

VOIDLING





VOIDLING

A NEW RACE FROM THE MAKERS OF THE
SAVAGE COMPANY CAMPAIGN SETTING

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Voidling (17 RP)



OVERVIEW

Voidlings are an ancient warrior race touched by cosmic energies that left them immortal and wielding mysterious powers. Voidlings integrate and embed themselves into the world through a manifested body called a husk, never revealing their truest selves unless they feel they are among those they consider safe and trustworthy. Though their true form is small and frail, the husk body that they inhabit acts as a temporal medium and primary form. The husk is merely a vessel for the true form, showing no form of consciousness of its own. While inhabiting the husk, the voidling's true body is nestled safely in a unique pocket of the astral plane while their mind controls the husk. Should the husk die, the true form may simply inhabit a new husk. This has left them with a detached view of reality and a skewed perception of mortality. Honor and duty drive voidling culture, imbuing them with a sense of pride and fulfillment for doing what they consider right and just. Though other races may consider their views of such things to be justification for wanton violence, the heart of these people lies in their willingness to do what is necessary to bring peace and balance wherever conflict may arise. Voidlings pride themselves on excelling at martial prowess and diplomatic efficiency, and see themselves as benevolent though their detachment from mortality may have left them with skewed ideals. Where words may fail, they can surely make do with a fist, blade, or gun.

PHYSICAL DESCRIPTION

The true form of a voidling, or "Oh-prea" as they call it, can vary as greatly as that of any normal human, though only that of an adolescent child. Height, weight, skin or hair color, eye color, even birthmark variations and exotic skin piercings are commonplace for the oh-prea. Hairstyles are often seen as abstract to outsiders that have seen the true form; Voidlings tend to sport long hair overall or short cuts with shaved sides; Variations of such are possible but uncommon. Oh-prea wear clothing such as traditional ceremonial garbs and armor

but often choose not to overload themselves with overly flashy or gaudy articles.

The husk form, or "Pryme" in their lost tongue, is humanoid in shape only. Height differences can vary greatly, as well as weight. Regardless of weight, the husk's agility is only as effective as the true form's ability to control it. The husk's skin appears metallic yet soft to the touch, sporting an appearance many relate to "living armor". Colors and hues of the skin can vary greatly from deep and dark to light and colorful. The husk features no discernible eyes, mouth, nails, or otherwise, but rather skin patterns and color variations that closely resemble such physical features. Voidlings will often decorate the husk with elaborate armor panels, flowing cloth articles, and colorful markings that tell tales of their trials and tribulations as warriors.

SOCIETY

Voidlings thrive in a space between war and peace, always desiring to maintain a balance between serenity for all and a purpose of existence. It is commonplace for voidlings to regularly practice their ancient rituals, which closely resemble a mixture of tribal dancing and various martial arts. Though they often appear calm, collected, and calculating to many, Voidlings are not without their social disputes. Should such a dispute arise between two conflicting voidlings, their chosen method to handle such things is a duel of honor. The victor lays claim to the dispute, while the other will often offer a small bounty of a cultural currency that closely resembles shaped platinum. Many may choose to actively avoid confrontation with a voidling, as their reputation of ruthless battle tactics precedes them. As a whole, voidlings usually choose to live alone, but often prefer to travel in small groups. Their families are broken down by clans, with the clan emblem sometimes emblazoned on the shoulder of their pryme. Voidlings are avid traders, often dealing in the spoils of war. Should a voidling lack an item of equal value to what they seek, they may often offer up their cultural currency.



RELATIONS

Voidlings respect honor and strength as their chief virtues. Protecting the weak and innocent is a surefire method to winning the opinion of these warriors.

Voidlings view savage orcs with mixed feelings. While they respect the strength and tenacity of savage orcs, they often look down upon the brutal and vengeful ways of the green skins. They may coexist together, but often under stressed conditions that may lead to violence from time to time. Their peace treaties do not last long.

Voidlings see the baade as equals in many ways, sharing some cultural aspects and often seek each other for trading. It is not uncommon for the baade to tell a tale of their gratitude for a voidling's uncanny ability to acquire rare and valuable tools or materials for a price.

Voidlings respect the militaristic nature of savage hobgoblin culture. Though the goblinoids often do not share similar views, voidlings may take sport in skirmishes with savage hobgoblin units as a means to keep their skills sharp. There have been rare events of voidling clans offering aid to savage hobgoblin units on the battlefield, though often for a hefty price.

