 15th level and +3 at 25th level.

WILL TO SURVIVE [GRAVE BORN]

Prerequisite: Grave Born, *feed the soul* racial power

Benefit: When you activate your Feed the Soul racial power, you may also activate your Second Wind as a free action.

PARAGON TIER FEATS

FEIGN DEATH [GRAVE BORN]

Prerequisite: Grave Born

Benefit: Whenever you take damage, you may drop prone as a free action and play dead. You are still aware of your surroundings, but are otherwise indistinguishable from a corpse.

MEMORIES OF THE PAST [GRAVE BORN]

Prerequisite: Grave Born

Benefit: If your former life has a racial encounter power, you may use that power as a daily power.

EPIC TIER FEATS

RESTFUL SOUL [GRAVE BORN]

Prerequisite: Grave Born, *feed the soul* racial power

Benefit: When you activate your Feed the Soul racial power, it instead counts as a short rest.

Weird Wanderer

"Life and death are not opposites. They are the beginning and the end of a circle, one feeding the other."

Prerequisite: Grave Born

All Grave Born must learn to accept the savagery that lives within them. Some not only accept, but embrace it. These individuals are often just a little odd in the head, and from these has risen the cult of the Weird. This cult reveres Bone Weirds and their ability to harvest life. While their practices are questionable, its members are quick to point out that distasteful means do not always lead to evil ends.

WEIRD WANDERER PATH FEATURES

Bursting with Life(11th level): Gain 2 healing surges. After each extended rest, you gain 10 temporary hit points. This becomes 15 at 21st level.

Draining Action (11th level): When you spend an action point to make an attack, and that attack hits, the target also takes ongoing 10 necrotic damage (save ends).

The Reaping (16th level): Once per encounter, when you reduce an opponent to 0 hit points, you may spend a healing surge as a minor action.

WEIRD WANDERER POWERS

Bone Snap

Weird Wanderer Attack 11

Necrotic power surges through you and into your foe, with enough force to crack bones.

Encounter ♦ Divine

Standard Action

Melee touch

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Constitution modifier necrotic damage and the target is weakened (save ends).

Weird Life

Weird Wanderer Utility 12

You tune yourself to the life force of your foes.

Daily ♦ Divine, Healing

Minor Action

Personal

Effect: Until the end of the encounter, you gain 1 hit point at the start of your turn for each living creature within a number of squares equal to your Wisdom modifier.

Weird Form

Weird Wanderer Attack 20

Spectral bones erupt all around you, encasing and transforming you into a proxy of the terrifying bone weird.

Daily ♦ Divine, Polymorph

Standard Action

Personal

Effect: You transform into a likeness of a bone weird. You gain a +2 power bonus to AC and Fortitude, and whenever a creature ends its turn within 3 squares of you it takes necrotic damage equal to your Wisdom modifier.

While in this form, you gain the following at-will attack power.

Standard Action

Melee 3

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier necrotic damage.

Special: This attack counts as a melee basic attack, and has threatening reach 3.