Think I fixed it…)

This is for proposals for extra racial traits and races for the [3.0 draft](http://goo.gl/Dhnbjt).

[Ironside’s slimmed down racials](https://docs.google.com/document/d/1qEniFiKnYro-CjB-gDMBqPSVS22q_ruHpwwyGIpczac/edit)

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# Core Races

## Crystal Pony

* **Brittle**: Some ponies are afraid of clowns, others regard doctors with dread. You, on the other hand, fear jewellers and miners. Whenever you receive physical damage in melee, you make a DC 7 attack roll which incurs no counterattack damage in case of failure. You have -1 hit.
* **Hard as Diamond:** Your crystally skin may not be actual diamond, but that doesn’t take away the fact that you are a tough cookie. You have 1 additional wound.
* **Transparency:** passive;Crystal coats are known for attracting attention making sneaking and hiding more risky for your kind. Few crystal ponies however, don’t shine as bright or stand out all that much. Blending into the scenery better even thanks to their see-through form. When wearing minimal armor (jewelry, trinkets and minor accessories are fine) you gain a passive DC-1 to stealth and hide rolls.
* **Crystal Legacy:** Made and made use solely in the Crystal Empire, crystal weapons are said to be a double-edged sword. While they are much sharper and deadlier than their metal made counterparts, they suffer from the fact that they are much more brittle. One of your starting weapons is now a Crystal Weapon. It is given a +1 quality and the catalyst tag. However, every 3 critfails, it decreases in quality by one. While the tinker skill can repair it to its former glory, 12 critfails without repair causes it to shatter losing it forever.

## Earth Pony

* **Oral Dexterity**: Fancy magic, baby dragons, hoof magnets. There’s many ways of bypassing the lack of hands. Yours is on the tip of your tongue, so to speak. You can wield an additional melee weapon with your mouth, which confers an extra attack at DC 8. Skills with the Weapon tag can be used with this weapon at their normal DC+2. This renders you unable to speak and cast spells. You are generally dexterous with your mouth, and can use it in lieu of a hand. You also give amazing blowjobs. They’re, like, world-class, I’m serious.
* **Rugged Individualism**: passive; It’s a hard life and you’re proud to survive it by your own means. You ain’t got no need for some fancy mathematics. You never receive modifiers to rolls, with the exception of the ones conferred by your special talent. [insert upside to outweigh the aforementioned]
* **Concentration:** passive; Focusing on the task at hand and getting the job done is a strong suit for your race. For any normal action you use, you can instead chose to delay the action and roll receiving a +1 bonus for every turn waited. Getting attacked or using a different action will break your concentration. Recharges on skills are counted from when the skill is used and not when the roll is rolled. (i.e. using a skill with a 5 turn cooldown and concentrating for 3 turns after the skill is declared will leave only 2 more turns of cooldown)
* **Workhorse:** passive; Many Earth Ponies are bred for physical labor and other daunting tasks that exhaust others quickly. You can catch your breath faster, work harder and work longer. Tends to be pretty useful in combat. When not taking a normal or instant action you automatically regain a hit.
* **Know Your Place**: You receive +1 to all actions you were ordered to carry out by a unicorn, pegasus, or alicorn(The order and your compliance MUST be roleplayed).

## Pegasus

* **Dogfighting**: recharge 3, requires being airborne, weapon; The warlike pegasi have long understood the benefits of air superiority. The target is sent plummeting to the ground, knocked helpless and their flight ability gains recharge 2. This ability is affected by Pegasus Flight’s bonus. At the DM’s discretion, the fall damage may increase depending on altitude.
* **Extreme Altitude**: Automatic, requires being airborne; Leave the fast flying to the other pegasi, you’re bred for high flying. Anytime in combat you can chose to fly up to the edge of the atmosphere and stay there. You are not targetable by even ranged attacks, however you can not target anything either. Every turn after the first turn roll a DC 4 to see if the thin air is enough for you. Failure requires taking an instant automatic action to descend or risk passing out next turn.
* **Oxygen Efficiency**: Passive; The best flyers make pretty good athletes on the land too. In addition to an increased lung capacity, your muscles know how to work themselves for maximum output. You now receive a +1 to agility based rolls and your dodging bonus now applies on land in addition to in air.
* **Roosting**: Automatic, Once Per Combat, Must be Airborne; Flying is tiring. Fighting is tiring. Flying while fighting is tiring. Some pegasi know when to fly and some know when to walk. As an automatic action you can land on the ground and catch your breath, restoring half of your maximum hits (but never wounds).

