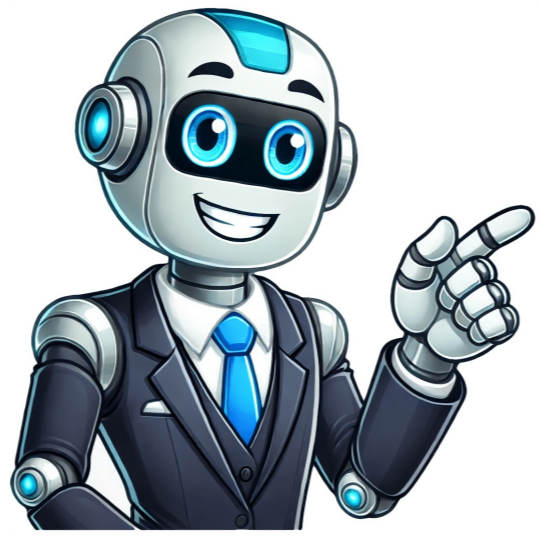


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## Aasimar 5e

Most aasimar were likely to take the side of another instinctively, regardless of personal feeling and there was a strong bond between aasimar of all stripes.[5] Religion Because of their ties to the goody gods and celestial beings, many aasimar were drawn to a religious path and most aasimar spellcasters called on divine magic as opposed to arcane magic. † 6.0 6.1 6.2 6.3 Richard Baker, James Wyatt (March 2004). As such, the guidance is not a direct command or a simple spoken word. These visions, for an unfallen aasimar, came from a celestial patron (typically a deva) and gave the aasimar a sense of destiny and a desire to do what was right. Most aasimar avoided this path, however, and a few even received direct counsel from their celestial ancestor or a creature in its service. Edited by Scott Fitzgerald Gray, et al. This power could last upwards of one minute.[2] Scourge aasimar often wore masks to hide away their otherworldly appearance, except when engaged in combat.[2] Notable Aasimar The scourge aasimar Turiel of Candlekeep. Misty tendrils flow around you, whispering advice that only you can hear. Age, pp. Aasimar bear within their souls the light of the heavens. That being – usually a deva – provides guidance to the aasimar, though this connection functions only in dreams. The extra damage equals your Proficiency Bonus, and the extra damage’s type is either Necrotic Shroud or Radiant for Heavenly Wings and Inner Radiance. Once you use this trait, you can’t use it again until you finish a long rest. (Wizards of the Coast), pp. ISBN 0-7869-3134-5. From their youth they were given a divine missive, along with guidance, to smite evil in the defense of those unable to fight on their own.[2] Protector aasimar were often more learned and judicious than others. 112–114. ISBN 0-7869-0173-X. (TSR, Inc.), pp. Schwab (September 2008). 9. Many aasimar enjoyed the company of races as varied as half-elves or half-orcs, though very few aasimar got along well with tieflings, whom the celestial-descended race was instinctively wary of. As in tieflings, aasimar bloodlines could sometimes run dormant for generations, reemerging after being hidden for some time.[5] Personality Most aasimar grew up cautious around others and, like tieflings, were sometimes misunderstood, though never to the hateful extent many of the fiendish bloodlines were. Until the transformation ends, you have a Fly Speed equal to your Speed. Codename Entertainment. Darkvision. Around once per day, they could channel their inner light to conjure to angelic, incorporeal wings from their back for one minute. Player’s Handbook 2. Once you transform, you can’t do so again until you finish a Long Rest. They have aasimar traits from volo’s guide to monsters, plus the traits below. They could fly at the speed of about 300 ft (91 m) per minute and unleash radiant energy when they attack.[2] Scourge Aasimar These individuals of divine heritage that possessed an intense drive to purge evil from the Realms. You know the Light cantrip. Baldur’s Gate: Siege of Dragonspear. The creature regains a number of Hit Points equal to the total rolled. Subrace. Here are the transformation options: Heavenly Wings. Genasi were likewise alien to aasimar, who found the elemental race strange even by their own standards. † Codename Entertainment (September 2017). Guidance From the Past. Edited by Jeremy Crawford, et al. Reynolds, Skip Williams, Rob Heinsoo (June 2001). Languages. You can speak, read, and write Common and Celestial. † 5.00 5.01 5.02 5.03 5.04 5.05 5.06 5.07 5.08 5.09 5.10 Reynolds, Forbeck, Jacobs, Boyd (March 2003). You have advantage on saving throws against being charmed, and magic can’t put you to sleep. A Darkened Wish #4 (D&W Publishing) (4.), pp. Whether descended from an angelic being or infused with celestial power, they can fan that spark to bring light, healing, and heavenly fury. Trance, Wizards of the Coast. Further Reading External Links Disclaimer: The views expressed in the following links do not necessarily represent the views of the editors of this wiki, nor does any lore presented necessarily adhere to established canon. Charisma is your spellcasting ability for it. Inner Radiance. Aasimar article at the NWN2Wiki, a wiki for the Neverwinter Nights 2 games. 