

Cryolith, Children of the Howling North

Type: Cryolith are Outsiders with the Native subtype. (3 RP)

Size: Cryolith are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Cryolith have a base speed of 20 feet. (2 RP)

Ability Score Adjustments: Standard modifier (+2 Con, +2 Wis, -2 Dex). Cryoliths are built for treacherous, icy terrain, and need to be tough and observant to survive, but the patience they develop in comparison to other species has slowed their responsiveness.

Languages: Cryolith begin play speaking Common and either Aquan or Auran. Cryolith with high intelligence scores can choose from the following additional languages. Aklo, Auran, Elven, Ignan, Protean, and Terran.

Feat and Skill Racial Traits:

Lay of the Land: Cryoliths gain a +2 racial bonus on all Knowledge: Nature and Survival checks. (3 RP)

Defense Racial Traits:

Crystalline Form: Cryoliths have a natural icy exoskeleton that creates angular, reflective surfaces all over their bodies. They gain a +2 racial bonus to AC against rays thanks to their reflective crystalline skin. In addition, once per day, they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat. (5 RP)

Energy Resistance: Cryoliths are naturally resistant to the harsh weather of their natural surroundings. They gain 5 cold resistance, and a +2 racial bonus to resist the effects of cold weather. (6 RP)

Natural Armor: A Cryolith is born with a hard exterior whether it shows from their caste or not. They have a +1 natural armor bonus. (8 RP)

Sense Racial Traits:

Darkvision: All Native Outsiders can see up to 60 ft in total darkness.

Snow Sight: Cryoliths are not hampered by poor visibility caused by snowstorms and other cold-weather related effects. They can negate any miss chance caused by these conditions out to 30 ft, and suffer no perception penalties from this weather for up to 120 ft. (12 RP)

Alternate Racial Traits:

Special: The Cryolith are physiologically separated into one of two forms which tends to affect their reception among the various cultures they are born into and encounter. Cryolith characters are born in one of these two groups. If reincarnated as the same species, the Cryolith defaults to their first form. These differences occur with visible hallmarks.

The first of the two forms are the “Rainbound”. The Rainbound can be easily distinguished by several features. In addition to angular features both in facial structure and body, adults have an elongated mouth, akin to a snout. They have no visible hair, nor external ears, aside from the small holes on the side of their head. Rainbound Cryoliths are frequently but not always stockier than their kin. Characters of this subspecies receive the following traits:

Feat and Skill Racial Traits:

Arctic Camouflage: Rainbound Cryolith characters gain a +4 racial bonus on stealth checks made within cold or mountainous terrain. (13 RP)

Offense Racial Traits:

Bite: Rainbound Cryoliths have a powerful jaw, allowing them to make a bite attack that deals 1d4 damage. (14 RP)

The second of the two forms are known as “Windbound”. These Cryoliths retain similar icy features much of the time, though their skin sometimes appears to be porcelain in look and feel. The other sign of their extraplanar heritage manifests on their limbs. Body parts appear to be frozen solid, sometimes emanating cold vapor, with no hindrance to the individual's movements. Characters of this subspecies receive the following traits:

Magical Racial Traits:

Echos of the North: The Windbound Cryolith's inherent powers manifest in a more eldritch manner. The individual can cast Obscuring Mist once per day. Cryolith sorcerers and bloodragers with the Boreal, or Elemental (Water) bloodline treat their charisma as 2 points higher for the purposes of their spells and class abilities.

Savage Seas: Windbound Cryolith spellcasters with the Water Domain (or Oceans sub-domain) use their domain powers and spells at +1 caster level. (14 RP)

Favored Class Options:

Barbarian: Add +1/2 to the barbarians intimidate score while raging.

Druid: Add +1/2 on wild empathy checks and intimidate checks made against animals and magical beasts.

Gunslinger: Add +1/4 to the gunslingers grit pool at the beginning of the day.

Kineticist: Add +1/4 to checks made by the kineticist to overcome spell resistance.

Monk: Add +1/4 to the DC of the monk's stunning fist attacks.

Oracle: Add +1/5 to the oracles effective level to determine the effects of one revelation. This revelation must be chosen from either the lunar, waves or winter mystery. At GM discretion, a revelation from a different mystery may be selected.

Ranger: Add +1/4 of a new favored terrain to the rangers selected list.

Witch: Add +1/4 to the save DC of one hex the witch knows (Max +2 to any one hex).

Racial Feats:

Hardened (Combat, Cryolith):

Your icy body has been reinforced with hours upon hours of painful training.

Prerequisite(s): Base Attack Bonus +1, Cryolith.

Benefit: You gain a slam attack that deals 1d4 damage, and a +1 increase to your natural armor.

Deflector (Combat, Cryolith)

You've put further grueling hours into your training, honing your body to force even the fastest projectiles to glance off.

Prerequisite(s): Base Attack Bonus +6, Cryolith, Hardened.

Benefit: Your natural armor increases by +1, and when struck by a critical hit or precision damage, you may choose to activate the other half of this ability. You can choose to take a 25% chance to negate the extra damage of the attack, but your natural armor bonus decreases by -2. You cannot make use of this part of the feat until the next time you receive magical healing, or long term care. At which point, you also regain your lost natural armor.

At character level 8, then 11, this chance increases to 50%, then 75% respectively. Also at 8th level, your natural armor bonus increases by another +1.

Special: This feat does not stack with other effects that negate critical hit or sneak attack damage, such as the fortification armor property.