



SOUL-STITCHED

“My life began like that of many Soul Stitched, with a crazy guy raising his hands above me shouting ‘It’s alive!!’ at the top of his lungs.”

“What did you do?”

“I slugged him, called the guards, applied for a job and now I’m here.”

-The famed guard, Harriette Grimes, talking of her birth.

Bound by the bodies and souls of several once-living beings compiled into one, Soul-Stitched are a sentient artificially created race with a powerful and alluring presence. Differing from a regular Flesh Golems, the intelligence that powers the Soul Stitched are not lesser elementals but actual souls, drawn from the recently deceased. While these souls have very little memory, if at all of their previous life, such limitations have not stopped many necromancers from attempt to resurrect a loved one in the form of a Soul Stitched.

Strongly inclined towards freedom and non-conformity, many Soul-Stitched harbor disdain for living creatures, while others find peace in a live of adventure and excitement.

BORN TO SERVITUDE

The original Soul Stitched were created by the infamous occultist Nicolas Dracul. In an attempt to create a intelligent monster capable of serving as his undead servant, Dracul instead created the first Soul Stitched. Upon realizing the creature would not willingly serve his ends, he sold the monster to a rival occultist, convincing the man-beast that it’s survival relied on that of it’s caretaker.

SEEKING FREEDOM

At first The Monster followed it’s orders albeit begrudgingly, however as the months passed The Monster, calling itself Evaine, slowly began to rebel, searching for a way to gain it’s freedom. Upon discovering that the vile serum which supposedly maintained her was but a placebo, Evaine threw off her chains and sought to confront her creator, only to face the truth of her unwelcome existence.

POWERED BY ELECTRICITY

A Soul-Stitched’s soul is held together by powerful arcane forces, and in order to maintain these unstable bonds, they must absorb massive amounts of energy, most often in the form of electricity. The earliest Soul-Stitched relied on lightening strikes or tenuous alliances with mages and sorcerers to keep themselves alive. More recently, many Soul-Stitched are known to carry large generators with them when they travel, to recharge when they rest.

AN AMALGAM OF SOULS

The most unique trait about the Soul-Stitched is their creation process that merges the fractured psyche of several individuals. This process grants the Soul-Stitched the ability to replicate some skills that knew in life. Merging the best aspects of several minds into one gives the Soul-Stitched a powerful and alluring presence.

PHYSICAL APPEARANCE

Soul-stitched are constructs formed from the bodies of four to six individuals that are typically built to take the best physical attributes from all their parts.

Originally used as servants, soul-stitched are often created with particular functions in mind and appear as well-formed humans with stitches and seams running across their bodies. These ornamental soul-stitched sometimes even have stitching in elaborate designs or patches of differently colored hair and skin in patterns that are pleasing to the eye. But soul-stitched created by less-experienced hands are often more malformed or disproportionate, and soul-stitched that have lived long lives often modify their bodies with new parts that go against their creator's intent. Regardless, no two soul-stitched look alike and they range from the size of children to large adults.

Soul-stitched as a whole follow no uniform body type, with their figures varying from slightly oversized or undersized appendages or patches of various skin colors, to different tinted eyes, and even hair of varying hues. The only things concrete are their creation is a sense of gender among the race. While the soul-stitched are may have clearly defined gender, they are incapable of mating and often have no urge to do so.

SOCIETY

The Soul-stitched are a rare race to come by and many don't meet another one of their race in their lifetimes. Most Soul-Stitched intermingle with humans or other races, doing their best to hide their scar tattered bodies so as not to attract fear or ridicule.

Rumors speak of a Soul-stitched settlement somewhere in the Underdark, yet such claims are still just rumors and have not been confirmed.

SOUL-STITCHED NAMES

Soul-stitched often take names that are given to them for others. For the lucky and accepted these are mostly human names. However, for those who were shunned and hunted, these names could be insults such as "Monster", "Beast", or "Vile Creature". Other soul-stitched choose to name themselves, choosing names that they find appealing, or that they half-remember from former lives.

