

# Scarecrow

## Race Feats:

### Heroic Tier

**Straw-Filled Carapace:** Scarecrows gain a +1 bonus equal to their AC when wearing cloth armor or no armor and gains +1 bonus to escape checks while wearing cloth armor or no armor.

At 11<sup>th</sup> level the bonus becomes +2 and the Scarecrow no longer takes penalties from squeezing while wearing cloth armor or no armor.

At 12<sup>th</sup> level the bonus becomes +3.

**Soul Harvester:** With each enemy reduced to zero HP you may add one point to your 'Soul Pool.' After making an attack or as an immediate reaction when hit with a melee attack you may spend 10 points to give a temporary bonus to either your attack roll or a chosen defense until the end of your next turn equal to one-half your level. Your Soul Pool resets to 0 after an extended rest or a number equal to your dexterity modifier after a short rest.

**Reaping Tools:** Crits with Sickles and/or Scythes deal ongoing 5 bleeding damage (save ends).

**Scare Tactics:** +1 racial bonus to attacks using the Fear or Psychic keywords and a +1 racial bonus to intimidate.

**Lifeless Brutality:** +2 to opportunity attacks.

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## Race Feats:

### Paragon Tier

**Harvest Time:** It now costs 2 less to activate the bonuses from 'Soul Harvester'

**Prerequisite:** Soul Harvester

**Mow Down:** Charge attacks and bull rushes knock the target Prone and increase the damage class of the dice used in the attack. The scarecrow is also knocked prone.

**Plow Through:** After a charge attack or bull rush you may shift a number of squares equal to your dexterity modifier forward over the target. This takes place before you are knocked prone by the Mow Down effect.

**Prerequisite:** Mow Down

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## Race Feats:

### Epic Tier

**Open The Floodgates!:** Your melee basic attacks become close burst 1 attacks which target a number of creatures in the burst equal to your dexterity modifier.

**Sow With Doubt:** Gain a +5 increase to your Bluff Skill.

**Thresh:** The 'Thresh' At-Will power replaces one At-Will power of your choice.

**Thresh** Scarecrow Feat

*Your scything attacks wrench a portion of the target's very soul from him, leaving him weakened by the out of body experience.*

**At-Will ♦ Weapon, Fear**

**Standard Action Melee** weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and the target is weakened, dazed, and immobilized (save ends all).