

## RACE: HALLOWEEN SKELETON

You have the perfect Halloween costume, all year long! You gain the following traits:

**Ability Score Increase.** Your Constitution score increases by 2, but don't forget to drink your calcium!

**Age.** Not counting their previous lives, skeletons can be nearly any age. Skeletons don't age, and won't die of old age until the magic or curse keeping them alive ends.

**Alignment.** Skeletons are usually neutral, though evil or chaotic skeletons are common, and spooky scary skeletons even more so.

**Size.** You are as tall as you were in life and but went on the best diet ever and weigh significantly less. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Not having eyes surprisingly doesn't affect you that much, thanks to the magic that brought you back. In addition to being able to see in normal light, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors.

**Limb Forager.** If one of your limbs is severed, you can replace it with another bone of the appropriate type, putting it back in place as an action.

**Undead.** Your creature type is undead. (Normally healing spells can't affect you, but your GM can lift this restriction.)

**False Appearance.** You may, as an action, collapse into a non-moving skeleton. While you remain motionless, you are indistinguishable from a normal skeleton. In this state, you are prone and your speed is 0.

I've mastered the ability of standing so incredibly still...  
That I become invisible to the eye.

- DRAX SKELLINGTON

**Skeletal Nature.** You are immune to disease and being poisoned and have resistance to poison damage. You do not need to eat or breathe. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and how spooky you look.

**Languages.** Although your voice is weak and ethereal, a lack of vocal cords isn't something magic can't fix. You can speak, read and write Common, as well as another language you knew in your former life.

**Subrace.** Pick a sub-race that aligns with your former life.

## FAILED EXPERIMENT

A magical mishap happened, killing you instantly, after years of rotting away, your flesh was gone, but somehow magic reanimated your body. You are now a walking and breathi..., well, walking skeleton, you gain the following benefits:

**Ability score increase.** Your Intelligence score increases by 1

**Elon Musk of bad ideas.** You can increase the potency of your spells, at a cost.... Your life, your life is the cost. When you cast a spell you can cast it as if using a spell slot level that is one higher, if you do so, roll 1d10, on a 1 you take a number of force damage equal to 4 times the spell's new level, right after casting it. Once you use this ability you can't use it again until you take a short or long rest.

**Connection to the Weave.** Your death by a violent magic outburst has created a unique connection to you and the source of magic, you gain proficiency in Arcana checks.

## FALLEN WARRIOR

You died on the battlefield, or perhaps ambushed by enemy forces. This warrior's will never left you, even in death. The means by which you were brought back are unclear, but you keep on fighting, you gain the following benefits:

**Ability score increase.** Your Strength score increases by 1

**Unbreakable Will.** You have advantage on saving throws against being charmed, and on death saving throws.

**Martial Master.** The training you had in your previous life is still there, you gain proficiency with 3 different martial weapons of your choice. No a chair is not a martial weapon.

## TRAPPED SCOUT

You were perhaps scouting a perilous dungeon, or investigating the whereabouts of a powerful political figure, but it wasn't great, nor the greatest for that matter, you died. But you lived! Partially that is. You gain the following benefits:

**Ability score increase.** Your Dexterity score increases by 1

**Trap sense.** Your body remembers what it was like dying from a trap and does not want to relive the experience. it instinctively know when to react to danger, you have advantage on saving throws caused by traps.

**Naturally stealthy.** Your body is light and does not give you away, You gain proficiency in Stealth checks.



# RACE OPTION: SKELETON

Death struck you, hard. You have been left to rot in the earth, but a magical force, or perhaps your own will, had something to say about this. You were brought back, as a skeleton, forever roaming the land until your duty is fulfilled. Curse or blessing, you don't know, but there's a job that you need to finish.

A character can choose this player race as an option with their DMs approval, perhaps as an alternative to death.

Choose a player race, you gain the following additional benefits:

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**Age.** Not counting their previous lives, skeletons can be nearly any age. Skeletons don't age, and won't die of old age until the magic or curse keeping them alive ends.

**Alignment.** Skeletons are usually neutral, though evil or chaotic skeletons are common.

**Size.** You are as tall as you were in life but weigh significantly less.

**Darkvision.** Magic allows you to see. In addition to being able to see in normal light, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors.

**Undead.** Your creature type is undead. (Normally healing spells can't affect you, but your GM can lift this restriction.)

**False Appearance.** You may, as an action, collapse into a non-moving skeleton. While you remain motionless, you are indistinguishable from a normal skeleton. In this state, you are prone and your speed is 0.

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Depending on your race of your origin you lose some traits or get some maluses, here is the list for the PHB races.

## TIEFLING

Lose the **Hellish resistance** trait.

## HALF-ORC

Lose the **Relentless endurance** trait.

## HALFLING

Lose the **Brave** trait.

## HUMAN

One ability score of your choice diminishes by 1.

## DRAGONBORN

Your breath weapon now deals necrotic damage, and you lose the resistance granted to you by your **Draconic ancestry** trait.

## DWARF

Wearing heavy armor does slow your movement speed now.

## ELF AND HALF-ELF

Lose the **Fey ancestry** trait.

## GNOME

You gain vulnerability to bludgeoning damage.

