

3.1 - Aasimar

Aasimar are mortals marked by celestial blood, sacred aftermath, prophecy, or direct divine attention. Their base ancestry describes their body; Aasimar describes the celestial influence.

Choose one named Aasimar Lineage on this page as the versatile lineage that replaces a lineage from your base ancestry. Retain your ancestry chassis and choose your Ancestral Detail from that ancestry. Record the complete answer, such as **Guardian Aasimar**, as one Lineage choice.

Hiraeth Context

The celestial conflict between Pythia and Malchor produced the Aasimar: celestial blood and power fell into the mortal world, marking people whose descendants could carry that influence. The gold or silver marks remain visible evidence of where that blood touched an ancestral body. Earlier accounts describe small, close communities, both valued and feared for healing, power, and the possibility of passing the Lineage to children. V4.0 treats this as a supernatural inheritance layered over any mortal ancestry.

Physical and Supernatural Manifestation

Choose, combine, or invent manifestations that fit the character:

- Gold or silver birthmarks, spots, or strands of hair that shimmer softly and brighten during celestial power.
- A symbol of a virtue that appeared at birth and returns during revelation.
- A halo, luminous eyes, feathered shadow, impossible warmth, storm scent, or momentary omen.
- Marks subtle enough to hide beneath hair, clothing, pigment, or jewelry, though they never disappear completely.

These signs can be obvious, subtle, intermittent, or hidden. They do not determine alignment or personality.

Shared Versatile-Lineage Traits

Shared trait	Rule
Gold or Silver Birthmarks	Most Aasimar bear gold or silver marks across skin or hair where celestial blood is said to have touched an ancestor. They can be faint or concealed, but they shimmer at rest and glow when you use an Aasimar gift or Talent. A virtue-sign seen at birth returns above or around you during Celestial Revelation. Choose the mark, the virtue associated with it, and who first interpreted it.
Healing Hands	Once per long rest, as an action, touch a creature and restore Hit Points equal to your proficiency bonus plus your level.

Named Aasimar Lineages

Choose one Aasimar Lineage. Its gift combines with the shared traits above.

Fallen

A celestial inheritance has been wounded, severed, judged, or turned toward grave power. Fallen does not mean evil.

Lineage gift: Once per long rest when you damage a creature, deal extra necrotic damage equal to your proficiency bonus.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Sacred Language** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Guardian

Your celestial sign expresses shelter, intercession, endurance, and the refusal to abandon another.

Lineage gift: Once per long rest when an adjacent ally takes damage, use your reaction to reduce it by your proficiency bonus.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Celestial Bearing** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Seraphim

Radiance, wings, sacred fire, or an unmistakable virtue-symbol defines your revelation.

Lineage gift: Learn the light cantrip. Your light can appear as luminous marks, hair, eyes, or a halo.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Winged Sign** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Stormbringer

The celestial conflict remains in you as thunder, lightning, pressure, and charged air.

Lineage gift: Once per long rest when you take lightning or thunder damage, use your reaction to reduce it by twice your proficiency bonus.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Celestial Bearing** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Oracle

Prophetic patterns gather around you, though signs remain partial and interpretation fallible.

Lineage gift: Once per long rest after a creature you can see makes a d20 roll, add or subtract 1d4 before the outcome is declared.

“ Quick package: choose the base-Ancestry Detail that best matches your manifestation and choose **Truth-Seeking Eyes** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Versatile-Lineage Talents

These Talents are discoveries and transformations, not a claim that every child begins life able to use them. Describe what awakened the choice and whether its visible signs were always present.

Level 1 Ancestral Traits

Trait	Rule
Celestial Guide	Learn the guidance cantrip. Once per long rest, cast it as a bonus action.
Truth-Seeking Eyes	Gain proficiency in Insight. Once per long rest, add your proficiency bonus to an Insight check after rolling.
Sacred Language	Learn one celestial or liturgical language and gain proficiency in Religion.
Winged Sign	You possess physical wings or can manifest substantial celestial wings when falling. You can glide 10 feet horizontally for every 10 feet you descend and reduce your effective falling distance by 20 feet. This Trait does not grant a Fly Speed.
Celestial Bearing	Gain proficiency in Athletics or Persuasion. Once per long rest when you roll initiative, choose yourself or one ally within 10 feet to gain temporary Hit Points equal to your proficiency bonus.

Level 5 Talents

Talent	Rule
Celestial Revelation	Once per long rest, as a bonus action, reveal celestial power for 1 minute. Once per turn when you deal damage or restore Hit Points, add your proficiency bonus to one damage or healing roll. Your birthmarks and virtue-sign become unmistakable, and your revelation may include a halo, changed voice, corona, or wings.
Guardian Light	Once per long rest when an ally within 30 feet fails a saving throw, use your reaction to add 1d4 to the roll.

Level 10 Talents

Talent	Rule
Revelation Wings	Requires Winged Sign and Celestial Revelation. While Celestial Revelation is active, you gain a Fly Speed equal to your walking Speed. You cannot hover, carry another creature while flying, or use this flight in heavy armor. If the revelation ends aloft, you glide normally.
Restorative Hands	Healing Hands restores twice your proficiency bonus plus your level.

Level 15 Talents

Talent	Rule
Be Not Afraid	Once per long rest, as an action, creatures of your choice within 15 feet make a Wisdom save against your Ancestry Save DC or become frightened until the end of your next turn.
Celestial Resistance	Gain resistance to radiant or necrotic damage, chosen when you take this talent.

Level 20 Talents

Talent	Rule
Celestial Apotheosis	Requires Revelation Wings. Your wings can remain manifested, and you gain a permanent Fly Speed equal to your walking Speed while not wearing heavy armor. You cannot hover or carry another creature while flying. Your birthmarks and virtue-sign become a recognized omen whose meaning you define with the GM.
Miracle of Mercy	Once per long rest when a creature within 30 feet would drop to 0 Hit Points, use your reaction to let it drop to 1 Hit Point and regain Hit Points equal to your proficiency bonus.

Suggested Lineage-Associated Flaws

These are optional story pressures and grant no additional power.

- *Expected Virtue*: Family or strangers demand that you embody the virtue-sign associated with your birth.
- *Visible Revelation*: Your celestial signs become difficult to hide during stress, magic, or moral conflict.
- *Divine Claim*: A temple, omen-reader, celestial agent, or frightened community believes your power creates an obligation.

Roleplaying Aasimar

- Which virtue-sign appeared at your birth, and who decided what it meant?
- Does your family treat the celestial inheritance as blessing, obligation, danger, or political value?
- What do you fear people will demand when they learn you can heal or reveal celestial power?

Quick Builds

Choose a base ancestry for physical form, then select the Aasimar lineage that describes the celestial manifestation. Guardian with Guardian Light makes a restrained protector; Oracle with Truth-Seeking Eyes makes a prophetic investigator.

Revision #4

Created 2026-07-28 21:57:02 UTC by Codex

Updated 2026-07-29 04:03:53 UTC by Codex