## Unicorn

* **Posh**: So you’re leaving high society for a life of adventure? It’s dangerous to go alone. Take this. You can start the game with a magical item that gives a +1 to a single Spell. If held by someone without that skill, the item’s residual magic allows that spell to be cast at DC 8.
* **Magical Exertion**: Passive; More raw magical energy flows through your veins and your spells are more powerful, albeit more exhausting. When casting a spell you may increase the recharge period up to 3. Doing so increases the chance of critical success up to the number of the extended recharge.
* **Impale**: Passive; While the horns of most other races serve a defensive role, a unicorn’s single horn is perfect for gouging out their enemies. An especially long horn is an especially effective weapon. When unarmed, you may attack with your horn with a crit-range of 9+ an a crit-fail range of 2-. This does not stack with any other critical modifiers.

## Buffalo

* **Tribesman**: passive; Even the quietest buffalo from the smallest tribe can stand among ponies as a natural leader. They have an affinity for taking care of their comrades, therefore they receive a +1 to actions that affect their allies’ hits/wounds or grant them a bonus in combat.
* **Spirit Journey**: You may cast Astral Projection at DC 8, or DC 7 if you have a spellcaster class.
* **Bulk**: passive; Culture aside, the most defining feature of the buffalo is the fact that they are no doubt one of the largest races in Equestria. Physical fighters and brawlers find out the hard way that their techniques don’t work on such massive creatures. You are immune to grapples and cannot be pushed, pulled or dragged.

## Diamond Dog

* **Emergency Gem Stash**: Always keep some good stuff for the darkest hour. You start each session with 3 valuable gems, which can be used for bribery(+2 to a social skill roll or another roll which could be plausibly influenced with bribery - DM’s discretion), actual payment of large sums of money, or crafting really snazzy and possibly even magical stuff. If the roll influenced is unsuccessful, the gems are saved unless the target is particularly corrupt or you were literally throwing money at the problem. Since this is your stash, you don’t get new gems for it if it’s unused. Don’t carry all your money on you, pup.
* **Sound Hound**: Passive; Intelligent canines have to put up with so much. However there are some perks to being a diamond dog. While heightened hearing can be annoying at times (you know way more than a dog your age should) with a bit of concentration and focus, its a very nifty thing. You can listen on whispers and distant conversations with ease; your ungulate friends can’t keep a secret from you. Allies that know that you can do this can communicate with you in confidence escaping the notice of others (except other diamond dogs of course). Also when an enemy engages combat, for the first turn any attack targeting you hits on a DC+2 (DC+1 for stealth attacks and ambushes). You are also unaffected by light-level.

## Donkey

* **Disgruntled:** Instant Automatic, Once per combat; While not as hostile or confrontive as some of the other more violent races, Donkeys seem to be more prone to irritation, distrust and isolationism. Some people are beyond redemption however and deserve a good kick between the eyes. Anytime during combat you can declare a loathing on a single enemy. All offensive attack rolls gain +1 against that target. Other targets however slip your mind giving you a -1 to attacking them (with the exception of AoE skills that include your object of irritation). You can end your loathing once the target is helpless, dead or decides to submit themselves to your mercy.

## Goat

* **None Shall Pass**: Your creepy stillness can be employed as an effective method of area denial. In a noncombat situation, you may block someone’s way or otherwise assert yourself, giving the target a choice between backing off or initiating combat. At DM’s discretion some targets may have to roll to restrain themselves from initiating combat.
* **Restless**: passive; The founders of coffee drinks and rumored to never sleep, goats always seem to have much more energy for a creature of their size. While you and your kin neither confirm nor deny the rumors, you do have an unnatural tolerance to sleep magic and effects. You are completely immune from skills such as Sleep Serum or Knockout as well as magic meant to put you to sleep and are no longer required to rest for the night on long journeys (although your companions will probably keep you)
* **Silence of the Lamb**: passive; Goats are naturally quiet, both in voice and in ambient noise. Some goats use this in their favor and become much harder to find. When making a stealth or hide roll, the ease of keeping silent allows you to enjoy a DC-1 to that roll. Enemies actively searching for you (through skills or otherwise) suffer a DC+1 penalty.

