

PHANTOMKIN

These people are most often born of humans. Their limbs, missing upon birth, were first seen as a weakness. It was soon found out that spiritual limbs grow with the phantomkin, and that these limbs are adept at possessing and maneuvering prostheses made out of any material. This has grown to create an

important culture around prostheses, their crafters, and the designs themselves.

It is with these prostheses that phantomkin often find their way on personal quests and adventures. The goals of which are often journeys of self-discovery or the uncovering of their origins.



PHANTOMKIN TRAITS

Phantomkin have the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and two other ability scores of your choice each increase by 1.

Age. Phantomkin age at the same rate as humans. Their lifespans, however, are often slightly longer, averaging at 120 years.

Alignment. Their closeness to the spirits often leaves phantomkin fairly neutral in terms of alignment. It is common for phantomkin to want to understand their situation, which is usually accompanied by frequent introspection. Phantomkin don't often see their actions as good or evil. In a need to understand what's around them they are often good without thought or evil without thought.

Size. Phantomkin share similar sizes with humans between 5 and 6 feet.

Speed. Your base walking speed is 30 feet.

Limbcrafter. Choose a relevant tool set and gain proficiency with it.

Empowered Extremities Choose the limb(s) that you were born without. Your well crafted prosthesis provides you a bonus.

- **Leg** - Movement speed increases by 10 feet
- **Arm** - Gain proficiency with one Dexterity based skill
- ~~Two Legs~~ - Movement speed increases by 15 feet
- ~~Two Arms~~ - Choose one Strength based skill and one Dexterity based Skill. You gain proficiency with both.

Should a prosthesis be lost or destroyed, you or someone with a set of tools and materials may create you a new prosthesis over a short or long rest. You can't regain the bonuses from your Empowered Extremities feature, however, until you craft yourself a prosthesis.

BACKUPS FOR THE BACKUP

Most phantomkin carry back up limbs as the only limit to this would be how much you can carry.

You may choose all limbs, however, keep in mind the consequences of losing the use of them during the following Animate Limb trait and what losing the prostheses themselves would mean.

Animate Limb. You know the Mage Hand cantrip. Additionally, you may cast the spell Unseen Servant a number of times per day equal to the number of limbs you are missing according to your Empowered Extremities trait. You lose the usage of all of your spirit limb(s) for the duration of the spell.

Languages You can read, speak, and write Common, and one language of your choice.

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