

SUBRACE

AASIMAR

At the GM's discretion, you can choose the following subrace for your aasimar character.

TITAN AASIMAR TRAITS

Titan aasimar are empowered by the colossal strength of a celestial titan—most typically, an empyrean. They stand resolute against those who would do evil, though some, touched by a corrupted or cursed titan, may turn their ire toward forces of good, seeking only to darken the light in the world.

Ability Score Increase. Your Strength score increases by 1.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Divine Dynamo. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, setting your eyes ablaze with fury as your towering form swells. The instant you transform, your size is doubled in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. If there isn't enough room for you to double in size, you attain the maximum possible size in the space available. Your weapons also grow to match your new size. While your weapons are enlarged, your attacks with them deal 1d4 extra damage.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have advantage on Strength checks as well as Strength and Constitution saving throws. In addition, once on each of your turns, you can deal extra radiant damage (or necrotic damage if you are evil-aligned) to one target when you deal damage to it with an attack or a spell. The extra damage equals half your level (rounded up).

Once you use this trait, you can't use it again until you finish a long rest.