Voidlings view kobold battle tactics as cowardly and underhanded, and may often go out of their way to strike down upon small units with great and furious justice should the latter cause enough commotion. Though the two races may tolerate each others presence within Savage Company, an old tale of comradery may be heard under breath in the taverns. Very few kobolds speak of it, but rumor has that there is a tale of one such voidling whose husk resembles something akin to a chromatic dragon of eld, sporting blackened skin with red and gold hues and the strength to stand against an entire army alone. The lone voidling stood against the tide of an entire nation's might to save a small band of young and defenseless clutchlings that would have

perished otherwise. Asking the voidlings of this tale always leads to the challenge of a duel.

ALIGNMENT AND RELIGION

Voidlings tend to stay within a neutral spectrum. Their perception of doing what is necessary may often be viewed as heroic, but their capacity for committing egregious acts of violence and mass murder can drag them towards villainy. Their personal codes and ethics vary from voidling to voidling, though their culture and traditions are meant to instill them with discipline and honor and they tend to be more lawful than anything else. As native outsiders associated with the astral plane voidlings are less likely to revere deities, seeing them as simply more powerful outsiders with their own ulterior motives. They do, however, sometimes practice mental disciplines and ascetic ways of life.

ADVENTURERS

Voidlings hail from an ancient time and lost civilization, their kind created for a war long forgotten. Many entered a deep slumber, locked away until the day they are once again called to fight. Upon waking, voidlings will seek out other voidlings, often encountering reasons to battle, explore, or seek treasures along the way. They remember the old ways and often seek to share their culture with those they deem worthy of learning. Voidlings that tire of their mortal coil will journey to the astral plane and enter a deep slumber that may last hundreds of years. At some point, these dreamers awake and have no memory of their previous existence, at which point they will travel to the mortal realm to begin their life anew.

MALE NAMES

Ardham, Brouz, Hayden, Kron, Snensk, Tenro

FEMALE NAMES

Aels, Bai, Ceen, Herea, Rua, Shea

RACIAL TRAITS

- **Type:** Voidlings are humanoids with the native outsider subtype. (3 RP)
- **Size** Medium
- **Base speed** Voidlings have a base speed of 30 feet.
- **Flexible:** +2 to any two ability scores. (2 RP)
- **Languages:** Members of this race start with Common. Furthermore, members of this race with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).
- **Immortal:** A voidling one does not age. Barring death from violence, disease, or misadventure, a voidling can live forever. Voidlings are immune to effects that cause magical aging. (3 RP)
- **Astral transfer:** A voidling's body is called a husk; this physical form has been manifested on the material plane. They can also exit the husk as a free action and reveal their true form, which appears adjacent to the husk, leaving the husk mindless and immobile. This true form retains all the mental and class abilities of the voidling but has a flat 10 (+0) in each physical ability score and 2 hit points per character level. The voidling can re-enter their husk when it is adjacent to them as a swift action. The true form can wear clothing and magic items, and take these with them when entering the husk body. Held items cannot be taken into the husk body and either go into an empty hand of the husk body or fall to the ground at their feet. If the natural form and husk body are both wearing magic items in the same slot, only one may be active. The active magic item is chosen at the start of each day. If the husk is reduced to 0 hit points the true form is immediately ejected and the husk is destroyed, dropping all its gear. A new husk can only be manifested during a ritual that requires 24 hours of uninterrupted meditation, and a voidling can only have a single husk manifested at a time. Death of the true form outside of the husk results in normal character death. (4 RP)
- **Astral resistance:** Voidlings have a +4 bonus against possession and mind affecting effects. In addition, if a voidling is targeted by possession while in husk form and fails, the

husk is possessed and the voidling is forced into their true form. If the husk is targeted while the voidling is in its true form they still receive a save against the attempt, and if successful they are instantaneously returned to and re-enter the husk and the possession fails. (3 RP)

- **Astral evasion:** If a voidling is in true form and would take damage from any source that would kill it, it can instead return to and enter the husk and the husk takes the damage instead. (2 RP)
- **Darkvision** 60 feet

FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist Add +½ to the alchemist's bomb damage.

Arcanist Add one spell from the arcanist spell list to the arcanist's spellbook. The spell must be at least 1 spell level below the highest level the arcanist can cast.

Barbarian add +2 temporary hit points gained when raging.

Bard Treat the bard's level as +½ level higher for the purpose of determining the effect of the fascinate bardic performance.

Brawler Add +1/2 bonus to damage rolls made with unarmed attacks.

Cavalier Add +½ to the cavalier's bonus to damage against targets of the cavalier's challenge.