SOUL-STITCHED TRAITS

Corpses, sewn together by stitches, powered by electricity and given intelligence by a snatched soul; As a soul-stitched, you have the following racial traits.

Ability Score Increase. Your Strength score increases by 2. Your Constitution score increases by 1.

Age. Soul-stitched "live" for only a short amount of time, mostly powering down after a few months or years as the supply of electricity that holds them together is used up. Soul-stitched can be recharged however, by a new lightning strike or other powerful electrical charge, which can reset their life expectancy.

Alignment. Soul-stitched most often value towards freedom and nonconformity, leaning towards chaotic alignment But do not have an inherent bias towards good or evil.

Size. Soul-stitched vary greatly in size and shape. Choose either Small or Medium.

Speed. Your base walking speed is 30 feet.

Undead Construct. While your heart may still beat, You were constructed from the bodies of the dead. You count as an undead creature as well as a living construct for the sake of effects that specifically target undead; however, you have advantage on saving throws against such effects.

You are immune to disease and You do not need to eat or breathe, although you can ingest food and drink if you wish. Instead of sleeping, you may choose to remain in an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Corpse Born. You have vulnerability to fire damage, and cannot regain hit points as a result of a healing spell or class feature.

Languages. Common and a choice of one other.





UNIQUE TRAITS

Unlike natural born races, soul-stitched can vary wildly in appearance and ability. Where other races may have distinct sub-races, soul-stitched are each an amalgamation of unique traits. Choose 2 from the following.

Electrified Frame. You were brought to life through the power of electricity, and your body is designed to harness such energy again and again. Whenever you are subjected to lightning damage, you take no damage and may instead choose to spend 1 hit dice for every 10 damage you would have taken. For each Hit Die spent in this way, you regains hit points equal to die roll + your constitution modifier.

Grisly Design. You weren't made to be pretty, you were made to get the job done. Increase one ability score other than charisma by 1. You have disadvantage on all persuasion checks, and on deception checks made to hide your undead nature.

Lifelike Appearance. Careful stitching and the use of only the... Freshest of body parts has given you an eerily lifelike appearance. In the right light, you might even pass for living. You appears to the untrained eye to be a living specimen of the humanoid race from which you were crafted, and have advantage on deception checks made to hide your undead nature.

Mental Patchwork. Your mind is as patchwork as any other part of you, and sometimes that comes in handy. When you make a skill check using a skill you are not proficient in, you may call a number between 1 and 12, then Roll a d12. If your roll matches the number you called, you may add your proficiency bonus to the check.

Natural Weapons. Your body was constructed using parts stripped from powerful monsters. You gain one of the following natural weapons, and are considered proficient in all attacks made with that weapon. You may choose this Trait more than once.

Claws: 1d6 slashing damage.

Clublike Fists: 1d6 bludgeoning

Razor Sharp Teeth: 1d6 piercing

Necromancer's Eye. Your creator had magical talents, and infused certain parts of your body with enough magic to perform some interesting tricks. As an action, may remove one of your eyes as an action, reducing your hit point maximum by 1d4. Once removed, the eye hovers in the air for up to an hour. It has a fly speed of 30, and 1d4 hit points. and you may use a bonus action to command the eye telepathically. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. You mentally receive visual information from the eye, including any additional optical senses (such as darkvision) that you would benefit from. You can replace a destroyed eye with a equivalent body part from a fresh corpse. Doing so takes 1 hour and requires a medicine check with a dc of 15.

Shoddy Construction. You were constructed from inferior parts or using inferior methods, and as such, your body is prone to fall apart. But what others may see as a weakness, you a happy to use for your own benefit. You gain the ability to detach small pieces of your body such as hands as a bonus action, or reaction to taking damage. While a body part detached, your hit point maximum is reduced by one hit die. While detached, these body parts may be treated as a *Crawling Claw* (Monster Manual pg 44) which you command telepathically. You can replace a destroyed body part with a equivalent body part from a fresh corpse. Doing so takes 1 hour and requires a medicine check with a dc of 15.

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