83–84. Larian Studios. References † 1.0 1.1 1.2 Jeremy Crawford, Christopher Perkins, James Wyatt (December 2014). In most instances these fallen aasimar were either influenced by some evil power in their youth, or they themselves had turned to the ways of evil.[2] Fallen aasimar typically possessed greater strength than their other celestial-blooded kin. This effect was so horrific that it often caused others to run away in terror:[2] Protector Aasimar Yet other aasimar were tasked by the greater powers of good to protect the weak and innocent of the Realms. ISBN 0-7869-5016-4. 18–19. When you use this reaction, it ends your transformation early. Icewind Dale II. During it, you gain advantage on all Wisdom checks and saving throws. Alignment. Designed by J.E. Sawyer. They were often, but not always, descended from celestials and other creatures of pure good alignment, but while predisposed to good alignments, aasimar were by no means always good.[5] Description Aasimar bore the mark of their celestial touch through many different physical features that often varied from individual to individual. Aasimar were also, like many of their celestial forebears, resistant to the effects of acidic elements, extreme cold, or electrical charges.[3] From an early age, aasimar often received visions, prophecies, feelings, and guidance from a patron deity, usually through their dreams. † 3.0 3.1 3.2 3.3 Ed Greenwood, Sean K. Those descended from ghaelems often had poorly opalescent eyes. Your Charisma score increases by 2. Patrons were not omnipotent but could advise their charges on known advice based on tenants to which the patron aligned.[2] These visions to the aasimar from a patron might cause moral conflicts to the mortal creature. You have Resistance to Necrotic damage and Radiant damage. ISBN 978-0-7869-4929-8. City of Splendors: Waterdeep. When you reach character level 3, you can transform as a Bonus Action using one of the options below (choose the option each time you transform). Aasimar are born to serve as champions of the gods, their births hailed as blessed events. As a result, not many aasimar met others of their kind, though such meetings were more common in Mulhorand, owing to the relatively larger number of aasimar there. Outcast aasimar are most often neutral or even evil. † Beamdog (March 2016). Deity Do’s and Don’ts (Zipped PDF). Your size is Medium. Many aasimar even suffered prejudice, something that deeply hurt the soul of the aasimar in question since most had an inherent bent towards empathy for others.[5] Aasimar preferred to keep a low profile in public, as not to draw the attentions of evil cultists, fiends, or other beings that wished to strike them down because the their celestial nature. † 10.0 10.1 10.2 Rob Heinsoo, Logan Bonner, Robert J. On the rare occasions where two aasimar did meet, they often felt a kind of kinship and unspoken understanding with one another. For example, an angelic messenger was a distant onlooker and thus might send visions and feelings that would send the aasimar away from helping a specific town to hurry instead to defeat an even greater evil.[2] Society — Seraphistus the aasimar thief[8] Aasimar were rare throughout Toril and, as such, had no true cities or societies of their own, much like other planetouched. You mature at the same rate of an elf, but you can live up to 1,000 years. Speed. Extra Language. Shroud of Life and Death. These individuals were the aasimar most likely to manifest the stereotypical virtues of a celestial.[5] Abilities As a general rule, aasimar were a wise and charismatic race, possessed of strong insights and a powerful allure with which most races could not compare. Forgotten Realms Campaign Setting 3rd edition. Dave Walters (January 2020). During it, you shed dim light in a 10-foot radius, and at the end of each of your turns, one creature within 30 feet of you takes necrotic damage equal to half your level. (Round up). You have Darkvision with a range of 60 feet. 21. ISBN 0-7869-2875-1. † Eric L. Healing Hands. Shar and Sseth in particular took pleasure in corrupting aasimar and turning them from the ways of their celestial forebears, nursing grudges fueled by the prejudice of others. Celestial Revelation. Once on each of your turns before the transformation ends, you can deal extra damage to one target when you deal damage to it with an attack or a spell. Instead, the aasimar receives visions, prophecies, and feelings. Aasimar mature at the same rate as humans, but they can live up to 160 years. The human gods Llira and Mili also had aasimar as servants.