Ghost Race

Since ghosts aren't represented among the various types of undead, I decided to try my hand at them.

**Undead: Ghost Race**

Ability Adjustments

+2 to Dex

+2 to Wis

-2 to Con

Size: Medium

Traits

+1 to AC

Bonus Feat List

By Will Sustained

Funeral Dirge

Shadow Blink

Ghosts are souls detached from their former bodies, generally through death. Most disembodied souls depart for the afterlife, but ghosts have remained on the material plane for some reason. By absorbing life energy from the faint aura that living things unconsciously emanate, ghosts can manifest a physical form.

A ghost’s Key Offensive Modifier is Wisdom, and its Key Defensive Modifier is Dexterity.

**Feat: Funeral Dirge [Racial]**

You can absorb the burst of ethereal/astral energy released upon someone's death.

*Prerequisite:* Ghost race

*Benefit:* When a creature within [Medium] range dies, you gain 1 point of temporary HP per 2 character levels for each circle of the Ghost track you possess.

Dullahan Race

Thought possessed suits of armor can sometimes be modeled w/ the Skeleton Champion, I felt a semi-reversal of it better in most cases.

**Undead: Dullahan Race**

Ability Adjustments

+2 to Str, Dex, or Con

Size: Medium

Traits

+1 to AC

Bonus Feat List

By Will Sustained

Dullahan King

Any [Combat] feat

Though mythological dullahans are headless armored reventants, dullahans can be any kind of possessed suit of armor. Dullahans might once have been knights, swashbucklers, or kings. It is certain, however, that all lived for the heat of battle, and the magical forces that bind their armor together is most strengthened by the clash of steel on steel.

A dullahan’s Key Offensive Modifier is either Dexterity or Intelligence, and its Key Defensive Modifier is Constitution.

**Feat: Dullahan King [Racial]**

In life, you were not merely a fighter, you were a warlord.

*Prerequisite:* Dullahan race

*Benefit:* Once per [Encounter] as a swift action, you can utter a cry of vengeance. For the next [Round], all enemies within [Close] range take 1 magic damage per level on every successful attack roll they make.

**Undead: Ghost Track**

Anywhere you see ellipses, reference the text from the official Undead track.

1st Circle

*ConsumptionSU:* ...

*Ghost - Unsung Elegy:* You draw strength from presence of others. If the creature closest to you is within [Close] range, you gain [Fast Healing] equal to your circles in this track.

Additionally, due to being a spiritual entity, you have [Resistance] to physical damage, [Vulnerability] to magical damage, and +45 ft to your Ghostwise sight.

2nd Circle

*Strength in DecayEX:* ...

*Ghost - Spectral PresenceEX:* The final remnants of your own residual life energy having been spent, your apparitional form now fully straddles the barrier between the material and the immaterial. You are [Invisible] to creatures beyond [Extreme] range (this one is mostly narrative, though it can be extremely useful), [Fully-Concealed] to creatures within [Extreme] range, and [Concealed] to creatures within [Long] range. This passive ability has no effect upon creatures within [Medium] range.

Old Version

3rd Circle

*The Flesh is StrongEX:* ...

4th Circle

*The Blight SpreadsSLA:* ...

*Ghost - Spiritual OppressionSLA:* Once per [Encounter] as a standard action, you can bombard a single opponent within [Medium] range with otherworldly power. The target starts [Bleeding] and must pass a Will save (DC 10 + 1/2 your level + your Key Offensive Modifier) or become [Energy-Drained] until the end of the [Encounter].

Additionally, you have gained a new perspective in regards to your identity, allowing you to alter your size. As a swift, move, or standard action, you can shift 1 size category up or down (minimum of [Small], maximum of [Large]), both gaining the benefits and suffering the penalties associated with your new size category.

5th Circle

*Necrotic AuraSU:* ...

6th Circle

*Contagion:* ...

*Ghost - Phantom MenaceSU:* You can choose to haunt someone, making their life a nightmare. Once per [Encounter] as a move or standard action while you have positive HP, you can begin haunting a target within [Close] range. By spending a move or standard action each turn thereafter, you can maintain this haunting while your target is within [Extreme] range. While haunted, a creature is continuously [fatigued] and [flat-footed]. If you are reduced to 0 HP or lower, you cease to haunt your target.

7th Circle

*No RequiemSU:* …

**Undead: Dullahan Track**

Anywhere you see ellipses, reference the text from the official Undead track.

1st Circle

*ConsumptionSU:* ...

*Dullahan - Ill Will:* You draw strength from the heat of battle. You gain one focus point every [Round] at the beginning of your turn.

In addition, you may spend 3 focus points as a swift action during your turn to heal yourself an amount equal to your character level and cause all creatures that have successfully attacked you since the end of your last turn to take damage equal to your character level, provided they are within [Medium] range when you activate this ability.

2nd Circle

*Strength in DecayEX:* ...

*Dullahan - Clanking ArmorSU:* You are willing and able to protect your friends. Whenever an ally within [Long] range is subjected to an offensive action, you may spend 4 focus points as a swift or immediate action to [Teleport] to that ally's position, shunting them to an available space within [Melee] range. The ally's shunting does not provoke attacks of opportunity. Since you are in the ally's previous location, you become the target of the offensive action, gaining a +2 bonus to either AC or Fortitude saves against that attack.

3rd Circle

*The Flesh is StrongEX:* ...

4th Circle

*The Blight SpreadsSLA:* ...

*Dullahan - Subversive DefenseSLA:* Utilizing recollections of your past life (whether or not you consciously remember them), you are able to temporarily reclaim enough of your mortality to create a paradox. By spending 4 focus points as a swift or immediate action, an aura of black and white energies causes you to lose the *Curse of Undeath* extraordinary ability from your [Undead] creature type. This effect expires after being subjected to a [Positive] or [Negative] effect or at the end of the [Encounter], whichever comes first.

Old Version

5th Circle

*Necrotic AuraSU:* ...

6th Circle

*Contagion:* ...

*Skeleton Champion / Dullahan - Eternal WarriorEX:* ...

7th Circle

*No RequiemSU:* ...