

REVENANT [New Species]

You're a revenant, a person once dead and now returned from the grave. Perhaps you died with unfinished business that you've now returned to take care of. Perhaps you committed horrible crimes in life and now bear the curse of a twisted, restless unlife as punishment for your sins. Perhaps you were raised deliberately by a wielder of necromantic powers for some purpose. Perhaps you simply rose from the dead spontaneously due to some peculiar quirk of metaphysics.

Whatever the cause, here you are. The undead are a diverse lot, varying greatly in capabilities and temperament. Your sojourn in the grave has probably taken its toll on you in several ways; most undead aren't quite as sprightly as they once were, either in body or in mind. Many undead harbor disturbing, even violent appetites and impulses, and whether you have such appetites or not you're sure to face difficulties in dealing with other people due to that reputation. At the very least, the living are likely to find you quite unnerving. Or at the very least put off by the smell and appearance of decayed flesh.

Common Personality Traits: Detached, relentless, single-minded, vengeful, unhinged

Common Physical Traits: Shambling gait, decaying flesh, missing parts, putrid odor

Example Names: Revenants typically go by whatever name they were called in life; refer to the example names for the Species to which you originally belonged.

Splinter Race Feats: Blood Grave (vampire), Bone Grave (skeleton), Festering Grave (ghoul), Sand Grave (mummy). Unless you choose one of these, you're a zombie. Additionally, you may choose a "Blood" feat (see Adventure Companion) or a "Corpse" feat (presented in this document) to be an undead member of a non-human Species. Unless you choose a "Blood" or "Corpse" feat, you were a human in life.

Type: Medium biped undead with a Reach of 1. Your maximum wounds equal your Con score. [6 pts]

- *Attributes:* +2 to any 1 attribute, -2 to Dex, Int, or Cha [2 pts]
- *Base speed:* 30 ft
- *Darkvision II:* You ignore all ambient light penalties. [0.5 pts; discounted value because it's just upgrading the Darkvision I all undead get by default]
- *Dread:* Each time an opponent attacks you and misses, the opponent suffers 2 stress damage. [1.5 pts]
- *Former Life:* You may select "Blood" feats as if your type were Folk. [0 pts]
- *Aloof:* Your error range for Impress and Sense Motive checks against characters of other species increases by 2. [-0.5 pts]
- *Lumbering:* You suffer a -2 penalty with Ref saves and become flanked whenever 2 or more opponents are adjacent to you. [-1 pt]
- *Repulsive:* You suffer a -2 Appearance penalty. [-0.5 pts]
- *Reviled:* The Disposition of those who do not share your species is reduced by 10. [-1 pt]

Revenant NPCs

Unlike most Species, there is no Rogue Template for Revenant NPCs. The Revenant is intended to allow representation of typical kinds of undead as PC characters, and the types of undead the Species and its splinter races represent are already represented in the Bestiary. Just use the Risen, Skeletal, or Vampiric templates, or the Ghoul or Mummy statblocks.

Species Feats

Blood Grave

Blood is the vessel of life, and for some the food of unlife as well. Vampires must feed on the blood of the living, but this macabre diet grants them greater vigor and a peculiar influence over mortals.

Prerequisites: Revenant, level 1 only

Benefit: You lose *lumbering* and *repulsive*, gain Bite I, and your unarmed and natural attacks gain the *bleed* quality. Additionally, once per session, you may improve the Disposition of any 1 non-adversary NPC by 5. However, you gain *Achilles heel (Divine)*, *Achilles heel (Fire)*, and *Achilles heel (Flash)*. Furthermore, unlike most undead, you must eat to survive, consuming the equivalent of 1 common meal in fresh blood each night to avoid starvation. You are not immune to *fatigue* caused by starvation.

Blood Tomb

The bite of a vampire drains the vigor of the living, leaving them withered husks.

Prerequisites: Blood Grave

Benefit: Once per round as a free action when you hit with a Bite attack, you may also inflict a life draining attack on the bitten character. The victim must make a Fort save (DC 10 + the number of Species feats you have + your Con modifier) or take lethal damage equal to your Career Level, and you heal an equal amount of vitality damage.

