

AVENSARI RACE PLAYER HANDOUT

AVENSARI

Before the creation of the first airship, the avensari were viewed by Sordane as the rulers of the skies and were envied for the freedom their wings granted them. To the avensari, however, this title and envy meant very little, as neither the current tribes of the world nor their ancestors have usually cared for political power; instead, avensari spend their lives seeking a balance between wisdom and wealth and are known to take the role of captains on airships, using their natural talents for the skies to baffle even the most skilled of navigators.

Originally calling the mountain nation of Lexel their home, the avensari eventually spread from their clouded domain in Bordair to the whole of Sordane, creating settlements on the highest peaks of each continent. Avensari cities, architecture, and living quarters (perched as they are among mountain peaks and earthbergs) are quite different from the norm of Sordane's earth-bound races; despite the avensari being a welcoming race, few others are willing to visit the intimidating, and occasionally life-threatening, locales where the avensari build their cities.

DIVERSE CREATURES

The avensari are often viewed by society as the most diverse race found within Sordane, with each subspecies having a unique and striking appearance compared to the others. Avensari are known to vary wildly in coloration; some have dark, muted feathers or beaks, while others have such vibrant colors that they draw the attention of all who see them. It is believed that when the original avensari left their true home in Lexel, subsequent generations developed and adapted to represent their new environments, causing the race to be as varied as the nations they call home.

SKY TAMERS

With their unique understanding of Sordane's skies, the avensari have taken a keen interest in the capture and taming of vicious sky beasts and monstrosities—in applying their accumulated knowledge and abundance of sordalite technology to grow and control these creatures, using them as deadly living airships. These avensari spend the majority of their lives away from home, perfecting their skills working as mercenaries for hire in the wider world. Not all prefer this simple and often peaceful way of life, however; some instead seek to live as sky pirates aboard these gargantuan creatures.

AVENSARI TRAITS

Your avensari character has a set of common traits tied to your ancestral heritage, along with unique ones developed to match your environment.

Creature Type. You are a Humanoid.

(Optional Trait) Ability Score Increase. Your Wisdom score increases by 2.

Age. Avensari mature at a rate close to humans, spending the first 10 years of their lives growing and learning to read wind patterns. A typical avensari lives to be about 65 years old, with most strixan living into their mid 70s.

(Optional Trait) Alignment. Most avensari seek to live their lives free like the wind; they are typically chaotic-aligned creatures.

Size. Avensari typically stand between 4.5 and 6 feet tall, weighing up to 100 lbs. Corvi tend to be the shortest of the avensari, with ramphasti standing the tallest. Your size is Medium.

Speed. Your walking speed is 30 feet. In addition, you have a flying speed equal to your walking speed.

Talons. Your talons can be used to make unarmed strikes. When you hit with them, you deal 1d4 + your Strength modifier slashing damage, instead of a regular unarmed strike's bludgeoning damage.

Lightweight. Due to its weight, medium and heavy armor are a strain on your wings. If you aren't proficient with medium or heavy armor, wearing it will make you unable to fly. Even if you are proficient with it, wearing medium armor reduces your flying speed by 5 feet, and wearing heavy armor reduces your flying speed by 10 feet. Additionally, any armor must be tailored to accommodate your wings.

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

Subrace. The avensari are a diverse race that have spread across Sordane. The most common subraces are: corvi, eagalan, ramphasti, rospa, and strixan. Choose one of these subraces.



CORVI

Unlike the other avensari, corvi tend to prefer spending their time hidden away in their homes and workshops, surrounded by gears, magic, and shiny objects. Little is truly known about what they do in these spaces, as they are extremely secretive. When they venture into the world, they rarely share their goals with outsiders, although their objectives almost always have to do with hunting down something shiny or magical. Corvi are the plainest of the avensari, with glossy black feathers and jet black eyes.

The secretive nature of corvi leaves most questioning what they do, but given their affinity for gears and magic some corvi attempt to gain work in shard construct production workshops. When the avensari first left their mountain nation the corvi quickly disappeared within Sordane's sprawling cities, finding spaces to hide away in as they worked toward their next goals.

(Optional Trait) Ability Score Increase. One ability score of your choice increases by 1.

Hidden Talents. You have proficiency with a tool of your choice.

