***Vestes Vindictae***

This race comes about only when magic garments gain sentience. These garments inevitably hate the wearer, and immediately seek a means of doing them in. Despite this initial act many of them end up being true neutral.

The only known instances of this type of awakening have occurred either due to a specific awakening ritual or a level 12 spell.

Physical Description

Garments maintain their old form, but in new condition. They can be any garment that could be enchanted, and made of any material appropriate to their original use. They often have a light blue aura around them.

Standard Racial Traits

* Ability Scores: (Supernatural)+2 Int. Vestes Vindictae use the material hardness of their construction for their constitution score. Their con is equal to 10+its hardness. They also have no strength or dexterity, instead substituting their charisma and intelligence scores.
* Size: Small or Tiny
* Base Speed: (Magic Flight)20ft. Vestes Vindictae have no land speed. They have a magic fly speed equal to their land speed. Any effects that increase their land speed increase their fly speed instead. This cannot be suppressed in any way.
* Languages: Vestes Vindictae can not speak, but can understand common and under-common. Those with a high int score can learn any language not secret.
* Stat Bonuses: Vestes Vindictae gain a +1 inherent bonus to a stat of their choice every character level. This is in addition to the stats gained through normal progression. A stat can only gain this bonus 6 times until level 20.
* Glowing: Vestes Vindictae are characterized by a blue glow that surrounds the garment. This glow cannot be muted. Invisibility does hide the glow, but the effect creates a distortion where the glow would be. As such Vestes Vindictae gain a -6 to stealth checks in any non-blue environment, and invisibility confers only half the normal advantages.

Defensive Racial Traits

* Vestes Vindictae are immune to precision damage, poison, ability damage, ability drain, fatigue, exhaustion, and energy drain.
* Vestes Vindictae do not risk death due to massive damage. At 0 hp they disintegrate in a flash of blue flame.
* Vestes Vindictae cannot heal naturally but can be healed through spells that repair objects or HP damage, or the appropriate crafting skill.
* Vestes Vindictae do not breath eat or sleep.
* Flexible: Vestes Vindictae gain a +1 bonus to dodge every third character level
* Vestes Vindictae are immune to sonic and cold damage. If they are made of metal or leather they gain a weakness to electricity. If they are primarily made of cloth they gain weakness to fire.
* Natural Armor: Vestes Vindictae gain an armor bonus to their ac equal to their hardness.
* Clothing: Vestes Vindictae cannot wear armor, wonderous items, or clothing.
* Immune to death effects.

Feat and Skill Racial Traits

* Vestes Vindictae gain Silent Spell as a bonus feat and gain a +2 bonus to overcome SR.

Offensive Racial Traits

* Weapon Familiarity: Proficient with natural attacks. Attacks in the same way as the wearer would have. These are treated as unarmed strikes.

Senses Racial Traits

* See in Darkness: See in darkness as in light
* Low Light Vision
* Blindsight