## Griffon

* **Hotheaded**: passive; Griffons are a fierce warrior race that often find conflict, both verbal and physical, entertaining and euphoria-inducing, respectively. Unfortunately, many of them find these boiling emotions hard to control. A successful intimidation roll grants you a +1 bonus to your next attack roll. Whenever your attack roll result totals to 9 or higher, you receive a +1 bonus to your next intimidation roll, regardless of the attack’s eventual outcome. These bonuses do not stack with themselves.
* **Hear Me Roar**: passive; A Griffon’s pride is a powerful thing as many an enemy found out the hard way. When entering combat engaged by your enemies (not including sneak attacks and ambushes), intimidation becomes an instant action. This cannot receive any bonuses.
* **Birds of a Feather**: passive; Griffons are more aware of their presence than other races. Combined with their natural pride and group mentality (and a bit of an instinct to impress one-another) leads to them being much deadlier around other allied griffons. If there is another griffon in the party, attacking the same target as it confers a -1 crit range bonus.
* **Griffon’s Glory**: passive; The eagle and the lion are both known for their pride and majesty. Such awe should never be overshadowed by others and the notion of a griffon sitting in the side-lines is poisonous. If you dealt the most damage in a round (or are the only one attacking) you can get a +1 bonus the next turn.

## Zebra

* **Unspeakable Rites**: once per session, spell; The timeless knowledge passed down to you allows you to converse with voices speaking from beyond the threshold of an eternal darkness. Bargain, even. DC5 to perform a ritual. You may increase the DC by any number you desire, for each point of increase on success select one of your abilities with the Spell tag. Its DC is lowered by 1 for the remainder of the session. A spell can’t be chosen more than twice. The duration of the rite, as well as what you need to provide to appease the immortals, depends on the DM, though if you have nothing to offer, increase the DC by one. You may also attempt to achieve another effect if the DM agrees, DC increase dependent on what it is going to be.
* **Optical Illusion**: passive; While the days of fear from the fierce predators of the savannah are long gone, the defining stripes of your people that was key to survival remain. At a distance, enemies have to strain their eyes to get a good read on where you are, which tends to work in your race’s favor if known how to be used effectively. When wearing minimal armor, ranged attacks against you hit at a DC+1. This penalty does not stack with any other.
* **Z Tactic**: passive; Another vestigial carry-over from the past, some zebras inherit the instinct to zig-zag while running when stressed. Oddly enough, navigation is never an issue when they want to get from point A to B. When moving from one range to another, you become much harder to hit increasing the DC for foes to hit by 1 next turn. This penalty on enemies increases the more zebras there are up to a maximum of DC +3.

# Expanded Races

## Breezie

**Tiny Body:** Breezies are tiny fairylike ponies. Their tiny bodies reduce all counter attack damage by 2 but also reduce their maximum hitpoints by 2. Breezies are also capable of flight like pegasi but easily lose control when caught in a strong gust of wind.

## Bat Pony

**Leathery Wings:** Batponies posses leathery wings that allow them to fly silently through the air. This is about as taxing as running at full speed.

* **Echolocation:** passive; Batponies can use the sound reflected off of objects to “see” their surroundings. Your ability to see is unaffected by darkness. Enemies without means of seeing in the dark(light sources, Hawkeye, Phase Aura, Fourth Eye, Hornlight and similar effects) hit you at DC+1 and you receive a +1 bonus to all rolls against them and Stealth.
* **Supersonic Shriek:** Recharge 4 ; You can emit a focused sonic wave that can temporarily stun an opponent. Renders target helpless on 8.
* **Nocturnal**: passive; Work all night sleep all day. You live during the night hours, and can take a DC -1 to a single skill at night time.
* **Bloodsucker**: instant, requires helpless opponent; You give in to your feeding instincts and your hits are restored to maximum. This skill doesn’t work on opponents without blood.

## Deer

**Woodscraft***:* forest navigation DC -1, able to eat and identify any wild flora, Can use stealth in the forest untrained, if the stealth skill is bought it is automatic.

