



4th Edition

Custom Races and Racial Feats

(Cambion, Griffon, Lycanthrope, Satyr, and Vampire)

Version 3

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



RACIAL TRAITS

Average Height: 5'8" — 6'4"

Average Weight: 140 — 230 lb.

Ability Scores: +2 Strength, +2 Charisma

Size: Medium

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

Vision: Darkvision

Languages: Common, Supernal

Skill Bonuses: +2 Intimidate, +2 Religion

Fire Resistance: You have resist fire 5 + one-half your level.

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

Immortal Origin: As the descendant of humans and devils, your ancestors were native to the Astral Sea, so you are considered an immortal creature for the purpose of effects that relate to creature origin.

Soul Mantle: You can use *soul mantle* as an encounter power.

Soul Mantle — Cambion Racial Power

Encounter

Minor Action — **Personal**

Effect: A mantle of soul energy protects you, giving you a +2 bonus to AC and Reflex defense against ranged attacks until the end of your next turn.

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GRIFFON



RACIAL TRAITS

Average Height: 15 — 20 hands at shoulder

Average Weight: 800 — 1,600 lb.

Ability Scores: +2 Strength, +2 Dexterity

Size: Large

Speed: 6 squares, fly 10 (see “Flight” below)

Vision: Normal

Languages: Common, Elven

Skill Bonuses: +2 Perception, +2 Nature

Blood Frenzy: You can use *blood frenzy* as an encounter power.

Flight: Once per encounter, as a move action, you gain a fly speed of 10. You must end this movement on a solid surface.

Griffon Aerial Agility: You gain a +1 racial bonus to AC and Reflex defense while flying.

Quadruped: You can carry 25% more weight than a bipedal character, and you can carry a rider.

Rending Talons: Your talons are considered melee weapons that deal 1d10 damage and with which you are proficient (+3 proficiency bonus). All griffons can purchase a set of metal claw sheaths (15 gp) that deal 1d12 damage and can receive any enchantment meant for melee weapons. These sheaths are considered light blades.

Weapon Talent: Griffons cannot use ranged weapons unless the weapon has the “heavy thrown” property. Griffons gain a +2 bonus to attack rolls with “heavy thrown” weapons.

Blood Frenzy — Griffon Racial Power

Encounter

Minor Action — Personal

Special: You must be bloodied to use this power.

Effect: You are immune to fear effects. You gain a +2 bonus to attack rolls and take a -2 penalty to all defenses. When you are no longer bloodied, this power’s effects end.

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LYCANTHROPE



RACIAL TRAITS

Average Height: 5'9" — 6'2"

Average Weight: 150 — 250 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares (8 in wolf form)

Vision: Low-light

Languages: Common, choice of one other

Skill bonuses: +2 Athletics, +2 Endurance

Bestial Proficiency: You gain proficiency with unarmed attacks (+3 proficiency bonus) when using your claws or fangs. Your unarmed damage from attacks with your claws and fangs deals 1d8 damage.

Change Shape: You can use *change shape* as an at-will power.

Lupine Step: You ignore difficult terrain when you shift (even if you have a power that allows you to shift multiple squares).

Change Shape — Lycanthrope Racial Power

At-Will — Polymorph

Minor Action — Personal

Effect: You alter your physical form to appear as a Medium gray wolf or a unique human. You do not gain the “Bestial Proficiency” bonuses when in human form, and you cannot make attacks with weapons when in wolf form.

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SATYR



RACIAL TRAITS

Average Height: 4'6" — 5'

Average Weight: 90 — 120 lb.

Ability Scores: +2 Dexterity, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Bluff, +2 Nature

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

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.

Wooden Pipes: All satyrs can purchase a set of small wooden pipes (5 gp). You can use *wooden pipes* as an encounter power.

Wooden Pipes — Satyr Racial Power

Encounter

Standard Action — Close burst 3

Special: You must have a set of wooden pipes. Deafened creatures are immune to this power's effects.

Effect: You play one of the following tunes on your pipes:

Dazing Melody (Charm): Targets all enemies in burst; Charisma + 2 vs. Will; the target is dazed until the start of your next turn. You must make a new attack roll when you sustain this effect. Increase to a +4 bonus at 11th level, and to +6 bonus at 21st level.

Feral Overture: Allies in the burst gain a +1 bonus to attack rolls and damage rolls until the start of your next turn.

