

Dralasite

Dralasites are unique, invertebrate "plasmoid" creatures recognized by their rubbery and elastic bodies. These philosophical and thoughtful beings inhabit various worlds and are known for their strength and slow movement. Dralasites enjoy philosophy, debates, and have a bizarre sense of humor, often telling old jokes and puns they hear from other races.

Physical Description

Dralasites are short, rubbery aliens with no bones or hard body parts. Their skin is a flexible membrane that is smooth and rubbery, generally purplish or blue gray and lined with light-colored veins that meet at their two eyespots. The internal structure of a Dralasite is unique, with a central nerve bundle (brain), numerous small hearts, and other internal organs floating in a pudding-like mixture of protein and organic fluids. Dralasites breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores, eating by surrounding their food and absorbing it, and have no digestive tract or intestines.

Society

Dralasite communities are small, and many Dralasites prefer to live alone. They do not care about wealth, power, or status symbols, judging themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasites often hold large public meetings to discuss new ideas and enjoy steam baths mixed with perfumes and intoxicants. They have a strange sense of humor, loving old jokes and puns that make other races groan. Dralasites do not normally wear clothing, as it makes breathing difficult and interferes with their sense of smell. They usually carry their equipment on web belts.

Relations

Dralasites are very fond of centauroids, finding their shapes funny. They get along well with humans but are careful not to upset orcs, who they consider too violent. Dralasites have a complex relationship with other races, often finding humor in their interactions and enjoying philosophical debates.

Alignment and Religion

Dralasites are typically neutral, focusing on philosophy and the quality of their ideas. They do not have a formal religion but enjoy discussing important ideas and engaging in debates. Dralasites value freedom and individuality, often living alone or in small communities.

Adventurers

Dralasite adventurers are driven by their love of philosophy and debates. They excel as philosophers, debaters, and thinkers, using their natural abilities and unique physiology to great effect. Dralasite adventurers are often found exploring new ideas and engaging in debates with other races.

Dralasite Racial Abilities

Ability Score Modifiers: +2 Strength, -2 Dexterity, +2 Intelligence, -2 Charisma

Size: Medium

Type: Monstrous Humanoid

Base Speed: 20 ft

Amorphous Anatomy (Ex): A dralasite's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the dralasite is a willing target). A dralasite automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Elasticity (Ex): Dralasites can change the shape of their bodies, creating as many artificial arms and legs (pseudopods) as they need. However, a Dralasite can only actively control (to wield weapons for example) a number of limbs equal to its Dexterity divided by 5, rounded up. Growing or absorbing a limb takes five minutes. A limb can be up to 3 feet (1 meter) long and no less than 4 inches (10 cm) thick.

Racial Modifiers: +2 to Perception and Knowledge (philosophy) checks.

Lie Detection (Ex): Dralasites have a 5% chance to realize when someone is lying to them. This special ability cumulatively improves by percentage points equal to their Wisdom modifier each character level, to a maximum of 90%.