



返魂香 BY CHIN LIKHUI

THE HERITAGE

The Heritage are an offshoot of humanity who, through means that seem to be specifically obscured from their memory, gained the ability to pass down some of their memories to their children. The transfer is often imperfect, passing down fragments of the bloodline's memory and knowledge rather than a cohesive recollection. In spite of this, the collective sum of their memories grants a Heritage an invaluable pool of information and experience to pull from. Often, a specialty will form in family lines, as the most prevalent information guides the inheritor down a well known path. Even so, sometimes an outlier memory will form with particular clarity and cohesion, leading a Heritage from a line of warriors down the path of a scholar like their great-great-great-great-great grandparent once did.

While physically very similar to humans at a surface level, their bodies hold a host of hidden secrets, ranging from simple oddities to supernatural influences. The most obvious and consistent visual distinction is their hair, almost always a stark white or silvery gray. Similarly, their complexion often trends towards extremely pale, in large part due to their blood, which is often a desaturated red-gray. Most unnerving, the skulls of the Heritage are wrought with runes of an unknown language, naturally forming over their lifetime. Amidst those runes is a fingerprint, forming directly in the middle of the forehead, which is identical among all known samples. Likely pertaining to the origin of their bloodline memories, generations of research and study has failed to solve the mysteries of the Heritage.

HERITAGE TRAITS

As an Heritage, you have the following racial traits.

Ability Score Increase. Your intelligence increases by 2, and another ability score of your choice increases by 1.

Age. The Heritage reach physical maturity in their late teens, but develop mentally in unusual ways. Often, a Heritage will mentally mature much earlier due to their inherited memory, however their early to mid 20s is the commonly accepted range where their personality has fully settled and assimilated the memories passed onto them. Often, Heritage can live as long as 120 years, and favor starting families much later in life than most humans would so as to pass on as much to their children as possible.

Alignment. The Heritage see alignments of all degrees, however the longer their family line extends backwards, the more likely they are to trend towards a neutral alignment. Young Heritage, however, tend towards a more chaotic alignment, as their personalities are still settling and integrating the memories and knowledge of their ancestors.

Size. Most of the Heritage are somewhat shorter than the human average, ranging from slightly under 5 feet up to 6 feet tall.

Speed. Your base walking speed is 30 feet.

Language. You can speak, read, and write Common and two additional standard languages of your choice, partially through half remembered languages from your ancestors, and partially through study to fill in the gaps in those memories.

Ancestral Specialty. The collective lives of your ancestors provide you skills and knowledge, and the most common trends among them are expressed the most strongly. You gain an additional background, but don't gain the equipment, gold, or other starting materials that would come with it.

Bloodline Memory. Bits and pieces of your ancestor's memories have been passed down to you, containing countless bits of information about the times they lived in. You have advantage on History skill checks.

Inherited Aptitude. Some of your ancestors were of particularly distinguished skill, and you inherited echoes of their capacity. Choose two of the following options.

- **Defensive.** You gain proficiency in Light and Medium armor, as well as shields.
- **Combative.** You gain proficiency with two simple or martial weapons of your choice. Additionally, you are proficient with unarmed strikes, and yours use 1d4 for damage.
- **Mystic.** You know one cantrip of your choice. Intelligence, Wisdom, or Charisma is your spellcasting ability for it.
- **Practiced.** You gain proficiency in a skill and a tool or instrument of your choice.
- **Linguist.** You learn two additional languages of your choice, and have advantage on all checks to identify any unknown language you hear or see.
- **Traveler.** You gain proficiency in two vehicles of your choice, your base walking speed increases to 35 feet, ~~and can always tell which direction is north.~~
- **Contortionist.** You can move through the space of any creature that is of a size larger than yours, and can squeeze through spaces without being slowed.



ORACLE BY MIKE PAPE