* **Forest Agility:** Instant; Recharge 1; When in a forest, can make a roll to evade an attack at DC 4.
* **Geas**: passive; You took upon yourself oaths and taboos few can understand. While others may perceive them as idiosyncratic boundaries, you draw immense strength from adherence to them. At character creation, select one of your skills without the Passive tag. Each other of your skills that shares its points cost receives a bonus equal to its points cost. Multiclass skills count as skills with cost 2. Whenever you use the chosen skill, this bonus is lost for the remainder of the session.
* **Tribal Training**: passive; Your fighting style is primitive and unpredictable. Any attacks made by you or against you deal one less hit.
* **Antlers**: passive; (stag only); A deer’s antlers are better suited for defense than for attack. You count as carrying a shield at all times(this bonus stacks with a normal shield). You may forfeit this bonus for the remainder of the session to attack with your antlers as an instant action.
* **Doe Eyes**: passive; (doe only); As a doe, your eyes are much more captivating than others. You gain a +1 bonus to all persuasion rolls. You can also attempt to seduce an enemy target, making it harder for them to hit you by a DC increase of 2 for the next turn. instant, recharge 2.

## Ram/Sheep

**Steel Wool:** automatic instant; once per combat treat a critical hit against you as a roll of 6 (or Min roll to succeed) .

* **Ramming Speed:** Recharge 1;Your horns and hard head allow you to charge at an enemy, carried by your tiny legs., crits at 9+.
* **Adorable:** passive; No matter the size of your horns, no matter what sour expression you may have on your face, and no matter how old, experienced, or battle-scarred you are, you are a white puffball on hoofed legs, helping you get your point across to most anyone. +1 to Negotiation and Diplomacy, except against Goats.
* **Flock**: passive; Having extra sheep around tends to help you solve problems. For every allied sheep assisting you in combat you get a cumulative +1 to rolls.
* **Bighorns**: passive; Two giant curled horns jut out of your forehead. You are always counted as having a great weapon even when unarmed and gain a +1 to cleave when armed with a great weapon.

## Saddle Arabian

*A mystical race of ponies that hail from a faraway desert realm.*

**Arabian Endurance**: automatic instant/passive; once per combat; Saddle Arabians are known for their tenacity and endurance in harsh conditions. Once per combat if you are rendered helpless you may use this racial skill to immediately recover on your turn. You are immune to any adverse effects typical for a desert, and you suffer no penalties for fighting in desert environs.

* **Arabian Agility** passive; Your swiftness allows you to perform hit-and-run attacks with ease. In conditions that don’t impair your movement, all your offensive skills gain the Ranged tag when used on targets on the ground. You also gain a +1 bonus to ranged attacks.
* **Purebred**: A Saddle Arabian bloodline is a result of centuries of selective breeding. Though others may frown at such a practice, its results are obvious. And not only the positive ones. Choose one of your skills. You gain a +2 bonus to this skill. All your other skills suffer a -1 penalty.
* **Whirlwind Style**: instant automatic, recharge 2; For the remainder of your turn, whenever you make a melee attack roll, you may give it a penalty that grants you the same number of temporary hits until your next turn, maximum two.
* **Arabian Alchemy**: You may prepare a spell as a potion. To do so, roll for the spell as you would do normally. If the result is unsuccessful, you fail(and it explodes in your face on a critfail). If it is a success, note down the result. Consuming a potion in your inventory is an instant action(the noted result is used to determine any variable effects). Throwing a potion is a ranged attack roll. Anyone drinking or soaked by the contents of the vial is considered the target of the spell. Any spells centered on the caster are centered on the area of impact/drinking individual. Potions are unaffected by recharges.
* **Arabian Alchemy**(ver.2): once per combat; Saddle Arabians have long been practitioners of alchemy. Your traditional knowledge lets you use specially brewed potions to heal an ally back to full hits, grant an ally’s weapon the Poisonous quality for 1d10/3 turns rounded up, or toss a projectile that releases noxious fumes on impact which is a ranged attack dealing wounds instead of hits. Unless the GM states otherwise you are assumed to have one potion on person and enough supplies to make refills later.

# Monster Races

## Minotaur

**Show Them You Rock**: once per day; force your point of view on someone else. This allows allows one verbal based skill check to automatically succeed.(i.e. Bluff, Inspire) This does not work on characters with a resistant mind.(A GM can rule that player characters all have resistant minds.)