You may choose to embrace your vampiric powers once, when you level, gaining wingless flight 40 ft. If you do, your starting action dice decrease by 1 and you gain obsessive-compulsive tendencies that make it difficult to focus, suffering a -5 penalty with Investigate checks.

Bone Grave

Some among the undead lose most if not all of their skin, muscle, and organs. Being animated by otherworldly energies, these skeletal revenants don't tend to miss such trappings of the living...

Prerequisites: Revenant, level 1 only

Benefit: You lose *lumbering*, your Dex score increases by 2, and your Defense bonus improves by 1. However, your Str score is reduced by 2, and you gain *Achilles heel (Blunt)*.

Bone Tomb

...In fact, those that shed such needless baggage move all the swifter for doing so.

Prerequisites: Bone Grave

Benefit: You lose *repulsive*, your Ground Speed increases by 10 ft, and you gain a +2 bonus with Initiative checks.

Behind the Curtain: Species feat design point values

Blood Grave: 2.5 pts

- Lose *lumbering*: 1 pt
- Lose *repulsive*: 0.5 pts
- Bite I: 1 pt
- *Bleed* attacks: 1 pt
- Charming: 1 pt
- 3x *Achilles heel*: -1.5 pts
- Must eat: -0.5 pts

Blood Tomb: 3 pts

- Life draining supernatural attack: 3 pts
- Embrace heritage: 0 pts

Bone Grave: 3 pts

- Lose *lumbering*: 1 pt
- +2 Dex/-2 Str: 1.5 pts
- +1 Defense: 1 pt
- *Achilles heel*: -0.5 pts

Bone Tomb: 2.5 pts

- +10 ft speed: 1.5 pts
- +2 Initiative: 0.5 pts
- Lose *repulsive*: 0.5 pts

Drake Corpse: 4 pts

- Size increase: 2 pts
- Winged flight: 1 pt
- Bite I: 1 pt
- Claw I: 0.5 pts (*assessed at reduced value due to superfluity as part of the same package as the Bite*)
- Breath weapon: 2.5 pts
- Buy feats as drake: 0 pts
- Beast Type: -2 pts
- -2 Dex: -1 pt
- -2 attribute for another lv1 feat: 0 pts

You may choose to shed all traces of your skin and flesh once, when you level, gaining Bow Resistance 10 and Edged Resistance 5. If you do, your starting action dice decrease by 1 and you become unfamiliar with the workings of the flesh, suffering a -5 penalty with Medicine checks.

Drake Corpse

The mighty drakes are somewhat clumsier in undeath than they were in life, but no less imposing.

Prerequisites: Non-Drake Undead, level 1 only

Benefit: Your Size increases by 1 step to a maximum of Large; if you are already Large, your Reach improves by 1 instead. You gain the Bite I and Claw I natural weapons, winged flight 30 ft, and can breathe fire and select feats as if you were a drake (see Fantasy Craft page 9). However, your Dex score is reduced by 2 and you gain the Beast type, preventing you from using weapons and most gear and armor.

Special: You may only have 1 "Corpse" feat, and may not have both a "Corpse" feat and a "Blood" feat. When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the prerequisite "Level 1 only".

Festering Grave

Ghouls are said to be the returned bodies of those who committed cannibalism or similarly abhorrent crimes against life. As undead, they hunger continually for flesh and bear with them an overwhelming stench of decay.

Prerequisites: Revenant, level 1 only

Benefit: You lose *lumbering* and gain the *devour* and *stench* NPC qualities (see FC p. 233 & p. 235). You also gain a Bite I and two Claw I natural attacks. However, your Wis score drops by 2, and you suffer a -2 penalty on all Cha-based skill checks.

Festering Tomb

Ghouls possess a keen sense of smell in order to seek out rotting flesh to feast on, and the foulness of decay they bear can be incapacitating.

Prerequisites: Festering Grave

Benefit: Your base scent range increments become equal to your Wis score x5 ft, and you gain a +4 bonus to all Tracking checks and scent-related Awareness checks. Additionally, your Bite attack gains the *venomous* quality, producing sickening poison.

