

Abyssal Heart Humans

Some humans that work close to the Evermist can be influenced by the corrupted beings lurking in the waters, or their children get cursed whilst in the womb. These humans are known as abyssal heart humans.

Traits

As an abyssal heart human, you gain the following traits, instead of the standard human traits:

Ability Score Increase. An ability score of your choice increases by 2 and another ability score increases by 1.

Inner Darkness. You have Darkvision out to 60 feet. In addition you can see in magical darkness normally, to a distance of 5 feet.

Corrupted Mind. You always know when a creature attempts to read your mind, via telepathy or otherwise. While they are doing so, you can force them to make a Wisdom saving throw (DC: 8 + twice your proficiency bonus). On a failure they take a number of d8s of psychic damage equal to your proficiency bonus and fail their attempt. On a success nothing happens.

Sailor's Heart Humans

These are humans that are blessed by the maritime spirits such as oceanic serpents, sea dragons or luminous whales. These beings are equipped to fight the corruption of the sea, more so than regular folks

Traits

As a sailor's heart human, you gain the following traits, instead of the standard human traits:

Ability Score Increase. An ability score of your choice increases by 2 and another ability score increases by 1.

Inner Radiance. You learn the *light* cantrip. Wisdom is your spellcasting ability for it.

Hardened Spirit: You have advantage on saving throws against charms and gain a +4 bonus to checks and saving throws against illusion. (Your GM can add it behind the screen in order not to ruin the illusion).

Sailor's Heart. You have a swim speed of 30 feet. While at sea, you always know which way is north.



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