

RACE

ETHEREAN

Ethereans are humanoids who have been touched by the misty, ghostly energy of the Ethereal Plane. Oftentimes, this partial conversion of one's material form is caused by a surge of ethereal influence in their presence—perhaps from encountering an especially powerful spirit—or after having been exposed to the Border Ethereal for an inordinate amount of time, most typically as a result of being trapped there.

However, some ethereans are indeed bestowed with this influence through their bloodline, such as via a fellow ethereal parent, or by being born of a humanoid possessed by a ghost.

GHOSTLY INHERITANCE

Though ethereans may bear features indicative of their humanoid ancestry—and they can usually pass as a normal member of that race from a distance—closer inspection reveals their blue-tinged skin and a wispy, unearthly glow that dances around their form, shedding no actual light. Their hair and eyes range from the palest shades of white to a vivid turquoise hue, and their skin is unsettlingly cold to the touch.

UNFAZED PRESENCE

Ethereans exude an unshakably calm demeanor, disturbingly so at times. Many drift through life with no apparent outward sense of direction, though in truth, they are exceptionally driven and merely prefer holding their secrets close to their heart.

ETHEREAN NAMES

Some ethereans use names that align with the norms of the culture of their ancestors or the society they're raised in, and ethereans who experience a conversion later in life may be inclined to keep their given name. This dramatic alteration of body and spirit leads many to take a new name, often resembling or alluding to their ghostly influence, such as "Spectra" or "Fenton."

ETHEREAN TRAITS

Touched by the ghostly mists of the Ethereal Plane, Ethereans share the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity or Wisdom score increases by 1 (your choice).

Age. Ethereans age very slowly, taking about twice as long as humans to reach adulthood and typically living well over 400 years.

Alignment. Ethereans of any alignment aren't unusual, however most tend toward neutrality.

Size. Ethereans are as diverse in body type as the ancestors they originate from, but most are comparable to humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Imbued with ethereal senses, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Ethereal Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Ghostly Nature. You only need half as much food and drink as a typical humanoid, and you can hold your breath for up to 15 minutes at a time.

Phasing Movement. You can move through the space of any creature, regardless of its size, and another creature's space isn't difficult terrain for you. In addition, you have advantage on ability checks and saving throws made against being grappled or restrained.

Spectral Vision. When you reach 3rd level, you can cast *see invisibility* once with this trait, requiring no material components. You regain the ability to cast this spell with this trait when you finish a long rest. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and one other language of your choice.