You may choose to embrace your ghoulish power once, when you level, gaining the ability to paralyze opponents with your claw. Once per round when you hit with your claw attack, you may as

Festering Grave: 3 pts

- Lose *lumbering*: 1 pt
- Bite I: 1 pt
- 2x Claw I: 1 pt (*each assessed at reduced value due to being of substantial use only as a pair, to allow flurry*)
- *Devour*: 0.5 pts
- *Stench*: 1 pt
- -2 Wis: -1 pt
- -2 to Cha checks: -0.5 pts

Festering Tomb: 3 pts

- Bloodhound: 2 pts (*I added a +4 to scent-related Awareness in addition to the +4 to Tracking cited in the Species creation guide, as I do not feel +4 to Tracking alone is sufficient to justify the 2-pt value. Improved scent range increments alone do not offer any particular benefit over normal sight and hearing in most scenarios, and the precedent from Sharp Hearing seems to be that sensory range increments on secondary senses should be bundled with a benefit worth close to 2 pts on its own.*)
- *Venomous*: 1 pt
- Embrace heritage: 0 pts

Root Corpse: 3 pts

- Plant Type: 1 pt (*assessed at a discount due to substantial overlap with Undead Type benefits*)
- Size increase: 2 pts
- Camouflage: 0.5 pts
- *Achilles heel*: -0.5 pts
- -2 attribute for another lv1 feat: 0 pts

Sand Grave: 2.5 pts

- *Thick hide 3*: 2 pts
- Shaking attack: 3 pts
- *Achilles heel*: -0.5 pts
- *Burden of ages*: -2 pts

Sand Tomb: 3.5 pts

- Lose *repulsive*: 0.5 pts
- +2 Panache: 2 pts
- Death curse: 1 pt
- Embrace heritage: 0 pts

a free action force the target to make a Will save (DC 10 + the number of Species feats you have + your Con modifier) or be *paralyzed* for 1d6 rounds. If you gain this ability, your starting action dice are reduced by 1, and you become even more repulsive, suffering a -5 penalty to Haggle checks.

Root Corpse

Though rarely as compared to species of flesh and blood, even rootwalkers sometimes rise from the grave.

Prerequisites: Non-Rootwalker Undead, level 1 only

Benefit: Your Size increases by 1 step to a maximum of Large; if you are already Large, your Reach improves by 1 instead. You also gain the Plant type and a +5 gear bonus with Blend checks in swamp terrain, and you may select feats as if you were a rootwalker. However, you gain *Achilles heel (fire)*.

Special: You may only have 1 "Corpse" feat, and may not have both a "Corpse" feat and a "Blood" feat. When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the prerequisite "Level 1 only".

Sand Grave

The reverently-preserved bodies of ancient rulers have been known to arise in vengeance against those who would desecrate their resting place. Such mummies are said to visit dreadful curses upon their foes.

Prerequisites: Revenant, level 1 only

Benefit: Once per round as a half action, you may lay a curse on a single character within 40 ft. Make a ranged attack against the target; if you hit, the target becomes *shaken* unless he makes a Will save (DC 10 + the number of Species feats you have + your Cha modifier). You also gain *thick hide 3*. However, you gain *Achilles heel (fire)* and *burden of ages*.

Sand Tomb

Some mummies still retain the splendor and authoritative presence they had in life.

Prerequisites: Sand Grave

Benefit: You lose *repulsive*, and your Panache increases by 2. Also, you gain a trick:

Mummy's Curse (extraordinary shaking attack trick): If the target is a standard character and he fails his Will save, he immediately fails a damage save instead of becoming *shaken*. You may use this trick a number of times per combat equal to the number of Species feats you have.

You may choose to embrace your power as a mummified god-king once, when you level, gaining the ability to Turn characters of two Types from the following list: animal, beast, construct, elemental, fey, horror, ooze, outsider, plant, spirit, or undead. For each chosen Type, you may Turn characters of that Type once per combat. If you gain this ability, your starting action dice are reduced by 1, and you become easier to spot unless trying to hide, suffering a -5 penalty with Blend checks.

Weapon & Armor Upgrades

To be determined