

Silent Spectre [SS] (Race)

Flavour: Silent Spectres are non-corporeal undead (ghosts) with a natural talent for dodging and translocations. They exude a natural aura of silence to which they are partially immune, giving them difficulty casting, but not the inability.

Weirdness/Mutations:

- *Non-Physical* - Spriggan-Size for dodging purposes (though Human items slots). Items cannot be cursed to you (phase through your hand). Non-solid hands make unarmed combat difficult (no effect, just flavour behind bad UC apt).
- *Standard Undead Mutation* - rN(Immune), rPois (Immune), rC+, rRot, no berserk, no Hunger. Potions allowed. Being non-corporeal makes the following deviations from the norm:
 - You cannot rot; mutation attempts instead acts like multiple temporary mutations (Wretched Star).
 - You may change your form (form spells work).
- *Demonic Speech* - Silence gives -Wiz and a similar debuff to Invocations; instead of blocking both completely.
- *Aura of Silence* - You exude an unnatural quiet. Size varies with you level. Size 2 at start (You and adjacent creatures only); every 5th level adds one to the size (full LoS at 25). Excluding your immunities from Demonic Speech this acts normally on you (Stealth/2, no scrolls.)

God Restrictions:

- No Ashenzari (No Curses).
- No Good Gods (Undead).
- Unlike corporeal undead, you ARE allowed to worship Fedhas Madash (you aren't defying death, you died normally). [I may resend this if Fedhas without hunger is too powerful.]

Stats:

7 STR, 7 INT, 11 DEX; Gain 1 DEX every 5th level.

Aptitudes:

SS: Fighting: -2*, Short: -2, Long: -2, Axes: -2, Maces: -2, Polearms: -2, Staves: -2, Slings: -2, Bows: -2, Xbows: -2, Throw: -2*, Armour: -2, Dodge: 3, Stealth: 2, Shields: -3*, UC: -3*, Splcast: -2, Conj: -1, Hexes: 1, Charms: -1, Summ: -1, Nec: 1, Tloc: 3, Tmut: 1, Fire: 0, Ice: 1, Air: 2, Earth: -1, Poison: -2, Inv: -2*, Evo: -1, Exp: -1, HP: -2, MP: 1

Recommended Backgrounds:

Gladiator, Berserker, Enchanter, Warper, Transmuter, Ice Elementalist, Air Elementalist

Base Stealth:

24 (higher than any race); but their stealth is immediately halved [Creatures that are currently silenced get a stealth penalty] so effectively 12 (Draconian/Minotaur).

Base MR:

5 (same as Mu).