Leaping Stag Dance: Allies in the burst can shift 1 square immediately.

Song of Freedom: Allies in the burst can each make a free saving throw against an effect that a save can end.

Sustain Standard: The tune continues. Each turn that you sustain this power, you may choose to play a different tune.

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VAMPIRE



RACIAL TRAITS

Average Height: Variable (see “Hereditary Façade” below)

Average Weight: Variable (see “Hereditary Façade” below)

Ability Scores: +2 Strength, +2 Charisma

Size: Variable (see “Hereditary Façade” below)

Speed: Variable (see “Hereditary Façade” below)

Vision: Darkvision

Languages: Common, choice of one other

Skill Bonuses: +2 Intimidate, +2 Stealth

Blood Drain: You can use *blood drain* as an encounter power.

Child of the Night: You take a -2 penalty to all attack rolls, damage rolls, and defenses during the day.

Hereditary Façade: When you create a vampire, choose any other race. Your size and appearance are determined by that race, though you do not gain any racial traits or benefits from the chosen race. Your speed is equal to that of your chosen race + 1.

Undead: You are an undead creature. As such, you are immune to disease and poison; you gain resist necrotic 5 + one-half your level; you gain vulnerable radiant 5 + one-half your level.

Blood Drain — Vampire Racial Power

Encounter — Necrotic

Standard Action — Melee touch

Special: You must have combat advantage against the target to use this power. The target cannot have the “undead” keyword.

Target: One creature

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

Hit: 1d10 + Strength modifier or Charisma modifier necrotic damage, and the target is weakened (save ends). Regain a number of hit points equal to the damage dealt. Increase damage to 2d10 at 11th level, and to 3d10 at 21st level.

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CUSTOM RACIAL FEATS

HEROIC TIER FEATS

Bestial Agility

Prerequisite: Lycanthrope, *change shape* racial power

Benefit: While in your wolf form, you gain a +2 bonus to both your Reflex defense and to Acrobatics checks.

Blood Rage

Prerequisite: Lycanthrope

Benefit: You gain a +1 bonus to your melee damage rolls against bloodied targets. Increase to +2 bonus at 11th level, and +3 bonus at 21st level.

Buffeting Wings

Prerequisite: Griffon

Benefit: Whenever you leave a solid surface by flying, all creatures adjacent to you are pushed 1 square. If an enemy attempting to make an opportunity attack can no longer reach you, their attack fails.

Fiery Action

Prerequisite: Cambion

Benefit: When you spend an action point to take an extra action, all enemies adjacent to you take fire damage equal to your Strength modifier.

Improved Soul Mantle

Prerequisite: Cambion, *soul mantle* racial power

Benefit: Your *soul mantle* encounter power gives you a +2 power bonus to ranged attacks.

Masterful Piper

Prerequisite: Satyr, *wooden pipes* racial power

Benefit: All enemies within a close burst 3 when you use your *wooden pipes* racial power take damage equal to your Charisma modifier. Deafened enemies are immune to this effect.

Nimble-Footed

Prerequisite: Satyr

Benefit: Whenever an enemy misses you with a melee attack, you may shift 1 square.

Slashing Barrage

Prerequisite: Griffon

Benefit: Whenever you perform a melee basic attack with your talons, you may instead make 2 melee basic attacks, one with each set of talons. If you choose to do this, you take a -2 penalty to the attack rolls.

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Wolf Form

Prerequisite: Vampire

Benefit: You gain the following 2 at-will powers:

Wolf Form (Change Shape) — Vampire Feat Power

At-Will — Polymorph

Minor Action — Personal

Special: Your speed increases by 1 square when in wolf form.

Effect: You alter your physical form to appear as a medium black wolf. You cannot make attacks with weapons when in wolf form.

Savage Bite — Vampire Feat Power

At-Will — Necrotic

Standard Action — Melee touch

Special: You must be in wolf form to use this attack.

Target: One creature

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

Hit: 1d8 + Strength modifier necrotic damage. Increase damage to 2d8 at 21st level.

PARAGON TIER FEATS

Accomplished Flier

Prerequisite: Griffon

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. You gain an overland flight speed of 15.

Devil’s Flight

Prerequisite: Cambion

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.

Flaming Wings

Prerequisites: Cambion

Benefit: Whenever you leave a solid surface by flying, all creatures adjacent to you take fire damage equal to your Strength modifier.

