

Immortal

These mysterious beings are referred to as Immortals by other denizens of the material plane, however, in actual fact they are outsiders from a different plane of existence. The Immortals send their consciousness and control through a link between planes, controlling a mass of mana and matter on the other side while leaving their soul in their own plane. The plane of the Immortals progresses at a rate of 1 year to 1000 years in the Material plane, causing many to believe them to be ageless.

Immortal Racial Traits

- **Ability Score Racial Traits:** Immortals gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.
- **Size:** Immortals are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Immortals are Humanoid creatures with the immortal subtype.
- **Base Speed:** Immortals have a base speed of 30 feet.
- **Languages:** Immortals begin play speaking Common. Immortals with high Intelligence scores can choose from the following: Celestial, Draconic, Galkan, Gnoll, Goblin, Lalafellan, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Immunity to Undeath:** Immortals can't become undead nor are they affected by death spells and effects. Spells and abilities that would transform immortals into an undead creature have no effect.

Feat and Skill Racial Traits

- **Integrated:** Immortals gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.
- **Long-Lived:** Immortals remember bits of their long lives. As a result, they treat all Knowledge skills as class skills.
- **Sociable:** When immortals attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

Magical Racial Traits

- **Linking:** As a full-round action, once per day, immortals can link with a non-immortal spellcaster (must be willing and only one individual at a time) to gain some of their powers. Doing so allows immortals to cast 1 spell from the non-immortal spellcaster's spell list (the character level of the immortal must be double of a spell level of the spell to learn) as a spell-like ability once per day plus an additional time per day for every four character levels after 1st.

Other Racial Traits

- **Immortal:** Immortals suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that ages a character.
- **Undying:** Immortals respond slightly differently from other living creatures when reduced to 0 hit points. Immortals with 0 hit points is disabled, just like any living creature. They can only take a single move action or standard action in each round, but strenuous activity does not risk further injury. However, when their hit point total is -1 or lower, immortals are inert (instead of dying) regardless of any abilities that would otherwise keep them conscious such as the Die Hard feat, ferocity, or similar abilities. They are unconscious and helpless, and they cannot perform any actions. However, inert immortals do not lose additional hit points (unless more damage is dealt to them). Immortals, whose negative hit point total drops to or below their Constitution score, do not die like any living creature,

they instead gain 1 permanent negative level and fast healing equal to half their character level until back to 0 hit points or higher. This negative level stacks up to their character level – 1. If the maximum number of negative levels are reached, they instead remain inert until cured of a negative level.

Weakness Racial Traits

- **Magic Ineptitude:** Immortals are inept with magic. They are unable to obtain a magic pool nor can they use spell-trigger items, spell-completion items, command word activated item, or use activated items except through their linking (see above). Immortals can use alchemical items and may activate and deactivate their magic weapons and armor without issue as well as gain bonuses from static magical wondrous items and rings like belts of giant strength.
- **Not of this Plane:** An immortal's connection to the Material Plane can be severed and altered, causing a weakness to occur where they did not anticipate. If subject to a successful dispel check (DC 10 + their hit die + their Wisdom modifier), without any current active effects, they are knocked unconscious for a number of rounds equal to the CL of the enemy who used the dispel. Likewise, any Immortal caught in an anti-magic field or similar effect is knocked unconscious until their body leaves the vicinity of the effect. Immortals are also affected by any spells that negatively affect outsiders or summoned creatures.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Background Character:** Immortals who stay away from others are more adept at blending in or hiding away rather than fitting in. Immortals with this racial trait gain a +1 racial bonus on Disguise, Knowledge (dungeoneering) and Stealth checks. This racial trait replaces integrated.
- **Blank Slate:** Some immortals are bereft of memories of their long lives but can accomplish great improvisations. Immortals with this racial trait can, once per day as a free action, treat any skill as though they had a number of ranks equal to half of their character levels for one skill check (minimum 1 rank). This racial trait replaces long-lived.
- **Explorer:** Many immortals are obsessed with seeing as much of the world as possible, rather than perfecting some specific talent or vocation. These immortals gain a +2 racial bonus on Acrobatics, Climb, and Swim checks and these skills are always considered class skills. This racial trait replaces long-lived.
- **Emissary:** Some immortals work to make others believe a single statement rather than improve relations. Once per day, immortals may roll twice on a single Bluff or Diplomacy check and take the better roll. This racial trait replaces sociable.

Racial Archetypes

The following racial archetypes are available to immortals:

- [Highlander](#) (Blue Mage; Immortal)
- [Sworn Protector](#) (Sword Saint; Immortal)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/4 to the archer's damage rolls with bows and crossbows.

- **Beastmaster:** Add +1 hit point or +1 skill rank to the beastmaster's animal companion. If the beastmaster ever replaces his companion, the new companion gains these bonus hit points or skill ranks.
- **Berserker:** Add +1 to the berserker's base speed. In combat this option has no effect unless the berserker has selected it five times (or another increment of five). This bonus stacks with the berserker's movement increases.
- **Blue Mage:** Add +1/6 bonus to Knowledge (all) skill checks.
- **Black Belt:** Gain a +1 bonus to the black belt's CMD when resisting two combat maneuvers of the black belt's choice.
- **Chemist:** Add +1/4 to the chemist's damage rolls with thrown weapons.
- **Chocobo Knight:** Add +1 hit point or +1 skill rank to the chocobo knight's mount. If the chocobo knight ever replaces his mount, the new mount gains these bonus hit points or skill ranks.
- **Dragoon:** Add +1/3 to the dragoon's damage rolls with spears, lances, and polearms.
- **Engineer:** Add +1 hit point or +1 to one saving throw to the engineer's automaton. If the engineer ever replaces his automaton, the new automaton gains these bonus hit points or saving throw bonuses.
- **Fencer:** Increase the total number of points in the fencer's panache pool by 1/4.
- **Fighter:** Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.
- **Gambler:** Add +1/5 damage to the gambler's gil toss ability.
- **Gunbreaker:** Add +1/6 of a new gunbreaker talent.
- **Gunner:** Add +1/4 point to the gunner's grit points.
- **Knight:** Add +1/6 to gain a new knight talent.
- **Medic:** The medic gains +1/6 of a new combat medic technique.
- **Samurai:** Add +1/6 to the samurai's known Bushidos.
- **Sword Saint:** Add +1 to the sword saint's CMD when resisting two combat maneuvers of the character's choice.
- **Thief:** The thief gains +1/6 of a new thief talent.