

Empyreal *(em'pi re'al)*

Created by **Belorin**

Descended from angels trapped on the earthly plane after the murder of their Deity during the great rebellion.

RACIAL TRAITS

Average Height: 5' 8" - 6' 4"

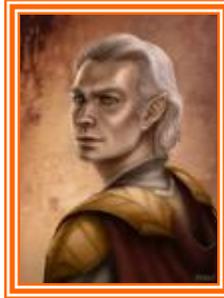
Average Weight: 140-220 lb.

Ability Scores: +2 Wisdom, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Normal



Languages: Common, choice of one other

Skill Bonuses: +2 Diplomacy, +2 Perception

Divine Aura: Your divine nature allows you to gain a +1 AC bonus to the next attack roll of an enemy that you have hit since your last turn.

Radiant Resistance: You have resist radiant 5 + one-half your level.

EMPYREAL RACIAL POWERS

Soul Light

A flash of cerulean light envelops your foes, leaving them dazed and weakened.

Encounter * Radiant

Standard Action * Close burst 5

Target: Each foe in burst

Attack: (Wisdom bonus) vs. Will

Effect: 1d6 radiant + (wisdom bonus) damage to all creatures in the burst area and they are slowed until the end of your next turn.

Miss: Half damage and creatures are not slowed.

Descended from angels trapped on the earthly plane after the murder of their Deity during the great rebellion, Empyreals tend to live in small holdings in the towns and cities of the world.

Dying, they joined their essence with humans so that what their Master created would not be lost; Their arrogance due to this spark of divine power causes other races to give them their space. However in times of upheaval or danger these are the beings that others look to for leadership or mediation.

Play an empyreal if you want...

- to be someone your allies look to for leadership and inspiration.
- to be good at negotiating, motivating or reading others intentions.
- to be a member of a race that favors the paladin, cleric and warlord classes.

PHYSICAL QUALITIES

Empyreal's bearing testify to their divine heritage. They have strong ascetic features, eyes with gold or silver pupils, skin colors that cover the whole human range sometimes with a copper, gold or silver sheen and hair of the lighter colors, blondes, reds, silver and sometimes black; light enough to form a cloud about their head.

Empyreals favor light colors and metallic cloth. Aethyrians-crafted arms and armor have a clean flowing style that matches their forthright nature.

PLAYING AN EMPYREAL

When the angel Asmodeus rebelled against his master, the battles raged throughout the planes. At the death of the master a great curse befell the rebellious and they were thrust into the transformed dominion now ruled by Asmodeus called the Nine Hells. However the faithful were left scattered among the planes and without their master's power to sustain them most died. Some however, found sanctuary amongst the races of these planes and merged their essence with them. Millennia pass and the divine essence stayed strong and bred true. These Empyreals keep the memory of their Master and so are predisposed to those classes that fight the usurpers of his realm. Since that time some have strayed from the path their Master set them upon and feel they should take the power they feel is rightfully theirs, they have attempted to create their own realm, these endeavors invariably failed.

The role of spiritual or military leader comes naturally; clerics, paladins and warlords are excellent choices for them. Warlocks making pacts with shadowy beings or Wizards and their tampering with magical energies are rare choices at best. While not numerous, empyreals often have small clan holdings in most large cities, some smaller cities and large towns.

Empyreal Characteristics: Cunning, aloof, imposing, mysterious, proud, imperious, self-reliant, spiritual, diplomatic.

Gnome

created by Quickleaf

Diminutive mischievous schemers of the underworld.

Racial Traits

Average Height: 3'7" – 4'0"

Average Weight: 60 – 90 lb.

Ability Scores: +2 Con, +2 Int

Size: Small

Speed: 5 squares

Vision: Low-light

Languages: Common, Gnome, Vermin (only gnomes can speak this language)

Fey Origins: Considered a fey creature.

Skill Bonuses: +2 Dungeoneering, +2 Stealth



Vanishing Act

Gnome Racial Power

With the slightest distraction, you vanish in the blink of an eye (taking advantage of your small size, vermin allies, animal burrows, and the hospitality of local gnomes) only to reappear and surprise your enemies with legendary gnomish cunning.

Encounter

Move Action * Close Burst 3

Effect: Enemies within the burst are effectively blinded with respect to you (save ends). You gain combat advantage against these foes. In all other respects they can see just fine.

Gnomish Savvy: You gain +5 on saving throws against illusions, and have virtual access to the Trap-finding feat for the purpose of finding gnomish traps only.

Lay Trick: You can spend an action point to imbue a place or object with any one of your powers, treating it as a trap, with a trigger of your choosing. For example, a Gnome Wizard could "spell-trap" a chest by casting sleep on it, such that any who opens it is affected by the magic.

Underestimated Foe: Enemies often are misinformed of your capabilities. During the first round of combat with a new enemy you may make a free Stealth check. Likewise, any successful check which reveals information about you only reveals partial information, never the whole truth, and a failed check reveals misinformation.

Deceitful and underhanded, gnomes are rarely seen outside of their burrow towns, which they defend with illusions and traps. Dwelling beneath the earth, away from the prying eyes of men, gnomes enjoy tricking and tormenting intrusive travelers.

Play a gnome if you want...

- to be a devious prankster who is chronically underestimated
- to create cunning traps, devious schemes, and ambushes
- to play an artificer, bard, illusionist, or rogue

Physical Qualities

Gnomes are underground dwelling fey creatures. They have earth-hued skin, disproportionately large heads with exaggerated features, bulging insectile frog-like eyes, and a permanent smirk too big for their faces. Indeed, they stop just short of being grotesque. Both males and females wear their frazzled hair wild, often decorating it with dead moths and gemstones. Gnomes mature at the same rate as humans but show fewer signs of aging, and live twice as long provided they aren't eaten by goblins or kobolds. Aging gnomes boast long white hair, thick eyebrows, and skin furrowed by worry lines, but still maintain a youthful gleam in their eyes.

Playing a Gnome

Gnome Characteristics: Hospitable, mischievous, obsessive, compulsive, underhanded, humorous, deceitful, cunning

Male Names: Akith, Dulin, Gianav, Jovan, Kela, Kvas, Mordin, Rehar, Tasmarr, Tevin, Vilnen, Welin

Female Names: Adandhe, Arwen, Danan, Eshan, Isdrid, Khesel, Lanee, Mhain, Namthe, Nisne, Sierde, UlanellImage used without permission, © by original artist.

Image used without permission, © by original artist.

Half-orc

Created by **Malcolm N.**

Long have the barbaric humans of the hinterlands commingled their weaker, but more apt race with the might of the orcs. Having bred a race true and strong, the clans both human and orc look on their children with respect for the heritage they've earned.

Racial Traits

- You gain a +2 to your Strength and Wisdom scores.
- You can move 6 squares in one move action.
- You can move 7 squares when charging.
- You gain a +2 bonus to saves vs. ongoing damage.
- You gain a +2 to Intimidate and Nature checks.
- You know Orcish in addition to any other languages.
- You may select human and orc feats.



Half-orc racial power

Blood for Blood

You just made a big mistake, little man.

When bloodied the first time in an encounter, you can make an immediate basic attack. This attack can be in melee or at range and does 2[w] + Str or Wis damage.

Play a half-orc if:

- You want to take pride in who you are and where you're from.
- You want to take full advantage of combat with both power and insight on your side.
- You want to play a Barbarian, Druid, or Fighter.