Cleric Add +½ to the cleric's channeled energy total when healing creatures or damaging undead.

Druid Add +½ to the damage dealt by the



druid's natural attacks when using wild shape.

Fighter Add a +¼ bonus to weapon training.

Gunslinger Add +¼ to the dodge bonus to AC granted by the nimble class feature (maximum +4).

Kineticist Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Monk Add a +1/2 bonus to the DC of a Stunning Fist attempt.

Ninja Add +½ bonus to sneak attack damage dealt.

Oracle Add + to the oracle's level for the purpose of determining the effects of one revelation.

Paladin Add +½ hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger Add +¼ to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Rogue Add a +½ bonus on Stealth checks and Perception checks made in dim light or darkness.

Shaman Add one spell from the wizard spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Sorcerer Add +½ point of elemental damage to spells that deal elemental damage cast by the sorcerer.

Summoner Add a +¼ natural armor bonus to the AC of the summoner's eidolon.

Warpriest Add ¼ to the warpriest's effective level when determining the damage of his sacred weapon.

Witch Add +¼ to the witch's caster level when determining the effects of the spells granted by the patron.

Wizard Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +½ to the number of uses per day of that arcane school power.

VOIDLING RACIAL FEATS

VOID SPRAY

A vivid cone of astral energy springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Prerequisites: Knowledge (planes) 1 ranks, voidling.

Benefit: You gain the void spray spell like ability when in your true form. Treat this as *color spray* that also affects blind targets. You can use this ability a number of times per day equal to 1+ your Charisma modifier. The caster level for this ability equals the voidling's character level and the DC is Charisma based. This ability does not work when occupying your husk form.

VOID SHIFT

You slide your form partially into the astral plane, disappearing from sight.

Prerequisites: Knowledge (planes) 3 ranks, voidling.

Benefit: You gain *invisibility* as a spell like ability when in your true form. You can use this ability a number of times per day equal to 1+ your Wisdom modifier. The caster level for this ability equals the voidling's character level. This ability does not work when occupying your husk form, entering the husk cancels this effect.

VOID STEP

You dash from one point to another passing through the astral plane and covering vast distances in a single leap.

Prerequisites: Knowledge (planes) 7 ranks, voidling.

Benefit: You gain *dimension door* as a spell like ability when in your true form. You can use this ability a number of times per day equal to 1+ your Intelligence modifier. The caster level for this ability equals the voidling's character level. This ability does not work when occupying your husk form

HUSK FOUNDRY

You have unlocked the secret to manifesting multiple husks and can freely choose among them.

Prerequisites: Knowledge (planes) 9 ranks, voidling.

Benefit: You can now manifest more than one husk body. Each husk still requires 24 hours of uninterrupted meditation to manifest. You can manifest a second husk at level 9, and one additional husk every four levels thereafter (13th, and 17th)

Normal: A voidling can only have a single husk manifested at a time.

VOID WALK

Your affinity to the astral void connects you to all planes of existence, your knowledge of its secrets opens the doors to the universe.

Prerequisites: Knowledge (planes) 13 ranks, voidling.

Benefit: You gain *plane shift* as a spell like ability. You can use this ability a number of times per day equal to 1+ your Charisma modifier. The caster level for this ability equals the voidling's character level and the DC is Charisma based. This ability can be used both in husk and true form.

FREQUENTLY ASKED QUESTIONS

Q: I'm really confused about how all these bodies work, does the husk operate like a companion, eidolon, phantom, familiar, or a mount?

A: The husk is your character, when reduced to zero hit points or when using a special ability, you get to shed the husk and have this really weak child body.

Q: How do negative levels work?

A: If a voidling takes negative levels, the husk reduces its current and total hit points by 5 for each negative level it possesses (as normal), and the natural form reduces its current and total hit points by 2 for each negative level it possesses. If the true form directly takes damage in the form of negative levels (like from *enervate*) it reduces its current and total hit points by the full normal amount and the husk is unaffected.

Q: Do my saves change when I'm in true form?

A: Yes and No. Your base saves are determined by your class level and those do not change, however you lose the bonus from your Constitution and Dexterity modifiers to your Fortitude and Reflex saves.

Q: If I take husk foundry, can my different husks have different class levels?

A: No, your character has class levels, and the husk is just the body, different husks can look wildly different from each other, but they are all spare bodies for the same character.

Q: 17 RP seems like a lot, how am I going to convince my GM to let me play this?

A: It does seem high, but unless your GM plans on having you encounter a lot of magical aging effects, the voidling is really no more powerful than an aasimar or tiefling.



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