[9] Relations Aasimar, despite their human ancestry, did not typically feel a strong draw to their kin but instead felt a stronger bond with other half-breeds. After resting in this way, you gain the same benefits that a human does from 8 hours of sleep. A great many become paladins, most in the service of good, and the philosophy of lawful good paladins often resonated strongly with aasimar. Once per day, they could release the divine energy stored deep within them to form an aura of necrosis around them for a single minute. † Larian Studios (October 2020). They imbued with powerful radiant energy to help them carry out their natural drive to smite evil. Seeker aasimar draw divine power from their own blood. Three subraces of aasimar exist: protector aasimar, scourge aasimar, and fallen aasimar. † Template:Cite web enhancement/Devil’s Deal † Sean K. Source: Player’s Handbook Aasimar (pronounced AH-sih-mar) are mortals who carry a spark of the Upper Planes within their souls. Choose one of them for your character. As a Magic action, you touch a creature and roll a number of d4s equal to your Proficiency Bonus. Creatures other than your allies within 10 feet of you must succeed on a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus) or have the Frightened condition until the end of your next turn. Two spectral wings sprout from your back temporarily. Blessed with a radiant soul, your vision can easily cut through darkness. † Jeremy Crawford, Mike Mearls, James Wyatt (March 2009). ISBN 0-7869-3693-2. ISBN 978-0-7869-6562-5. Those from outside of Faerûn were often drawn to it, perhaps by the ancestral lure of Unther and Mulhorand, and so many aasimar could be found in borderlands such as Durpar, Murghôm, Thesk, or Waterdeep, though none of these places were considered traditional homelands.[10] Subraces Fallen Aasimar Some aasimar were marked by some form of darkness in their lives, that tarnished their inner light. Court aasimar appear among the elves of Ebberon, and combine the celestial gifts of the aasimar with the long lifespan and fey blood of the elves. † B. The aura of a Seeker aasimar can consume the life force of enemies, while sustaining those on the verge of death. Your transformation lasts for 1 minute or until you end it as a bonus action. Instead, you meditate deeply, remaining semiconscious for 4 hours a day. Races of Faerûn. Common.[3] Celestial[11][2] DevaProtector aasimar[2][note 1]Scourge aasimar[2]Fallen aasimar[2] 5 feet and 5 inches (1.7 meters) - 6 feet and 5 inches (2 meters)[4] Pale to dark brown, emerald, gold, silver Red, blond, brown, black, silver Pupil-less pale white, gold, gray, or topaz Physically similar to humans, insightful, magnetic personality, capacity to cast supernatural light, celestial heritage Average height5–6′ (150–200 cm)[6]Average weight124–280 lb (56.2–130 kg)[6] Average height47′–6′1″ (140–190 cm)[6]Average weight189–245 lb (40–111 kg)[6] The Planewalker’s Handbook Aasimar were human-based planetouched, native outsiders that had in their blood some good, otherworldly characteristics. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Appendix Notes Appearances Comics A Darkened Wish Series Video Games Baldur’s Gate: Siege of Dragonspear • Dungeons & Dragons Online • Icewind Dale II • Idle Champions of the Forgotten Realms • Neverwinter Nights 2 • Planescape: Torment Organized Play & Licensed Adventures The Vampire of Skullport • The Vast Emptiness of Grace Gallery The symbol of aasimar from Neverwinter Nights 2.Aasimar, holier than thou. They were easily identifiable as the energy coursing through their body radiated outward. Boyd (June 2005). These features start subtle and become obvious when the aasimar learns to reveal their full celestial nature. You can’t discern color in darkness, only shades of gray. Designed by Philip Daigle, et al. Of the other common races, aasimar had little overall opinion, since dwarves, elves, and the like had little history of persecuting aasimar but neither did they have a history of befriending them.