



# DEADEYE

Deadeyes are actually a symbiotic energy, rather than an actual race, which can find a host in most (DM) humanoid bodies. A deadeye is formed when a child is still born but the spirit is too strong to die. Originating from the Negative Material Plane, the deadeye or "n'sha'ma lo ka'dosh" (unholy soul) energy meshes with the hale spirit and the child is born within a dead body through sheer force of will. As a symbiotic hybrid race, these undead anomalies have no racial homeland, rather they experience a difficult battle for survival as a lone individual. Deadeyes vary in size comparably to their host race and their weight is generally slightly less than average for the host. Their skin is universally albino, although the severity of this condition varies and their hair also remains free of pigment, causing a variation which appears between a stark white and translucent silver color. A deadeye's eyes are always extremely pale, with pale blue, pink or amber being the most common variations. It is unknown when deadeyes first began appearing on the Prime, but with their odd appearance and the general superstitions of society, only the strong and very lucky survive

<b>Average Height</b>	As host
<b>Average Weight</b>	Average 20 to 30 lbs lighter than host
<b>Average Physical Maturity</b>	As host
<b>Average Life Expectancy</b>	1000 years both male and female

**Racial Modifiers** – Constitution +4, Wisdom -2

**Natural Stat Maximums** – includes +/- 2 for sub-ability adjustment and racial purchase options

<b>Strength</b>	(Stamina 22, Muscle 20)	<b>Intelligence</b>	(Reason 20, Knowledge 20)
<b>Dexterity</b>	(Balance 20, Aim 20)	<b>Wisdom</b>	(Intuition 18, Willpower 18)
<b>Constitution</b>	(Health 24, Fitness 24)	<b>Charisma</b>	(Leadership 20, Appearance 20)
<b>Perception</b>	(18)	<b>Luck</b>	(18)

## RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Deadeye will have the \* abilities at 51cp with 19cp free)

15cp	+2 to Stamina subability	5cp	Lesser Nightvision (60 feet)
15cp	+2 to Fitness subability	*10cp	Nightvision (100 yards)
*15cp	+2 to Health subability	15cp	Greater Nightvision (full vision range)
5cp	Sword Bonus (+1 to hit with swords)	10cp	Infrared Vision (50 yards)
5cp	Knife Bonus (+1 to hit with knives)	*5cp	Inherent Immunity: Cold
*5cp	Less Sleep (needs only 4hrs sleep)	10cp	Cold Resistance (+4 sv vs Cold)
10cp	No Sleep (never needs to sleep)	*5cp	Immunity to Disease
15cp	Full Life Support (no food, water, air/DM)	10cp	Immunity to Paralysis
5 cp	Detect Life (sense in a 60ft radius)	5cp	Poison Resist: Minor (+1 sv/4pts CON)
5cp	Detect Undead (sense in a 60ft radius)	5cp	Fearlessness: Minor (+4 sv vs Fear)
10cp	Hit Point Bonus (+1 hp/level)	*5cp	Charm Resistance (+4 sv vs Charm)
*2cp	Modern Language: Parent Location (DM)	2cp	Ancient Language: La'Shon Ru'Ach
*2cp	Literacy: Parent Location (DM)	2cp	Literacy: La'Shon Ru'Ach
2cp	Alertness Proficiency	2cp	Lore: Legends/Folklore: Undead
4cp	Danger Sense Proficiency	*2cp	Lore: Undead: General
2cp	Hiding Proficiency	2cp	Research: Undead Related
2cp	Survival: Urban	2cp	Meditation Proficiency
4cp	Detect Magic: Necromancy	4cp	Harness Subconscious: Resistance
4cp	Endurance Proficiency	2cp	Disguise: Parent Race
2cp	Intimidation Proficiency	2cp	Resist Pain Proficiency
2cp	Light Sleeping Proficiency	2cp	Unique Physical Ability Proficiency

\*\*Deadeyes are undead and are subject to x2 damage susceptibility to fire and may be affected by priests with undead affecting powers. Additionally, pure silver is painful to the touch of a Deadeye's skin and although it causes no damage, it can be used effectively in means of torture