Improved Blood Frenzy

Prerequisite: Griffon, *blood frenzy* racial power

Benefit: Your *blood frenzy* racial power now gives you a +2 power bonus to damage rolls and allows you to take an extra move action each turn.

It’s in the Blood

Prerequisite: Lycanthrope

Benefit: Whenever you deal unarmed damage with your fangs, the damaged creature takes an ongoing 5 damage and must make a saving throw. If they fail the saving throw, they contract moon frenzy (see “Monster Manual” pg. 181).

Lycanthropic Regeneration

Prerequisite: Lycanthrope

Benefit: You gain regeneration 5. If you take damage from a silvered weapon, this regeneration doesn’t function on your next turn.

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Master of Deceit**Prerequisite:** Satyr**Benefit:** You gain a +2 bonus to Bluff checks made to gain combat advantage during an encounter. You may make a Bluff check to gain combat advantage against a creature as a minor action rather than a standard action.**Mist Form****Prerequisite:** Vampire**Benefit:** You gain the following encounter power:**Mist Form — Vampire Feat Power****Encounter — Polymorph****Standard Action — Personal****Special:** You gain a fly (hover) speed of 12 squares when in mist form.**Effect:** All conditions affecting you end, and you become insubstantial until the start of your next turn. You cannot attack while in this form.**Sustain Minor:** You remain in mist form.**Vampiric Regeneration****Prerequisite:** Vampire**Benefit:** You gain regeneration 5 at night.**EPIC TIER FEATS****The Blood is the Life****Prerequisite:** Vampire**Benefit:** Whenever a creature of your level or lower drops to 0 hit points or fewer because of your *blood drain* racial power, it arises 1 turn later as a Vampiric Thrall that obeys you as its master and shares your “Child of the Night,” “Hereditary Façade,” and “Undead” racial traits. The thrall can only attack and move; it cannot use items, make skill checks, or be the recipient of any attack, item, or effect that restores hit points. On your turn, you may share your pool of actions with the thrall.**Vampiric Thrall****Level:** Equal to your own**Hit Points:** 50 **Bloodied:** 25**AC:** 30 **Fortitude:** 30 **Reflex:** 30 **Will:** 30**Speed:** Variable (see Vampire racial trait “Hereditary Façade”)**Attack:** Level + 5 vs. AC**Hit:** 15 damage**Born of the Inferno****Prerequisite:** Cambion**Benefit:** Increase your fire resistance to 10 + one-half your level. While standing within or adjacent to a source of fire, you gain regeneration 10.**King of Liars****Prerequisite:** Satyr**Benefit:** You gain a +4 bonus to Bluff checks made to gain combat advantage during an encounter. You may make a Bluff check to gain combat advantage against an opponent more than once per encounter as a minor action rather than a standard action. Your “Rakish Combat Advantage” damage increases to 2d4.

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Preternatural Senses

Prerequisite: Lycanthrope

Benefit: You gain a +2 racial bonus when making the following skill checks: Endurance, Insight, Nature, Perception, and Stealth. You gain a +5 racial bonus to Nature checks used to forage, and a +5 racial bonus to Perception checks when tracking a creature or creatures.

Thunderous Ascent

Prerequisite: Griffon

Benefit: Whenever you leave a solid surface by flying, all creatures adjacent to you take damage equal to your Strength modifier, are pushed 1 square, and must make a saving throw. If they fail the saving throw, they are knocked prone. If an enemy making an opportunity attack can no longer reach you, their attack fails.

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UPDATE HISTORY

Version 3 (May 4, 2009)

General: Changed layout so that all feats are together in one section at the end of the PDF. Corrected various spelling mistakes, etc.

Cambion: Changed “Flaming Wings” paragon tier feat; it now damages all creatures rather than just enemies.

Griffon: The “Rending Talons” racial trait has been altered; talon sheaths are now something that must be purchased, and your melee attacks with your talons deal different amounts of damage depending on whether or not you are equipped with the sheaths. The paragon tier feat “Improved Blood Frenzy” has been changed; it no longer removes the penalty to defenses, but it instead grants a +2 to damage rolls.

Satyr: The “Wooden Pipes” racial trait has been altered; wooden pipes are now something that must be purchased.