[5] History Though mortal aasimar were the result of breeding between humans and celestials, devas were unheard of in the local multiverse prior to the arrival of the Mulani from a forgotten plane. Others, particularly those born outside of Mulhorand or its neighbors, often took on gods appropriate for the nation in which they lived.[5] Some aasimar, who fell to evil, did so because of feelings that their celestial blood and patron visions had brainwashed them. Such aasimar who fell would lose their celestial patron but became fierce fighters, their radiant damage becoming necrotic.[2] On the Outer Planes, aasimar were the servants of many of the dwarven and elven gods, including Aerdrie Faenya, Berronar Truesilver, Corellon Larethian, Dugmaren Brightmantle, Eilistraee, Erevan Ilesere, Haela Brightaxe, Hanali Celanil, Labelas Enoreth, Moradin, Shevarash, and Solonor Thelandira— despite not having dwarven or elven blood. † 2.00 2.01 2.02 2.03 2.04 2.05 2.06 2.07 2.08 2.09 2.10 2.11 2.12 2.13 2.14 2.15 2.16 Mike Mearls, et al. Creature Type: Humanoid Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species Speed: 30 feet As an Aasimar, you have these special traits. They are descended from humans with a touch of the power of Mount Celestia, the divine realm of many lawful good deities. An aasimar, except for one who has turned to evil, has a link to an angelic being. Retrieved on 2018-09-08. Your Constitution score increases by 1. 286–287. Most commonly, aasimar were very similar to humans, like tieflings and other planetouched. 104–105. Starting at 3rd level, you can use an action to draw from your connection to your ancestors. Edited by Karen S. Some aasimar fell into the trap of evil, corrupted perhaps by experience or the counsel and aid of an evil god. Volo’s Guide to Monsters. Light Bearer. Fey Ancestry. Idle Champions of the Forgotten Realms. Those descended from non-lawful outsiders, on the other hand, most often became clerics, though a few also became paladins.[5] Like other half-breeds, aasimar did not feel, as a whole, beholden to any one god or pantheon, but many aasimar worshiped the Mulhorandi pantheon and a large proportion of the race was descended from the goody gods of Mulhorand. Dungeon Master’s Guide 5th edition. Just as the gods could initially appear only as avatars so did their celestial servitors initially require mortal bodies, resulting in the first devas.[10] Since then, devas, also commonly called aasimar in Mulhorand, (a term then adopted for the mortal progeny of celestials and mortals by others), were created through other means, but all of the race shared certain qualities with these first individuals.[10][5] Homelands Aasimar were most commonly found in the eastern lands of Unther and Mulhorand, where they were the descendants of the good deities who once walked among the mortals. Aasimar article at the Ebberon Wiki, a wiki for the Ebberon campaign setting. Aasimar can arise among any population of mortals. Size. Aasimar article at the Critical Role Wiki. You don’t need to sleep. Ability Score Increase. ISBN 978-0786966011. They were exceptionally hearty and robust individuals.[2] About once per day, scourge aasimar could release the radiant energy held within them in a blast that extended outwards for 10 ft (3 m). 13–14. Boomgarden. 6–7. Even those raised by understanding parents could not escape their strangeness, or the curiosity (or even fear) that their unique nature sometimes provoked. Designed by Swen Vincke, et al. Drawn to Imaskar by powerful wizards, the Mulani slaves called upon their gods for aid. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Once you use this trait, you can’t use it again until you finish a Long Rest. For the duration, you shed Bright Light in a 10-foot radius and Dim Light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes Radiant damage equal to your Proficiency Bonus. You can speak, read, and write elvish. Aasimar could live for the whole of their life without ever meeting another of their kind and, as such, were resigned to living amongst other races.