



4th Edition

Custom Races and Racial Feats 2

(Banshrae, Dark One, Gargoyle, Ghost, and Unicorn)

Version 1.1

*These custom races were created by Arius and Febrien.
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BANSHRAE



RACIAL TRAITS

Average Height: 5'5" — 6'1"

Average Weight: 110—150 lb.

Ability Scores: +2 Dexterity, +2 Charisma

Size: Medium

Speed: 8

Vision: Low-light

Languages: None (see “Telepathy” below)

Skill Bonuses: +2 Bluff, +2 Insight

Fey Origin: Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Mantid Dance: You can use *mantid dance* as an encounter power.

Telepathy: You can speak telepathically with any other intelligent creature that has a language and is within line of sight and within 5 squares of you. The telepathy allows for two-way communication.

Unarmed Assailant: You gain a +3 proficiency bonus with your unarmed attacks. Your unarmed attacks deal 1d8 damage. You may use any power that has the “Weapon” keyword unarmed. You may add a melee weapon’s enhancement to your hands to receive the enhancement bonus, so long as the enhancement is not for a specific type of weapon (example: an enhancement that will work for any melee is fine, but one meant specifically for heavy blades, etc. will not work). If you choose to replace the enhancement on your hands, the previous enhancement vanishes.

Mantid Dance — Banshrae Racial Power

Encounter

Move Action — Personal

Effect: Until the end of your next turn, you gain a +2 bonus to all defenses. Whenever a creature attacks you with a ranged attack, it must make two attack rolls and take the lowest result.

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DARK ONE



RACIAL TRAITS

Average Height: 3'5" — 4'

Average Weight: 70 — 80 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Small

Speed: 6 squares

Vision: Darkvision

Languages: Common, choice of one other

Skill Bonuses: +2 Stealth, +2 Thievery

Dark Step: You can use *dark step* as an encounter power.

Shadow Origin: Your ancestors were native to the Shadowfell, so you are considered a shadow creature for the purpose of effects that relate to creature origin.

Stabby, Stabby: You receive a +2 racial bonus to damage rolls when wielding a dagger.

Violent Combat Advantage: Your attacks deal an extra 1d4 damage to any target that you have combat advantage against.

Dark Step — Dark One Racial Power

Encounter

Move Action — Personal

Effect: You move up to 4 squares, gain a +2 bonus to AC against opportunity attacks, and gain combat advantage against any target that you end your move adjacent to.

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GARGOYLE



RACIAL TRAITS

Average Height: 6' — 6'6"

Average Weight: 350 — 400 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares, fly 8 (clumsy) {see "Flight" below}

Vision: Darkvision

Languages: Common, Primordial

Skill Bonuses: +2 Endurance, +2 Intimidate

Flight: Once per encounter, as a move action, you gain a fly speed of 8. You must end this movement on a solid surface.

Body of Stone: You are immune to petrification.

Stone Armor: You gain a +1 racial bonus to your AC.

Stone Form: You can use *stone form* as an encounter power.

Stone Form — Gargoyle Racial Power

Encounter

Standard Action — **Personal**

Effect: You become a stone statue and gain resist 5 to all damage and tremorsense 5. You lose all other senses and can take no actions in stone form other than to revert to your normal form (as a minor action).

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GHOST



RACIAL TRAITS

Average Height: Variable (see “Form in Life” below)

Average Weight: Weightless

Ability Scores: Variable (see “Form in Life” below)

Size: Variable (see “Form in Life” below)

Speed: Variable (see “Form in Life” below), fly (hover) Variable (see “Flight” and “Form in Life” below)

Vision: Darkvision

Languages: Variable (see “Form in Life” below)

Skill Bonuses: Variable (see “Form in Life” below)

Flight: Once per encounter, as a move action, you gain a fly speed equal to your movement speed. You must end this movement on a solid surface.

Form in Life: When you create a ghost, choose any other race. Your size, appearance, ability scores, languages, and skill bonuses are determined by that race, though you do not gain any other racial traits or benefits from the chosen race. Your speed is equal to that of your chosen race +1.

Ghostly Possession: You can use *ghostly possession* as an encounter power.