* **Fight With Your Enemies**: automatic instant, recharge 5 after effect ends, requires helpless foe; The coolest thing most of your enemies will ever see. Whenever you render a foe smaller than you helpless, you may immediately equip them as a weapon, provided you have at least one hand free. They can be used either as a single, ranged or part of a dual set of weapons. All attack rolls you make deal damage to the individual you’re using as a weapon in addition to their normal effects. If you become helpless, critfail, make a ranged attack or the weapon makes a successful roll to recover from helplessness, this skill immediately ends.
* **Charge**: Passive; At the beginning of combat declare a charge against one enemy. You get a +2 bonus on that target at the cost of increasing critical failure range by 1
* **Iron Will**: instant, recharge 2; You are going to have your way, no matter the cost. You can take 4 hits to make a failed action Automatic. This ability cannot be used on critfails.
* **War Stomp**: Whenever your melee attack deals damage that knocks an enemy helpless, half that much damage is dealt to all adjacent creatures.
* **Hulking**: You always count as armed with a great weapon for the purpose of using the Cleave skill(*this doesn’t allow you to apply the properties of any weapons you actually wield to Cleave*).

## Goo Pony

*Far and few in between goo ponies are a rare sight indeed. Lacking their own society and culture, they prefer to blend into pony civilization, often times indistinguishable from heavily clothed earth ponies.*

**Goo:** passive; You're able to change your form to better transverse small areas like under doors or in cracks. You are also able to store things inside yourself. In combat you take a DC-1 to free yourself from grapples and effects. You can also chose to remain in your base pony form with a DC4 making you appear as just another pony. Falling helpless always reveals your nature.

* **Gelatinous:** You take greatly reduced physical damage, but you also are exposed to the elements. Normal attack rolls (not including skills or spells) do 1 less hit of damage to a minimum of 1, but take 1 extra hit on Fire, Ice and Lightning damage.
* **Toxic Slime:** passive; A specialty of the cult of Smooze and the main reason why goo ponies are treated with caution and skepticism. Your slimy body is now poisonous and all your unarmed attacks have the poisoned tag and deal direct wound damage. You can also poison weapons of your own or a willing ally with a DC6. Poisoning weapons will last a successful roll - 5. (i.e. 1 turn on 6, 2 turns on 7 etc.)
* **Body Partitioning:** Instant, recharge 4; With intense concentration and focus you are able to split yourself into multiple portions, dividing your wounds in any way you see fit up to your current wounds. Doing so renders you unable to use attacks or skills until you are whole. Each section of you is a target and will be damaged independently of each other and has your current hits when using this skill. Reforming yourself is Instant Automatic. Can be used from helpless. The amount of hits you have when reformed is always the original amount when the skill was used -1.
* **Aqueous**: Passive; Goo ponies may not need to eat, but they do need to keep themselves hydrated! You can no longer be affected by healing spells or skills, but your body is especially permeable compared to other goo ponies, so much so that mere contact with water heals you. You can use carried water to work as a substitute for your inability to be healed. The amount of health restored relates to an appropriate roll. Large bodies of water such as rivers, lakes and oceans will heal you to full automatically. Just don’t go for a swim or you’ll dissolve.

## Changeling Drone/Nymph/Worker

**Changeling Flight** You have thin gossamer wings which allow you to fly unencumbered but somewhat slower than other races. This is about as taxing as running at full speed.

**Shapeshifting:** spell, recharge 3; A Changeling can imitate almost anything the same size as itself. This acts as disguise, but can copy any specific person/object on success, with higher success rolls giving better quality to the shapeshift. The disguise is removed when knocked helpless, rolling a critical failure when attacking, or when dispelled by magic. Purchasing the disguise skill causes this ability to autocrit , but you cannot benefit from it otherwise. Changelings can tell each other apart via pheromones and can automatically see through any disguise you use.