[5] Very few aasimar had siblings who were also aasimar, in large part due to the rarity of a celestial or god mating with a human but also due to the fact that aasimar who sprang from ancient bloodlines long left dormant were even rarer. You have resistance to necrotic damage and radiant damage. Solar-descended aasimars often had brilliant topaz eyes instead of silvery or golden skin and those with couatl or lillend lineage most commonly had small, iridescent scales. Your base walking speed is 30 feet. Starting at 3rd level, you can use your action to awaken the power in your blood, causing a nimbus of crimson energy to flow out from out of you. Searing light temporarily radiates from your eyes and mouth. Aasimar were also quite perceptive, noticing things that others did not, and many could see largely unimpeded in perfect darkness, while also possessing the ability to cast magical light to aid those who could not see. Many aasimar also had a light covering of feathers on their shoulders, where an angel’s wings might sprout. Most aasimar had pupil-less pale white, gray, or golden eyes and silver hair, but those descended from planetars could also have emerald skin, while those descended from avoral celestials might have feathers mixed in with their hair. Celestial Resistance. An aasimar would abandon the low profile if it meant striking openly at evil, though never at the expense of endangering the innocent.[2] Though many aasimar were good in nature, thanks in a large part to their celestial ancestors, not all were, just as not all tieflings or fey’ri were evil. Aasimar have the same range of height and weight as humans. Monstrous Compendium Planescape Appendix II. Connections Ethnic GroupsFaerûn: Arkaiun • Bedine • Calishite (Djen • Tethan) • Chondathan • Chultan (Tabaxi, Eshowe, Thinguth) • Damaran • D’taric • Durpari • Ffolk • Gur • Halruaan • Illuskan • Imaskari • Lantanna • Mar • Maztican • Muhjari • Mulan • Nar • Netherese (Eraka, Marsh Drover, Tunlar) • Rashemi • Raumviran • Rengarth • Reghedmen • Shaaran • Sossrim • Talfr • Tashalan • Tethyrian • Turami • Ulutiun (Angulutiun, Ice Hunters, Iulutiun, Nakulutiun) • VaasanMaztica: Azuposi • Dog People • Green Folk • Metahel • Nahopaca • Nexalan • Payit (Itza)/Taan: Commani, Dalat, Fankiang, Gur, Guychiang, Iqdujin, Kashghun, Khassidi, Naican, Oigur, Pazruki, Quirish, Taghur, Tsu-tsu, Tuigan, ZamogediKara-Tur & Malatra: Bavanese & Bertanese • Bawani • Han • Issacortae • Koryoan • Kozakuran • Kuong • Nubari (Huroola • Koshiva • Kukalatu • Wise Ones • Zantira) • Pazruki • Purang • Seng • Shou • Tabotan • Tayanulchi • Wanese • Wu-haltaiZakharā: ZakharanRelated Races Source: Volo’s Guide to Monsters Ability Score Increase. Forgotten Realms Player’s Guide. Nearly all aasimar were uncommonly beautiful and still, and they were often significantly taller than humans as well.[7] While several aasimar were immediately identifiable as such, others were even less distinguishable than tieflings from their human ancestors, commonly standing out with only one unusual feature. Imbued with celestial power, most aasimar are good, alt-cover. Player’s Guide to Faerûn. Archived from the original on 2016-11-01. Necrotic Shroud. Boamdog. Your Dexterity score increases by 1. 10–15. † 4.0 4.1 Richard Baker (October 1995). Baldur’s Gate III. Reynolds (2002-05-04). ISBN 0-7869-1836-5. † Black Isle Studios (August 2002). Many of these aasimar in particular often felt a strange bond to the animals whom their divine ancestor was a patron of. 32. Your eyes briefly become pools of darkness, and flightless wings sprout from your back temporarily. (Wizards of the Coast), p. Since the Spellplague, however, and the devastation of both lands, aasimar became wandering nomads bound to no land or god and spread widely over the face of Faerûn, as well as other parts of Toril. (November 2016). They resemble their parents, but they live for up to 160 years and have features that hint at their celestial heritage, such as metallic freckles, luminous eyes, a halo, or the skin color of an angel (silver, opalescent green, or coppery red). They are a people of otherworldly visages, with luminous features that reveal their celestial heritage. Interplay. Web Enhancement for Faiths and Pantheons. “A Darkened Wish 4”. In addition, if you or an ally within 30 feet drops to 0 hit points without being killed outright, you can use your reaction to preserve them, causing them to drop to 1 hitpoint instead. The transformation lasts for 1 minute or until you end it (no action required).

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