



## STORMBORN AASIMAR

### ABILITY SCORE INCREASE.

Your Strength or Dexterity score increases by 1.

### BOOMING STEPS

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a raging thunder to form around you, filling your eyes with lightning, and threaten to destroy everything:

- Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet and once on each of your turns, you can deal extra lightning damage to one target when you deal damage to it with an attack or a spell. The extra lightning damage equals your level. In addition on each of your turn, when you first initiate your movement, you can force each creature within 5 feet of you to make a Strength saving throw or take an amount of thunder damage equal to your level and be pushed back 10 feet on a failure, as you dash forward with fury.
- Once you use this trait, you can't use it again until you finish a long rest.

## STAR TOUCHED AASIMAR

### ABILITY SCORE INCREASE.

Your Wisdom score increases by 1.

### HEAVENLY LIGHT

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your skin to shine like the heavenly bodies in the night sky, illuminating the void, and blinding your foes:

- Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 30-foot radius and dim light for an additional 30 feet and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. In addition, the first time on a turn that a creature within 10 feet of you targets you with an attack roll, it must succeed on a Constitution saving throw (DC equal 8 + your proficiency bonus + your Charisma modifier) or suffer disadvantage on attack rolls against you until the end of its turn, blinded by your starlight. An attacker that can't be blinded is immune to this feature.
- Once you use this trait, you can't use it again until you finish a long rest.

These are subrace variants of the regular aasimar race. One reflecting the fury of the storm and the other the beauty of the night sky.

*Art by Warm\_Tail*