* **Evil Twin:** passive; There is a magic connection to appearances that Changelings are able to tap into. Looking like an individual makes them stronger when fighting that individual. You receive a bonus to rolls made against anyone whose identity you are assuming. +1 if it’s a general category of people(e.g. military, police, royal guard)and +2 if it’s a specific person.
* **Adaptability**: On a successful roll, this racial is replaced until the end of the session by a chosen racial of the race you’re currently imitating.
* **Control**: spell; On a success, target non-changeling is driven deeper into a state of servile trance. They gain one level of stupor. Stupor affects the target differently depending on the number of levels acquired. This will automatically reveal your nature, success or fail.

1: -1 penalty to all attacks in this combat.

2: - 1 to all rolls for the remainder of the session.

3+: Thralldom: The target becomes a pet for the user. They cannot score crits in this state.

Scoring a crit or receiving damage removes a level of stupor. Player characters and powerful enemies cannot become thralls.

* **Glop**: recharge 1 after effect ends, requires helpless target; You secrete a sticky green goo that prevents the target from recovering from helplessness for each round the effect is maintained(i.e. you take no other action). A strong target instead receives a cumulative -1 penalty to their recovery rolls for the duration of the effect. If the combat ends before the target manages to recover, the goo hardens into a cocoon and escape without outside help becomes all but impossible.

## Teen Dragon

**Chromatic Scales**: instant automatic; 3 times per combat ; At character creation choose an element type, such as fire, ice or lightning; when you use this ability the negative effects of the chosen element do not affect you. Successful attacks still deal damage as normal but the elemental effect you choose has no effect on you (i.e not helpless for a turn when hit by lightning) This also allows you attempt feats most other races can’t. (e.g. swimming in lava with fireproof scales)

* **Dragon Breath**: Once per combat; targets an enemy in front of you with dragonflame. At creation your breath is given an elemental effect of your choice (i.e fire, ice, lightning).A dragon can use his breath to magically send messages as long as there is a previous magical link set up between sender and receiver. (without this option a dragon can only produce a small jet that does no damage whatsoever and is mostly useless outside of combat.)
* **Dragon Flight**: With or without wings, you are able to fly and hover while carrying heavy loads. Dragons can remain airborne indefinitely.
* **Dragon Greed**: once per turn, instant automatic; Eating a gem or a valuable object made out of noble metals decreases the recharge of your next action by one. You begin each session with three snacks’ worth of gems, gold etc. You can gain additional gems as loot.
* **Dragonforce**: You are powered by the elements. Whenever you are exposed to an elemental effect chosen for Chromatic Scales, you recover from helplessness and restore all hits. If you are already at full hits, you receive +1 to all your rolls until the end of your next turn.

## Undead

*Not all who fall remain still. For some, death is only another beginning as they continue their journey as an undead being.*

**Undead**: Passive; Pick one of the playable races, you play as that race, but your secondary racial is replaced with one of the following racial options to decide what type of undead you are.

* **Zombie**: *Your body was brought back to life, but not completely, leaving you as a living corpse.* **Undecided between one of the below. Also needs a noncombat fluff ability.**

Passive; When you deal a wound of damage to a target via melee attack, you are splashed with the target’s blood, allowing you use of one of their skills once during that session of combat.

-or-

Passive; When you successfully hit a target with a melee attack, you are able to track them for the rest of that session. should the target become stealthed, it is ignored (the stealth effect).

* **Skeleton**: *Your flesh and blood have long since left, all that remains are your bones, powered by magic or some other source.*

Passive; Lacking the skin and organs normally targeted by attacks, you are immune to negative status effects, DC changes, and Damage over Time. Additionally you can exist in harsh environments living creatures could not normally be in without harm.

* **Ghost**: *An echo of a fallen being, your strong will held your spirit on the mortal plane, giving it a tangible form to continue your journey.*

Once per Target; You become intangible and strike out at a target, attacking their spirit directly. This attack deals wound damage and ignores all defenses and protections. This attack can only be used once per target, even if you fail.

Passive; You can become intangible to pass through doors, walls, and other non-magic objects of average size.

* **Wraith**: *You forced your way out of the grasp of death and returned to your body and life. You look no different than you did in life, Nature however dislikes this abomination, and leaves you cursed for trying to defy the natural order.*

Passive: You are an affront to life, slowly decaying everything around you. Anyone who fails to recover from helplessness near you will have less hits when they do recover, having one less hit for each failed attempt (they will always have at least 1 hit when they recover regardless of how many failed attempts). Plant life also slowly rots near you, and small animals avoid you.