

Id Immortals are the rare, mutant immortals born into otherwise normally mortal races. All Id Immortals possess either arcane magicks or psionic powers, sometimes both, they also possess immense willpower in the form of above average mental abilities. After reaching maturity, the Id Immortal's aging rate slows dramatically, and continues to slow more as they age. Most Id Immortals die far from home, often at the hands of older Id Immortals, looking youthful despite decades or scores of years spent searching for answers.

Whenever one Id Immortal dies within the presence of another they instinctively Absorb some of the other's Spark of Immortality, recharging and regenerating them. If an Id Immortal deliberately slays another alternate reality version of themselves they are able to Consume that Spark instead, permanently gaining a fraction of the slain individual's psionic and/or arcane essence.

The nature of these Immortals is tied to the nature of Estelliah, their homeworld, itself. Located deep within Acheron, Estelliah is a massive cube world with 6 faces, each of which nearly mirrors each other, nearly identical continents and landmasses, but different peoples, cultures, and actual individuals - except the Id Immortals. Each face of the cube had a variant of the same character, in much the same way as an Id Alter Ego or similar. All Id Immortals possess either Arcane Magic and/or Psionics, but various "Otherselves" may not possess the exact same classes and levels. For example: Brundt is a Wu Jen/Psion/Metamind while his Otherself Brandt is a Wu Jen/Wilder/Cerebral Rager and Bardt, their other Otherself, is a Warlock/Wilder/Eldritch Mind. Brundt's twin sister, Khatya, is a Hexblade/Soulknife, and her surviving Otherself Katya is a Hexblade/Ranger.

Id Immortals are fairly rare, but they Have to run in families. If at least one parent Isn't an Id Immortal the character or individual Cannot be an Id Immortal. It's a matter of probabilities, but the very nature of Estelliah itself will produce about 1-1.5% of any given mortal, humanoid race as Id Immortals.

**Adaption:** In theory Id Immortals Could form in any instance where multiple timelines/alternate realities exist within a multiverse and its possible to cross in-between those timelines/realities. It's also possible that some deity, perhaps a god of magic(?), may be able to create Divine variants of Id Immortals from followers of theirs who exist in multiple realities to which the deity has connections through various temples and priesthods. These Arcane/Divine Id Immortals may choose from Arcane Disciple, Divine Metamagic or Divine Spell Power as a bonus feat.

### **Creating an Id Immortal**

"Id Immortal" is an inherited template that can be added to any living, corporeal, mortal humanoid with Intelligence, Wisdom, or Charisma scores at average or above for their race and either Psionic and/or Arcane powers (referred to hereafter as the base creature).

An Id Immortal uses all the base creature's statistics and special abilities except as noted here.

**Size & Type:** The creature's type changes to Outsider and it gains the Native subtype, it is Native to Estelliah. Do not recalculate the base creature's Hit Dice, base attack bonus, or saves. Size is unchanged.

**Special Attacks:** The base creature retains any special powers or attacks it originally had and gains the following:

**Absorb Spark (Su):** Whenever another Id Immortal dies within a radius equal to 25 feet per level of the slain Immortal all other Id Immortals instinctively and automatically absorb at least a small portion of their Spark of Immortality granting temporary hit points equal to the slain Immortal's CHA modifier +5 and restoring either a spell slot or enough power points to manifest a power equal one level lower than the highest level spell or power known to the slain Immortal. For example; Brundt is a Wu Jen 7/Psion 4/Metamind 3 who can manifest 3rd level Powers, cast 4th level Spells, and has a CHA 16 so upon his death all other Id Immortals within a 350 foot radius will gain +8 temp HP and either 3 Power Points or a 3rd level Spell Slot by Absorbing his Spark upon death.

**Consume Spark (Su):** Whenever an Id Immortal deliberately kills another of their own alternate reality Otherselves in a customized Arcane or Psionic ritual designed specifically to Absorb an Otherself's Spark of Immortality they will also Permanently gain one Psionic Power Known, Spell Known, Supernatural, Spell-Like, or Psi-Like Abilities or one Reserve, Latent, Metamagic, Metapsionic or Psionic feat as deemed appropriate bt the DM for the circumstances and specific individuals involved. An Id Immortal who has had the Spark of Immortality Consumed this way cannot be resurrected by any means short of a Limited Wish, Wish or Miracle spell, or Bend Reality or Reality Revision psi-power.

**Special Qualities:** The base creature retains any special defenses, powers, or abilities it originally had and gains the following:

**Spark of immortality (Su):** An Id Immortal is immune to magical, metaphysical, or psionically induced aging as well as the deterioration of their physical attributes due to aging. An Id Immortal's rate of aging slows, and continues to slow, as they age and they will live forever unless slain.

**Undying Vitality (Su):** Id Immortals Heal twice as fast as normal mortals of their own race, they are immune to all non-magical, non-psionic diseases and receive a bonus equal to their Charisma modifier on all Fort saves against poisons, diseases, as well as Energy Drain & Ability Damage/Drain caused by the innate powers of the undead & Necromancy spells.

**Skills:** Upon learning of their nature Id Immortals add Knowledge (Arcana), Knowledge (Planar), and Knowledge (Psionics) to their class skill lists.

**Feats:** Arcane Id Immortals gain either Ability Focus (specific SLA or Invocation), Precocious Apprentice or Spell Focus as a bonus feat. Psionic Id Immortals gain either Overchannel, Psionic Talent, Talented or Wild/Hidden Talent as a bonus feat. Id Immortals who are both Arcane & Psionic may choose any One of the bonus feats.

**Abilities:** Id Immortals get +1 to Constitution and +1 to any one mental ability of choice, typically the mental ability tied to Spellcasting, Invocations, and/or Psionic powers.

**Level Adjustment:** +2

