

2.8 - Aerimpi

Aerimpi are small, wind-associated people sometimes compared to halflings in other realms. Their heritages express aerial, hearth, gliding, and cliff-running adaptations.

Hiraeth Context

Aerimpi are closely associated with the Ravine's chasms, suspended settlements, light flying gondolas, aerial trade, festivals, music, and dance. Their bodies excel at leaps, falls, glides, and reading wind without becoming ordinary self-powered flight. Hillhome and woodland-descended Aerimpi broaden that inheritance beyond a single aerial stereotype. An Aerimpi can be from elsewhere; Ravine identity is represented through Heritage.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 18 years
Lifespan	Usually 80 to 120 years
Height	Usually 2 ft 10 in to 3 ft 8 in (86 to 112 cm)
Typical Weight	Usually 30 to 55 lb (14 to 25 kg)
Size	Small

Aerimpi are slender smallfolk adapted to balance and motion. Earlier accounts describe complexions from sun-gold to deep olive and hair in dark, blue, silver, or sky-like hues.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Small
Speed	30 feet
Typical Lifespan	Usually 80 to 120 years

Chassis trait	Rule
Brave	You have advantage on saving throws you make to avoid or end the frightened condition.
Nimble	You can move through the space of a creature at least one size larger than you. Its space remains difficult terrain.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Wind Read	Estimate the direction of local drafts, cliff winds, and ordinary airborne instability.
Fall Sense	You always know the direction and approximate distance of your own last uncontrolled drop.
Light Step	You can tell whether a visible narrow perch, line, or branch can bear your weight before stepping onto it.
Draft Memory	After moving through a space, remember the direction of its strongest ordinary air current for 24 hours.
Far Motion	Against an open sky, you can distinguish whether a distant visible speck is rising, falling, approaching, or receding.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Sky Dancer

You inherit the leap, timing, and fearless gaps associated with the Ravine's aerial festivals.

Lineage gift: Once per long rest, as a bonus action, leap up to 15 feet horizontally or 10 feet vertically without provoking opportunity attacks.

“ Quick package: choose **Wind Read** as your Ancestral Detail and **Aerimpi Luck** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Wind Warden

Your body and reflexes answer falling air in time to protect another traveler.

Lineage gift: Once per long rest when you or an ally within 10 feet takes falling damage, use your reaction to reduce that damage by five times your proficiency bonus.

“ Quick package: choose **Fall Sense** as your Ancestral Detail and **Underfoot** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Hillhome

Hillhome Aerimpi preserve a grounded smallfolk expression built around hearth, slope, and climbing.

Lineage gift: Gain a climb Speed of 15 feet. Standing from prone costs you only 5 feet of movement while you are on natural earth or stone.

“ Quick package: choose **Light Step** as your Ancestral Detail and **Hearthwise** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Glimmergrove

Woodland and glimmering air currents let you turn a fall into a controlled glide.

Lineage gift: When falling, glide 20 feet horizontally for every 10 feet descended and reduce effective falling distance by 20 feet.

“ Quick package: choose **Draft Memory** as your Ancestral Detail and **Aerimpi Luck** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Riftrunner

Rope, scree, rain, and narrow crossings are the ordinary footing of your lineage.

Lineage gift: Rain, scree, rope sway, and narrow ledges do not impose disadvantage on your Athletics or Acrobatics checks.

Quick package: choose **Far Motion** as your Ancestral Detail and **Underfoot** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Aerimpi Luck	Once per long rest when you roll a 1 on a d20 test, reroll the die. You must use the new roll.
Underfoot	Once per long rest when a creature misses you with a melee attack, use your reaction to move 5 feet without provoking opportunity attacks.
Hearthwise	Gain proficiency in Insight or Survival, and can identify whether mundane food or water has spoiled.

Level 5 Talents

Talent	Rule
Wind-Carried	Once per long rest, as a bonus action, increase your Speed by 15 feet until the end of the turn and ignore nonmagical difficult terrain.
Shared Luck	Requires Aerimpi Luck. When you use it, you can instead let an ally within 30 feet reroll its natural 1.

Level 10 Talents

Talent	Rule
Dance on Air	Once per long rest, as a bonus action, leap up to your walking Speed horizontally or half that distance vertically without provoking opportunity attacks. You must end on a supporting surface unless another feature lets you glide to one.
Slip the Giant	Creatures larger than you have disadvantage on opportunity attacks against you.

Level 15 Talents

Talent	Rule
Windbreak	Once per long rest when you and allies within 10 feet make a Dexterity saving throw against the same effect, grant those creatures half cover for that save.
Hero of the Hearth	When you finish a short rest, choose up to six creatures who rested with you. Each gains temporary Hit Points equal to your proficiency bonus.

Level 20 Talents

Talent	Rule
Fortune's Favorite	Aerimpi Luck can reroll any d20 result of 5 or lower.
Open Sky Mastery	Requires Dance on Air. You can use Dance on Air twice per long rest. During its leap you can change direction once, and if you have a gliding Lineage you can begin gliding rather than landing.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Guest-Right Obligation*: Once you accept or offer formal hospitality, abandoning its duties feels intolerable.
- *Edge Confidence*: Height, wind, speed, and narrow footing tempt you to treat a genuine risk as familiar.
- *Grounded Restlessness*: Long periods underground, indoors, or unable to see an open route make you visibly unsettled.

Roleplaying This Ancestry

- Which guest-right custom is sacred to you?
- What festival, song, or journey first taught you courage?
- Are you tied to the Ravine, a Hillhome community, a woodland settlement, or somewhere else?

Quick Builds

For a classic lucky traveler, choose Rifrunner with Aerimpi Luck. For an aerial specialist, choose Glimmergrove with Wind-Carried.