

Cave Wights

Cave Wights are a natural Evermorian creature they are the cousins to the Rock Wraith and have a larger cousin, the Frost Wights.

Cave Wight Racial Abilities and Restrictions

- Cave Wights take no effect from Blade Venoms
- Cave Wight Warriors can wear a maximum of Medium Armour until such point that their natural armour exceeds this, then they may wear upto Heavy Armour.
- Cave Wights gain +9 tb at 1st level and have an increased gain of +1 tb per level compared to Humans.
- Cave Wight locational split is 2/3, 1/2, 1/3.
- Cave Wights are Immune to Possession
- Cave Wights gain their classes power gain plus 1 point per level of advancement
- Cave Wights have +6 strength at first level with +6pts at 5th level and 9th level
- Cave Wights are immune to Mind influence.
- Cave Wights cannot be True Neutral but may be any other alignment with tendencies towards being Lawful due to their clannish nature.
- Cave Wights are 6 to 8 feet tall with long muscular arms with thick body plating.
- All Cave Wights are Rock Wise and Lore Wise
- Cave Wights gain Body Weaponry I at first level
- Starting at 2nd Level, Cave Wights gain Chameleon 1/2Level per Day
- Starting at 3rd Level Cave Wights gain Rock Merge 1/2Level per Day
- At first Level Cave Wights Gain 2pts Natural AC. They gain +2pts Natural AC at 3rd, 7th and 9th levels.
- Cave Wights gain +1 Dex AC at 2nd, 5th and 7th levels
- Starting at 5th Level a Cave Wight gains Rock Shift 1/3 levels per day
- Cave Wights Gain Smash 1/4 levels per day
- At 9th level a Cave Wight gains Power Drain 1
- At 11th level a Cave Wight gains Power Drain 2
- At 12th level a Cave Wight gains Power Drain 3

Power Drain 1 - This ability can be used to gain a max of the Cave Wight's power per day.

Power Drain 2 This ability allows the Cave Wight to gain a maximum of twice their level in power per day

Power Drain 3 - Upon gaining this ability, the Cave Wight now has no limit on the amount of power they can drain.

On all of the above, the Cave Wight can have a maximum power of their own normal power +10 points overflow. The overflow must be used before any more power can be drained.