Phantom’s Form: You are an undead creature. You are immune to disease and poison; you gain resist necrotic equal to 5 + one-half your level. You take ½ damage from all attacks and you deal ½ damage with all of your attacks. You take a -5 penalty to any physical-based skill checks and ability checks (such as Athletics, Acrobatics, Thievery, Strength, or Dexterity; all other checks are at DM’s discretion).

Spectral Absorption: You cannot equip or use any items or equipment. You have the same number of equipment slots as any other character, and you can choose to spend 1 hour with any item to absorb its properties into yourself (this includes any magic item enhancement and consumable item such as potions, etc). If you absorb the properties of an item that inflicts check penalties, you are subject to those penalties as well. When the 1 hour is finished, a spectral version of the item appears on your person and the original item turns to dust. You can only have 1 item per available slot; if you choose to absorb another item into the same slot, the item previously in that slot disappears. “Drawing” an item is still a minor action.

Ghostly Possession — Ghost Racial Power

Encounter — Charm

Standard Action — Melee touch

Special: The target must be a living humanoid.

Target: One creature

Attack: Charisma + 2 vs. Will. Increase to +4 bonus at 11th level, and to +6 bonus at 21st level

Hit: You enter the target’s space and are removed from play, and the target is dominated (save ends). You can use this power only against one creature at a time. When the target is no longer dominated, or when you choose to end your *ghostly possession* (a free action), you reappear in a square of your choice adjacent to the target.

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UNICORN



RACIAL TRAITS

Average Height: 15 — 20 hands at shoulder

Average Weight: 900 — 1,700 lb.

Ability Scores: +2 Constitution, +2 Charisma

Size: Large

Speed: 8 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Arcana, +2 Nature

Equine Form: You are a hoofed quadruped, and as such you can carry 25% more weight than a bipedal character, and you can carry a rider. Whenever a power has the “Weapon” keyword, you may use that power with your horn or hooves. You gain a +3 proficiency bonus when making attacks with your horn and hooves. Your horn deals 1d10 damage, and your hooves deal 1d8 damage. You may not wield any other ranged or melee weapon.

Fey Absorption: You cannot equip or use any items or equipment. You have the same number of equipment slots as any other character, and you can choose to spend 1 hour with any item to absorb its properties into yourself (this includes any magic item enhancement and consumable item such as potions, etc). You may only absorb light blade enhancements to use with your horn. If you absorb the properties of an item that inflicts check penalties, you are subject to those penalties as well. When the 1 hour is finished, your body takes on the properties and powers of the absorbed enhancement, and the item loses all magical properties. You can only have 1 item per available slot; if you choose to absorb another item into the same slot, the item previously in that slot disappears. “Drawing” an item is still a minor action.

Fey Origin: Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Fey Step: You can use *fey step* as an encounter power.

Pure Soul: You may only be good or lawful good aligned, and you may not use your “Fey Absorption” racial trait to absorb enhancements with the acid, necrotic, or poison keywords.

Fey Step — Unicorn Racial Power

Encounter — Teleport

Move Action — Personal

Effect: Teleport up to 5 squares.

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CUSTOM RACIAL FEATS

HEROIC TIER FEATS

Dagger Master

Prerequisite: Dark One

Benefit: When wielding a dagger, you may choose to take a penalty to the attack roll. If you do so, and the attack hits, you deal a number of points of extra damage equal to the penalty you took to the attack roll. You must declare this penalty before rolling the attack.

Expanded Telepathy

Prerequisite: Banshrae

Benefit: Increase the range of your telepathy to 10 squares.

Expert Dancer

Prerequisite: Banshrae, *mantid dance* racial power

Benefit: When you use your *mantid dance* racial power, creatures attacking you with ranged attacks take a -2 penalty to their attack rolls.

Gargoyle's Roar

Prerequisite: Gargoyle

Benefit: Once per encounter, when an enemy misses you with a melee attack, you may make an Intimidate check as a free action. If you succeed, the enemy takes a -2 penalty to its next attack roll against you.

Horn Touch

Prerequisite: Unicorn

Benefit: Once per encounter, as a minor action, an adjacent ally can spend a healing surge or make a saving throw against one effect that a save can end.

Impenetrable Skin

Prerequisite: Gargoyle

Benefit: Creatures making ranged attacks against you take a -1 penalty to their attack rolls. Increase penalty to -2 at 11th level, and -3 at 21st level.

