

RACES

KESTUDO

Originating from the island of Kestan, the kestudo are a race of turtle folk who spent millennia living in harmony and seclusion. With no natural sordalite veins around them, the kestudo's lack of technology and potential wealth left them overlooked by the rest of Sordane. Despite finding harmony in this peaceful lifestyle, almost all kestudo struggle to live their entire lives isolated on Kestan. It is unknown why, even to the kestudo, but by the time they reach physical maturity they develop an undeniable longing to see the world and go on adventures.

During their adventures, the kestudo spend their time looking for a mate, refusing to return to Kestan before they find one. Those that find a mate typically return to their true homes on Kestan, as their longing has finally been sated, choosing to settle down and live the remainder of their life in peace. Those that never find a mate continue searching Sordane's cities and wilds for centuries, hopeful that they will find who they're looking for.

ISOLATED EXISTENCE

Before the invention of sordalite travel, the kestudo were almost completely cut off from the rest of Sordane, living in isolation while longing for adventure. They often sought ways to travel from Kestan to the mainland of Bordair, however, even though they are skilled swimmers the sea surrounding them often proved to dangerous and unreliable to traverse. Those that made it, put their skills to use, taking on any work they could find, but always sought jobs that would allow them to explore the world, in hopes their adventures would find them riches, friends, and ultimately a mate. Once airships were invented, those that had made it off of Kestan, worked to ensure airships would visit their homeland, providing their kin with a safer route to adventurous lives.



TRUSTING CREATURES

Kestudo are typically friendly creatures, who, even to their own detriment, have immense trust in those they consider friends. The trust they have is known to develop into a strong sense of loyalty for their friends, which along with their stubbornness is known to cause issues, as kestudos will rarely back down from a verbal argument and have no issues in fighting their way out of any situation should their friends be insulted.

KESTUDO TRAITS

Your kestudo character has developed a distinctive set of properties that sets them apart from most.

Creature Type. You are a humanoid.

(Optional Trait) Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Kestudo reach maturity by the age of 25 and are known to live for more than 300 years.

(Optional Trait) Alignment. Leaning heavily towards neutral good, kestudo have a tendency to work together and follow orders well as they've been raised in large groups.

Size. Kestudo vary from 5.5 to 7 feet tall with a slight hunch, owing to the weight of their shells. Their weight ranges from 200 to 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Crushing Rush. As part of your Dash action, if you move at least 20 feet in a straight line you can target a Medium or smaller creature within 5 feet of you, charging into them. Make a Strength (Athletics) check contested by the targets Dexterity (Acrobatics) or Strength (Athletics) check, knocking them prone on a success. If the target is standing against a solid object such as a wall, they instead suffer 1d6 bludgeoning damage for every 10 feet you charge.





Darkvision. 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.

Powerful Shell. Because of your shell, you are unable to wear armor. Instead of typical armor your shell protects your body, providing you with a base AC of 15 plus your Dexterity modifier.

Stubborn Talkers. You have proficiency in the Persuasion skill.

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

WARREL

Born with a boundless desire to see and experience the wonders of the world, warrels are long eared, fur covered creatures that seek to gain the most from their short lives. Aside from their easily identifiable ears, warrels are very well known for their jumping prowess, and are often seen bounding through the rigging of an airship or along the rooftops of houses. Originating from The Tangles, a larger cluster of earthbergs bound together by the magic of the fey creatures that inhabit them, warrels have spread to every corner of Sordane. They can be found across all facets of society eager to live in the present, experience life, and see more of the world.

SHORT LIFESPAN

From the day they are born, warrels are racing against the clock, learning to walk in the first week, speak within a month, and are joining hunting parties before they are a year old. They reach maturity at two years of age, and by the age twelve are already starting to gray; by the age of

twenty most are but a memory. They are taught at a very young age that they are one of the shortest lived races which shapes their perception of their place in the world, and molds their interactions with others.

With this in mind, warrels tend to wake and greet every day as its own adventure. One they attempt to cram the most into, as many believe each time they do or learn something new it may be the last time they do. The fact that their lives are so short has led warrels to become one of the most carefree races in Sordane, always seeking the thrill of life, as they know they will not be held accountable for long. For this reason however, one of their greatest fears is imprisonment; being locked away, and slowly dying in a cold barren room cut off from the rest of the world.

CAREFREE

Aside from years in prison, almost all warrels care very little for the result of their actions, believing that a calm life is one not lived. They see value in living as an explorer, visiting dangerous lands and delving into the depths of Sordane, as even if it results in their death, they still experienced the thrill and wonder of life. Although it is

extremely rare, some warrels choose to forgo adventure, finding their joy in settling down in society, surrounded by people. Regardless of what they choose, all warrels care very little for most of society's





laws, seeing them as pointless restrictions on living. The only laws they follow with extreme fervor are those that could get them locked away for months or years at a time. Otherwise, their carefree attitude is known to occasionally get them and others into trouble, as a night or two in jail for a bar brawl is just part of enjoying life.

WARREL TRAITS

Your warrel character has the following abilities that they can use to hop to it and seek their destiny.

Creature Type. You are a fey. You are also considered to be a fey for any prerequisite or effect that requires you to be a fey.

(Optional Trait) Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Warrels reach the age of maturity at 2 and typically live to the age of 20.

(Optional Trait) Alignment. Warrels are generally chaotic good creatures. Owing to their short lifespan, they live life with a carefree attitude, though they rarely wish harm on others.

Size. You stand between five and six feet tall, adding an additional foot in height when your ears are upright. Your size is Medium.

Speed. Your base walking speed is 30.

Boundless Energy. You can Dash as a bonus action, leaping in a single direction up to your movement speed.

Leaping Dodge. When a creature you can see within 5 feet of you misses you with a melee attack, you can use your reaction to leap off them, jumping to an empty space you can see within 15 feet without provoking opportunity attacks.

Leaps and Bounds. You have proficiency in the Acrobatics skill.

Precise Hearing. You can't be surprised while you can hear.

Languages. You can speak, read, and write Common and Sylvan.

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