

RACE

EXALTED AASIMAR

Exalted aasimar are descended from a long and faithful line of aasimar who have been raised in status by their divine guide for their family's generations of service. These aasimar are emboldened by the gift of true celestial blood coursing through their veins and tend to have a more stoic demeanor.

EXALTED AASIMAR TRAITS

Your character shares a number of traits in common with all aasimar who have been similarly exalted by their guide.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Exalted aasimar mature at a similar rate to humans, but upon reaching adulthood cease to exhibit signs of aging. They can live for well over 300 years.

Alignment. Usually, an exalted aasimar is glorified by their divine guide due to generations of adherence to their guide's tenets, inclining most toward a lawful alignment. Exalted aasimar can be good, neutral, or evil, almost invariably aligned with their guide's temperament.

Size. Exalted aasimar are generally within the typical range of height and weight of humans, though they are predisposed to have a more athletic build.

Speed. Your base walking speed is 30 feet.

Celestial Ichor. You have advantage on saving throws against spells and effects that must target a humanoid, such as charm person.

Darkvision. Thanks to your celestial heritage, 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.

Divine Resistance. You have resistance to one of the following damage types of your choice: acid, cold, lightning, necrotic, radiant, or thunder.

Instinctive Counsel. You can cast *guidance* at will with this trait, targeting only yourself. Wisdom is your spell-casting ability for it.

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

Subrace. Choose one of the following subraces for your exalted aasimar character.

FORGOTTEN AASIMAR

The forgotten are exalted aasimar whose family line has outlived the deity their guide once served. These celestial guides maintain their great power as they wander the planes, searching for new meaning without their god's direction. Nevertheless, they are faithful to those who have served them and continue to bless their descendants.

Ability Score Increase. Your Constitution or Charisma score increases by 1 (your choice).

Ancient Power. When you reach 3rd level, you can use your action to draw upon the fragments of divine power

left behind by your guide's bygone deity. For 1 minute or until you choose to end the effect as a bonus action, you gain a number of temporary hit points equal to half your level (rounded up) at the start of each of your turns.

In addition, once on each of your turns, when you deal damage to a target with an attack or a spell, you can deal extra radiant damage to the target equal to half your level (rounded up). Once you use this trait, you can't use it again until you finish a long rest.

TITAN AASIMAR

Titan aasimar are empowered by the colossal strength of a celestial titan; most typically, a danava, an elysian, or 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.

Divine Dynamo. When you reach 3rd level, you learn to focus your divine essence in a surge of celestial power, setting your eyes ablaze with radiant fury. As an action, your towering form swells as you gain the effects of the *Enlarge* option from the *enlarge/reduce* spell. This effect lasts for 1 minute (no concentration required) or until you choose to end it as a bonus action.

In addition, once on each of your turns, when you deal damage to a target with an attack or a spell, you can deal extra damage to the target equal to half your level (rounded up). This damage is radiant or necrotic (your choice when you gain this trait).

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

Mighty Physique. You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed is not halved when you move while grappling a creature that is Small or smaller.