

Lost Soul

You are a Lost Soul, bound to an object or construct. You may have died and naturally bound to a vessel because of unresolved issues, or you may have been forcibly bound by an outside force. Either way, you are one of the rare ghosts with access to a physical form, allowing you to set out on one last adventure.

Lost Souls take on an incredibly wide variety of appearances due to their nature. Some possess inanimate objects never designed for locomotion, from a scarecrow in a field to a child's abandoned doll. Others may find themselves with forms seemingly built for them, as though they were intended to power a golem of some kind or a mechanical creation. There are even a few who bind their forms to the remains of creatures long gone, providing new life to the skeletons of all manner of creatures.

As a Lost Soul, you have the following racial traits.

Ability Score Increases

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy. The "Quick Build" section for your character's class offers suggestions on which scores to increase. You can follow those suggestions or ignore them, but you can't raise any of your scores above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of languages to choose from. The DM is free to modify that list for a campaign.

Creature Type

You are a Construct or Undead; you pick when you make this character.

Size

You are Tiny, Small, or Medium; you choose when you make your character.

If you are Tiny, your reach with melee weapons, unarmed strikes, and touch spells is decreased by 5 feet, but you can be within the same space as another creature; also, opportunity attacks have disadvantage against you as a result of your size.

Speed

Your walking speed is 30 feet, or 25 feet if you are Tiny.

Façade of Life

Clinging on to the vestiges of what you were in life, your spirit has carried some traits of the living into your new form. For the purposes of spells that can heal or stabilize creatures, you are treated as though you were a Humanoid, rather than a Construct or an Undead.

Your current vessel is treated as though it were your true body; if you die, your vessel is considered broken and you pass on to the afterlife, unless it is repaired using a spell like *Revivify*.

Memories of a Past Life

You have retained the memories of your past life; you gain proficiency in a skill of your choice.

Resilient Vessel

Your new form is much more resilient than your previous one. You have resistance to poison damage and advantage on saving throws against being paralyzed or poisoned. You do not need to eat, drink, or breathe.

Spirit Walk

Beginning at 5th level, you can separate your spirit from your physical form. Once per day, you can cast *Gaseous Form* without any spell components. When you do so, your spirit splits off from your bound object, leaving it wherever you were when you cast the spell. You can move as far away from your body as you like, but you must stay on the same plane of existence. If your body is subjected to any damage, you take the damage as well; if both your spirit and your body take damage from the same effect, you take whichever damage is higher. When the spell ends, you are pulled back into your bound object instantaneously, regardless of how far away you are.