

Forsaken

- **+1 Wisdom, -1 Charisma**
- **Hit Die:** D8
- **Height:** 60/59 +2d10
- **Weight:** 120/80 +6d10
- **Average Max Age:** 300
- **Movement:** 12
- **Darkvision:** None
- **Mostly Dead:** Though tainted by the energies of the Shadowfell, you are technically alive and are not affected by spells or abilities that affect undead.
- **Living-ish Tissue:** Gain Advantage on Saving Throws vs Poison and Disease.
- **Will of the Forsaken:** As a Minor Action, remove Sleep, Charm, or Fear effects upon yourself, even if unconscious or controlled.
- **Bradypnea:** You may hold your breath a number of rounds equal to your Constitution score (usually 1/3 of Con score).
- **Touch of the Grave:** On a weapon or physical attack roll of a natural 20, gain a number of temporary hit points equal to your average damage with that attack.
- **Languages:** You may take Common and Gnomish as starting languages.

