

Scarecrow

I know a lot of people without brains who do an awful lot of talking.

Racial Traits

Average Height: 4' 5" – 5' 10"

Average Weight: 20 – 65 lb.

Ability Scores: +2 DEX, +2 to WIS or CHA

Size: Medium

Speed: 6 squares

Vision: Low-Light Vision

Languages: Common, choice of one other

Skill Bonuses: +2 Acrobatics, +2 Stealth

Brainless Courage: Resist 5+1/2 level to attacks using the Fear or Psychic keywords.

Unnatural Balance: A Scarecrow can stand up as a minor action.

OR (You may choose either Unnatural Balance OR Ragdoll Agility, but not both)

Ragdoll Agility: +2 racial bonus to REF.

Nightmare Maneuvering: You have the Nightmare Maneuvering Encounter Power.

Living Construct: You are a living construct. You do not need to eat, drink, breathe, or sleep. You never make Endurance checks to resist the effect of starvation, thirst, or suffocation. All other conditions and effects affect you normally.

Unsleeping Watcher: You do not sleep and instead enter a state of inactivity for 4 hours to gain the benefits of an extended rest.

While in this state, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Nightmare Maneuvering Scarecrow Racial Power

With a hideous cackle you disappear into the shadows, only to re-appear in a more opportune position.

Encounter ♦ Teleportation

Move Action Personal

Effect: You may teleport up to 2 squares plus your Dexterity modifier. You gain Combat advantage against one enemy on your next turn.



Scarecrows, sometimes known as Strawmen are the result of an as yet unexplainable phenomenon in which an interplanar rift from an unknown plane destroys a creature's physical body and forces their consciousness into a nearby scarecrow (for reasons unknown). During this process all memories of the victim's past life are destroyed – often causing psychotic and homicidal insanity; but this loss of sanity is not always the case and sometimes the newly animated effigy sets out with the same mindset, and perhaps intentions, as before.

Play a Scarecrow if you want...

- * to be dexterous, violent, and unpredictable.
- * to be an unnatural, mysterious character whose past remains as much a mystery as his future.
- * to be a member of a race that favors the Ranger, Rogue, and monk in its choice of classes.

Physical Qualities

Scarecrows are constructed of old pieces of cloth and clothing, and as such are very bizarre in their appearance, and often frightening. This ramshackle construction, however, also allows them to manage feats of dexterity often undreamed of by the other sentient races. Their heads are generally draped with a canvas 'face', while their hands are often constructed of sticks, sometimes overlaid with aged gloves. The rest of their body is dressed in rags and old unwanted clothing. The closest they come to hair is the stray strands of straw that permeate their clothly epidermis.

Strawmen can live as long as their body lasts, which is unfortunately a relatively short time due to rotting and mold growth. The average Scarecrow lives between 5 and 15 years, but with proper care and maintenance, they are effectively immortal.

Playing a Scarecrow

Scarecrows tend to be volatile and not knowledgeable of their own strengths, although they seldom care. They are violent and love not the thrill of battle, but the bitter satisfaction achieved through cold-blooded murder. Those that turn aside from this calling still tend to be volatile and unpredictable, but also wise to the ways of the world. Some good Strawmen even embrace a more fanciful side and take less serious goals than their brethren, traveling the world just for the thrill, and the fun, of the adventure. A Scarecrow ally can be valuable, but risky; often drawing unwanted attention, willingly or not.

Scarecrows have no home, are shunned by civilization as demons, and often feel detached from the world, often feeling no guilt or remorse at the death of a living being or the destruction of a physical object. A few select members of this bizarre race have developed almost human emotions, and legend tells of a Strawman who was even seen to cry at the loss of a comrade.

This physical manifestation of emotion is quite rare, but emotional instability is often found among Scarecrows, growing more intense as their straw-filled heads begin to rot. Often these unbalanced emotions lead to sadistic tendencies in these lost souls. They tend to use sarcasm in place of serious conversation and will

do almost anything to avoid giving a straight answer or making a decision on anything.

The true source of the rifts which create these creatures is unknown, but many prominent sages theorize that it is from an as yet undiscovered outer plane attempting to gain a foothold in the mortal realm.

Scarecrow Characteristics: Dexterous, indecisive, Mysterious, sarcastic, stealthy, unpredictable, violent, volatile

Scarecrow Names: Ambrose, Andrew, Arjhan, Arnold, Bardryn, Berrian, Carrion, Crow, Dara, Fear, Finnan, Gilbert, Harvey, Hope, Ideal, Kat, Kingsley, Marcus, Mark, Molly, Music, Random, Sunny, Thaddeus, Torment

Most scarecrows are without names, as they begin their new lives without them. Often they adopt a name, either from a mortal they have met in life, or from a vague memory floating through from their previous existence. It is not uncommon for a Scarecrow who has taken a name to have chosen one inappropriate to its apparent gender (as they have no actual gender) or true intent.

Scarecrow Adventurers

Three sample Scarecrow adventurers are described below.

Harvey is a Scarecrow ranger and a recent convert to the Church of The Raven Queen, the goddess of death. When he awoke in his new form as a scarecrow he retained a basic set of moral code, but his twisted system of right-and-wrong quickly expelled him from the country of his origin. He took up the life of a nomad after this, traveling the lands of the middle continent in secret. Harvey soon met a traveling group of the Raven Queen's devout and joined them as their protector as they spread her will across the civilized world. Although he is accepted by his fellows, he must disguise his identity with myriad cloaks and shawls, and he can't help but wonder who he truly is, or was, and if he will ever be able to be accepted as a creature of normality within the civilized nations.

Molly is a newly formed Scarecrow Rogue hailing from the farming village of Lord's Mareh. She began her new life as a thief, existing inside of the shadows. She wishes to be accepted by these strange fleshy beings which

inhabits her world, but is constantly met by fearful repugnance. She has set off in search of adventure and acceptance as a member of a party of other such outcasts.

Ambrose is a Scarecrow Monk. He knows the ways of the world as one of its longer lived inhabitants. All vestiges of his original form have now decayed and rotted to dust, but he continues on, adding new patches and pieces wherever necessary. Through careful manipulation and trickery, his exact nature is left unknown. He travels the world in the service of justice, disappearing after his work is done, separated from the people he serves by his vile condition.

