

The Abomination

Necromancy Gone Wrong



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Black Flame Studios

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Abomination

Physical Description: Appearing as shuffling pale bodies, having bloodshot eyes, and dark hair. These are the forms of the abominations. Commonly produced as the bastard child of a zombie and a human, these walking embodiments of hate and evil take from both sides, never looking fully zombified, or fully humanoid. All Abominations have dark hair and eyes, and pale or blue skin. Some Abominations have been known to have white hair, though this is uncommon, and is usually dyed that way.

Society: Abominations, due to their ancestors being zombies, do not have any sort of society or groups; often the closest thing to it is a few semi-intelligent Abominations looking to slay their zombified fathers, and sometimes their human mothers if they brought them into the world through cult rituals and unclean means.

Relations: All races find Abominations to be unsavory partners at the dinner table, finding their eating (consisting of tons of raw meat) to be disgusting, and their manners as well as their sociability to be lacking. Overall, they're rude to all races (including their own) even if they don't mean it, often leading to the other races to ostracize them. There are races who will sympathize with them, including Half-Orcs and Dhampirs, understanding the taint in their blood not being their own choice. Even if their manners are atrocious, and despite their incredibly strange lifestyles, most races cannot deny the Abomination's formidability on the battlefield.

Alignment: Abominations, though coming from zombified fathers and mothers, often choose the path of neutrality, or if any become good they lean towards chaotic good. Some Abominations embrace their evil heritage, and most (if not all) that trek down the road of evil all end up as chaotic evil. It is exceptionally rare, though there is a legend about one Abomination taking up the job of a Paladin, smiting the undead and saving their brethren from further creation as half-undead. There is only one heard of Abomination Paladin, however.

Adventurers: The Abominations are incredibly strong, and harder to kill than the average undead. More often than not, Abominations will often become Barbarians, or Fighters, or if they're feeling rather virtuous they will become Rangers, choosing Undead as their first favored enemy. Abomination Monks and Cavaliers are rare, but not unheard of.

Age: As Humans.

Abomination Racial Traits

Ability Score Racial Traits: Abominations are incredibly strong and hard to kill, but dull witted. They gain +4 Strength, +2 Constitution, and -4 Intelligence

Type: Abominations are Humanoid with the Half-Undead subtype.

Size: Abominations are medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: Abominations have a base speed of 30 feet.

Skill Training: Intimidate is always considered class skills for an Abomination.

Darkvision: Abominations can see perfectly in the dark up to 60 feet.

Resurrection Vulnerability: A raise dead spell cast on an abomination can destroy it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness: Abominations are powerless in natural sunlight (this does not include light created by effects such as a daylight spell). Abominations caught in natural sunlight cannot attack and is staggered.

Undead Resistance: Abominations gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Resist Level Drain (Ex): Abominations take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.

Negative Energy Affinity: Abominations are harmed by positive energy and healed by negative energy. A half-undead creature with the fast healing special quality still benefits from that quality.

Languages: Abominations begin play speaking Necril. An Abomination with a high intelligence score can choose from the following languages; Dwarven, Elven, Undercommon, Orcish, Goblin, Common, and Terran. See the Linguistics Skill Page for more information about these languages.

Alternate Racial Traits

- **Sliver of Humanity:** The Abomination decreases their Strength to +2, reduces their Intelligence penalty to -2, and gains Common as a racial language instead of Necril.

Feats

Cruelty Style (Combat)

Prerequisite: Weapon Focus (Slashing Weapon), Combat Expertise

Benefit: When making an attack roll with slashing weapons selected with Weapon Focus, the user can choose to make a cruel strike. Multiple cruel strikes do not stack. A cruel strike does one of the following:

- 1 Bleed Damage
- 1 Strength, Dexterity, or Constitution Damage (DC 15 Fort Save negates)
- -5 ft. to target's move speed.

Elongating Arms (Racial)

Prerequisite: Dex 13, Abomination

Benefit: The Abomination can once per round elongate an arm of theirs, gaining +5 ft. reach when making one of their attacks (if this is done on a full-round attack, choose which attack is elongated).

Improved Elongating Arms (Racial)

Prerequisite: Dex 15, Abomination, 5th level

Benefit: The Abomination can elongate their arms for all of their attacks, and thus can choose whether they wish to gain their +5 ft. reach from this feat or not.

Greater Elongating Arms (Racial)

Prerequisite: Dex 17, Abomination, 9th level

Benefit: The first attack on a full-round attack is resolved at +10 ft. reach while the rest are resolved at +5 ft. reach.

Credits:

Writer: Jeremy Harris

Artist: Dutch Dennis

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