Secretive Creatures. You have proficiency in the Stealth skill.

EAGALAN

Eagalan are easily distinguished by their long, hooked beaks and piercing eyes that miss nothing. The swiftest of the avensari race, the eagalan are known to move with deadly grace, catching the attention of all who see them. Unfortunately, their graceful movement does little to help the ire they draw due to their quick tempers. The smallest provocation can send an eagalan into a vicious fit of rage, leaving the offending party scarred by deadly talons.

The eagalan's hot heads cause most to struggle to find typical work within Sordane, as many employers see them as too large a risk. Instead, employers that approach them are ones who are seeking to use their tempers for less than legal purposes. Eagalan who avoid these employers tend to seek work on airships as monster hunters. Depending on what employment they find, eagalan often live in the shadier parts of towns where they aren't treated as outcasts because of their tempers.

(Optional Trait) Ability Score Increase. Your Dexterity score increases by 1.

Deadly Talons. Your talons deal 1d6 slashing damage, instead of the regular 1d4. Additionally, you may use your Dexterity modifier when attacking with them instead of Strength.

Piercing Eyes. You have proficiency in the Perception skill.



RAMPHASTI

Ramphasti are charismatic creatures who use their exotic feathers to easily endear themselves to others. While eagals lack the ability to control their tempers, the ramphasti are unable to control their desire for excitement, often ignoring sound judgment in exchange for thrill. The ramphasti are the most colorful of the avensari, their feathers ranging from one end of the color spectrum to the other, sometimes all at once.

The ramphasti's naturally charismatic nature leads most to find work as entertainers in Sordane's largest cities. The true thrill seekers take positions aboard mercenary airships, hunting deadly creatures. Ramphasti are the most common avensari found living in cities, choosing to live in densely populated areas where something's always bound to happen.

(Optional Trait) Ability Score Increase. Your Charisma score increases by 1.

Brilliant Display. Using your colorful feathers, you create a mesmerizing display. Each creature of your choice within 15 feet of you that can see you must make a Wisdom saving throw. On a failed save, a creature becomes charmed by you for the next minute or until you or your companions do anything harmful to it. While charmed by you, the creature regards you as a friendly acquaintance. When the condition ends, the creature knows it was charmed by you.

Once you have used this ability, you cannot use it again until you complete a long rest.

Charisma is your modifier for this ability.

Endearing Personality. You have proficiency in the Persuasion skill.



ROSPA

The rospa are perhaps the quietest of the avensari race. While they aren't secretive like the corvi, they prefer to keep to themselves, observing and learning about those around them over interacting. Because of this, most see the rospa as simple individuals, when in reality they are deeply caring and have a strong desire to protect those around them and foster relationships built on strong teamwork. Rospa have short beaks and talons that are extremely sharp, and their feathers range from brown with dull grays and whites, to vibrant blues with hints of black.

Owing to their drive to help those around them, it is common to find rospa working for churches as either clerics or paladins; those that choose not to serve a holy order join either the local guard or the military. After leaving Lexel, the rospa moved to major cities across Sordane, seeking places where they could protect people.

(Optional Trait) Ability Score Increase. Your Constitution score increases by 1.

Discerning Eyes. You have proficiency in the Insight skill.

Protective Presence. You can cast the shield of faith spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. You can also cast the spell using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for this spell when you cast it with this trait.



STRIXAN

Strixan are viewed as the wisest, most learned of the avensari race. These long-lived creatures spend most of their time studying, driven with a seemingly endless desire for knowledge that is rarely seen in other races. Strixan have short, sharp beaks and are typically covered in muted feathers that range from deep grays to light browns.

Their thirst for knowledge leads strixan to develop the skills to find employment as prominent spell-driving wizards working for top coin, or as researchers for some of the foremost guilds in Sordane. After leaving their birthplace in Lexel, the strixan built a new home for themselves in the mountains of Sh'reet. Strixan can occasionally be found in cities with large libraries, spending their time studying, or searching for new tomes to add to their hoards.

(Optional Trait) Ability Score Increase. Your Intelligence score increases by 1.

Knowledge Seeker. You can cast the comprehend languages spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence is your spellcasting ability for this spell when you cast it with this trait.

Studious. You have proficiency in either the Arcana or History skill.



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