Mind over Matter

Prerequisite: Ghost

Benefit: Once per day, you may make a physical-based Skill or Ability check without the -5 penalty.

Physical Manifestation

Prerequisite: Ghost

Benefit: Once per day, during an encounter, as a minor action, you may assume a physical form. In doing so, you deal full damage with your attacks and take full damage from enemy attacks until the end of your next turn.

Piercing Charge

Prerequisite: Unicorn

Benefit: Once per encounter, when you make a successful charge attack, the target is pushed 1 square and knocked prone.

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Stealthy Assassin**Prerequisite:** Dark One**Benefit:** You gain a +2 bonus to Stealth checks made during an encounter.**PARAGON TIER FEATS****Fey Bolstering****Prerequisite:** Unicorn, *fey step* racial power**Benefit:** When you use your *fey step* racial power, you gain a +2 bonus to all your defenses until the end of your next turn.**Incorporeal****Prerequisite:** Ghost**Benefit:** You gain the “phasing” property.**Open-Palm Technique****Prerequisite:** Banshrae**Benefit:** The damage from your unarmed attacks increases from 1d8 to 1d10**Spiritual Flight****Prerequisite:** Ghost**Benefit:** Your “Flight” racial trait is no longer restricted to once per encounter. You no longer have to end your movement on a solid surface.**Step through the Shadows****Prerequisite:** Dark One, *dark step* racial power**Benefit:** If you in an area of low-light or darkness when you use your *dark step* racial power, you may move a number of squares equal to your speed and gain a +4 bonus to AC against opportunity attacks.**Telepathic Master****Prerequisite:** Banshrae**Benefit:** Increase the range of your telepath to 1 mile. You do not need line of sight to use your telepathy if speaking to a creature that you know.**Total Stone Form****Prerequisite:** Gargoyle, *stone form* racial power**Benefit:** Your *stone form* racial power now grants you regeneration 3 and increases your resistance to 10.**Wings of Stone****Prerequisite:** Gargoyle**Benefit:** Your “Flight” racial trait is no longer restricted to once per encounter. You no longer have to end your movement on a solid surface.**Zephyr Stride****Prerequisite:** Unicorn**Benefit:** You ignore difficult terrain and can move across any solid or liquid surface.

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EPIC TIER FEATS

Blurring Dance

Prerequisite: Banshrae, *mantid dance* racial power

Benefit: Your *mantid dance* racial power now lasts until the end of the encounter. While your *mantid dance* is in effect, you may choose to take a -2 penalty to your unarmed attack rolls. If you do so, and the attack hits, the target is dazed (save ends).

Dark Assassin

Prerequisite: Dark One

Benefit: You gain a +4 bonus to Stealth checks made during an encounter. When you have combat advantage against a creature and you score a critical hit, the creature is knocked prone. Your “Violent Combat Advantage” damage increases to 2d4.

Grace of the Feywild

Prerequisite: Unicorn

Benefit: Whenever an ally within 5 squares of you takes damage, you may take that damage instead and teleport that ally into a square adjacent to you. That ally gains a +2 bonus to all defenses until the end of their next turn.

Powerful Possession

Prerequisite: Ghost, *ghostly possession* racial power

Benefit: Your *ghostly possession* racial power gains the “reliable” keyword. When using your *ghostly possession* racial power, the possessed creature takes an ongoing 10 damage and a -2 penalty to saving throws while it is dominated.

True Statue

Prerequisite: Gargoyle, *stone form* racial power

Benefit: Your *stone form* racial power now grants you regeneration 5 and increases your resistance to 20 and your tremorsense to 10. You may make opportunity attacks while in your *stone form*.

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VERSION HISTORY

Version 1.1 (June 16, 2009)

Banshrae: Changed the rules for the racial trait “Telepathy” to reflect the inclusion of telepathy to a player race in the “Eberron Player’s Guide” (Kalashtar). Due to these changes, the heroic tier feat “Expanded Telepathy” and the paragon tier feat “Telepathic Master” have been altered as well.

CREDITS

A huge thank you to Febrien from the Bolermos boards (www.bolermos.forumotion.com) for early “Unicorn” play-testing and for helping me out with this; your ideas were a great help!

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