

Necrophim: those touched by the realms of death (psychopomp planetouched)

The Necrophim are born of humans (or occasionally other races) and psychopomps, a race of outsiders sometimes called “angels of death” or simply “death spirits”. Such beings are even more uncommon than aasimar or tiefling, and may be confused for a member of those two planetouched races.

Necrophim come from lineages that were somehow changed by the realms of the dead, often the exact circumstances are mysterious. First generation Necrophim may even have been born as ordinary mortals, but become altered, while others were children born in the realm of the dead, and it left a permanent mark upon them.

The appearance and abilities of necrophim vary depending on what psychopomp they most resemble, but they tend to have pale, even albino white skin, and be very thin, even to the point of having nearly skeletal appearance.

Like many other Planetouched they frequently find themselves not really fitting in anywhere, and they have no society of their own, though this tends not to particularly bother most of them. Fascination with death and the afterlife naturally are common among these folk, and frequently they find themselves in professions dealing with the dead, and undead, this could mean anything from a cleric of a death god, to mortician, to a crime-scene investigator. Most Necrophim have a rather unsettling presence about them, that they may find hard to overcome regardless of how powerful their personalities are, for this reason most of them have a penalty to charisma.

Universal traits:

Type: Outsider (native)

Speed: Medium

Darkvision: 60ft

Languages: Necrophim start knowing common and either Infernal, Abyssal or Celestial (choose one).

Those with a high intelligence score can start with Infernal, Celestial, Abyssal, Dwarven, Elven, Gnome, or Halfling.

Endurance of the Grave: Members of this race also do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

Necrophim Lineages (one must be chosen)

Below are some of the different types of psychopomps, and traits for planetouched descended from them. Please note that this isn't an exhaustive list of possible varieties.

Nosoi

These psychopomps appear as avian beings with traits strongly reminiscent of ravens, crows, whip-poor-wills or various other sorts of songbirds. Necrophim descended from them will tend to have traits reminiscent of corvids, or other birds, particularly those associated commonly with death. Taloned hands and feet, feathers for hair, and even wings are not unusual.

Ability Scores: +2 charisma +2 dexterity -2 strength

These necrophim have strong personalities, and tend to be outgoing and talkative, out of all the necrophim they tend to be the most approachable. However these necrophim tend to be on the short side, and have slight frames, built for grace but not for strength.

Skill bonuses: +2 perform (singing) +2 perception

Also pick one option from below:

- Fly, 20 speed, poor maneuverability
- Speak with dead, 1x a day as a spell-like ability.
- Hide from undead 3x a day as a spell-like ability.
- Sound burst 1x a day as a spell-like ability
- Cold resistance 10
- 2 claw attacks which deal 1d4 damage each.

Memitin

These psychopomps look how one might expect an angel of death to appear. Necrophim of this lineage may have pure onyx black eyes, or even black feathered wings.

Ability Scores: +2 strength, +2 wisdom -2 charisma

Memitin are born of the powerfully built and fearsome angels of death, who frequently watch over the bloodiest of battlefields.

Skills: +4 intimidate

Also select one ability from below:

- Speak with dead 1x a day as a spell-like ability
- Fly, 20 speed, poor maneuverability
- Status 1x a day as a spell-like ability
- Acid resistance 10
- Bleed 3x day as a spell-like ability
- Cold resistance 10

Yamaraj

These psychopomps bare the form of a massive black feathered dragon, with facial features reminiscent of a crow or raven. Necrophim of this lineage almost always have traces of dragon in their features, possibly with pitch black skin rather than the pale color shared by most necrophim.

Ability Scores: +2 Constitution +2 Wisdom -2 Charisma

Skill Bonus: +2 sense motive +2 perception

Also select one ability from below:

- Fly, 20 speed, poor maneuverability
- Breath weapon: A 15foot cone of cold wind. Does 1d6 damage. The save DC against this breath weapon is 10 + 1/2 the user's character level + the user's Constitution modifier. This can be used 3x a day as a standard action.
- Detect thoughts 1x a day as a spell-like ability.
- Mage armor 1x a day as a spell-like ability.
- Tongues 1x a day as a spell-like ability
- Cold resistance 10

Vanth

The Vanth appear as skeletal beings, with black feathered wings, with a vulture-like mask where their skull should be. Necrophim of this heritage likewise tend to have an emaciated look, they may even be confused with the undead. Some Necrophim of this lineage even grow a long and bony tail.

Ability Scores: +2 strength, +2 wisdom -2 charisma

Skill Bonus: +2 perception +2 intimidate

Also select one ability from below:

- Fly, 20 speed, poor maneuverability
- Deathwatch 3x a day
- Reaper's Scythe: Once per day the character can manifest a magical scythe. This weapon is a +1 adamantite scythe, and dissipates after 3 rounds.
- Cold resistance 10
- 2 claws which do 1d4 damage each

Racial Feats

Psychopomp Heritage

The character gains cold resistance of 5, as well as +2 on saves against disease and poison. These bonuses stack with any others the character already has.

Prerequisites: The character must be a member of the Necrophim race.

Otherworldly Wings

Alternate Prerequisites: at least 8th level, and the Psychopomp Heritage feat.

You have wings which allow you to fly at your land speed, average maneuverability.

On Death's Wings

Your fly speed increases by up to 20 feet. This feat cannot more than double an existing fly speed.

Prerequisites: The character must be a Necrophim which already has a fly speed & is at least 11th level.