HOLLOW EYES

+2 Dex OR +2 Wis

PHASE SHIFT (RACIAL POWER)

Once per battle when hit by any attack, receive only half damage.

Champion Feat: Take no damage from the attack.

EXTRA-DIMENSIONAL SENSES (RACIAL POWER)

All hollow eyes are capable of sensing nearby magical portals and actively teleporting creatures. They cannot be taken by surprise or receive damage from standard teleporting effects.

Hollow eyes are a mysterious, little-known race born of the elemental chaos that seethes between dimensions. They emerge from the ether fully grown and eager to explore other realms, which they travel by way of soft spots in reality only they seem to be able to sense. Their most prominent feature(and the only common one shared by them all,) is their eyes, or rather lack thereof. While the sockets can't be called empty, they do appear as deep black shadows, absorbing all light so as to reveal no shine or reflection.

Typically, hollow eyes are curious and playful, sometimes to an unhealthy degree. They display no fear regardless of the threat they face, and will go to extreme lengths for nothing more than the sake of the experience. Because of their irreverent nature, it is rare to find one in the service of any of the gods, although they will occasionally adopt the role of a cleric or paladin of chaos.

Unlike many of the other races of man, hollow eyes require no light to see, functioning just as well in the darkest caves as in the midday sun. it is unclear how they actually perceive their surroundings; they are unable to describe it to others, lacking a frame of reference to what most call sight.

While they are sometimes confused with creatures of a destructive nature, most hollow eyes are quick to correct any who would make the misinterpret the chaos they represent with the forces of entropy that are the dominion of demons and the undead. The chaos from which they are birthed is the embodiment of unbridled creation, a heritage they proudly honor through many different forms of expression, from painting to song to body art.