Vampire: Average Height, Average Weight, Size, and Speed have been altered due to the new “Hereditary Façade” racial trait. The “Blood Drain” racial power has been altered and clarified. The heroic tier feat “Wolf Form” has been slightly changed, granting a +1 to speed instead of a base speed of 8. The epic tier feat “The Blood is the Life” now provides the created thrall with 30 for each defense and allows them to deal 15 damage rather than 10.

Version 2.2 (March 31, 2009)

Cambion: Clarified “Flight” racial trait. Modified “Devil’s Flight” feat.

Griffon: Changed the Griffon picture. Clarified “Flight” racial trait. Added “Quadruped” racial trait. Modified “Accomplished Flier” feat.

Lycanthrope: Clarified “Bestial Proficiency” racial trait.

Vampire: Changed *blood drain* racial power, now Charisma vs. Will instead of Charisma vs. Fortitude.

Version 2.1 (February 22, 2009)

General: Fixed some spelling errors and typos. Reworded some feats, but no changes to how the feat works.

Griffon: Added “overland flight 15” to the “Accomplished Flier” paragon tier feat.

Lycanthrope: Changed “Preternatural Senses” epic tier feat: it now provides only a +2 bonus and a +5 bonus, rather than +5 and +10.

Version 2 (February 22, 2009)

Cambion: “Flight” was downgraded to “once per encounter”; *soul mantle* was changed from a +4 bonus to a +2, and now lasts until the end of your next turn rather than the end of the encounter; added “Master of Flight” paragon tier feat; downgraded “Flaming Wings” feat so that it now deals fire damage equal to your Strength modifier rather than tier-specific d6s; increased regeneration from epic tier feat “Born of the Inferno” to 10 rather than 5.

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Griffon: Removed “overland flight” from griffon’s speed; *blood frenzy*’s effect has been clarified: it ends when the problem is no longer bloodied; “Flight” was downgraded to “once per encounter”; added “Accomplished Flyer” paragon tier feat; altered “Improved Blood Frenzy” feat and changed it from epic tier to paragon tier; made “Thunderous Ascent” an epic tier feat instead of paragon tier.

Lycanthrope: Removed “Lycanthropic Regeneration” from racial traits; changed the name of “Wild Step” racial trait to “Lupine Step”; “Bestial Agility” feat now provides only a +2 bonus to Acrobatics checks rather than a +5; “Blood Rage” is now a heroic tier feat and has been downgraded from a +4 bonus to damage rolls against bloodied targets to a +1 that increases to +2 at 11th level and a +3 at 21st level; “It’s in the Blood” has been changed from a heroic tier feat to a paragon tier feat; added “Lycanthropic Regeneration” paragon tier feat.

Satyr: Changed “+2 Wisdom” to “+2 Dexterity”; “Rakish Combat Advantage” racial trait has been reduced from 2d6 to 1d4; *wooden pipes* racial power has been downgraded: is now a close burst 3 rather than a close burst 5; target is now dazed until start of your next turn instead of end of your next turn, allies now gain a +1 bonus to damage rolls instead of +2 and lasts until the start of your next turn instead of the end of your next turn, allies shift 1 square instead of 2; “Masterful Piper” feat has been changed from paragon tier to heroic tier and has been downgraded: close burst 3 instead of a close burst 5, damage equal to your Charisma modifier instead of 1d4 + your Charisma modifier; “Master of Deceit” feat has been changed from heroic tier feat to paragon tier feat; “King of Liars” feat has been downgraded to 2d4 damage rather than 4d6.

Vampire: “Child of the Night” racial trait has been downgraded, removing the bonuses received at night; “Vampiric Regeneration” racial trait has been removed; *blood drain* racial power has been downgraded: 1d10 damage rather than 1d12, you regain hit points equal to one-half the damage dealt instead of spending a healing surge; “Wolf Form” feat at-will power *savage bite* has been downgraded to 1d8 damage instead of 1d10 and this damage no longer increases at 11th level; removed “Swarm of Bats” feat; *mist form* feat power has been downgraded: it now lasts until the start of your next turn rather than the end of your next turn; added “Vampiric Regeneration” paragon tier feat; the stats for the “Vampiric Thrall” have been downgraded: 50 hit points instead of 100, 25 for all defenses instead of 30, it attacks at its level + 5 rather than level + 10, and it now deals only 10 damage instead of 20.

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CREDITS

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