



SIMIC HYBRID

The Simic Combine uses magic to fuse different life forms together. In recent years, the Simic Combine has extended this research to humanoid subjects, magically transferring the traits of various animals into humans, elves, and vedalken. The goal of the Guardian Project is to build a Simic army of soldiers perfectly adapted to a variety of combat situations. These hyper-evolved specimens are called Simic hybrids, though they sometimes refer to themselves as guardians.

EXTENSIVE ADAPTATION

A hybrid's biological enhancements can change its appearance drastically, though most hybrids retain their basic physical form. All are augmented with characteristics of animals, mostly aquatic, reptilian, or amphibian creatures. These include crab claws, squid tentacles, wings or fins like those of manta rays, translucent or camouflaged skin, or shark-like maws filled with sharp teeth.

Hybrids are the product of Simic magic. It's not impossible for a hybrid to leave the Simic Combine and join another guild, but the Simic would consider the individual a deserter. And the new guild might never fully welcome a hybrid who could easily be a Simic spy.

SIMIC HYBRID NAMES

A hybrid usually bears the name given by their human, elf, or vedalken parents. Some hybrids assume a new name after their transformation—a name chosen personally or by those who transformed them.

SIMIC HYBRID TRAITS

Your hybrid character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. Hybrids begin their lives as adult humans, elves, or vedalken. They age at a slightly accelerated rate, so their maximum life spans are probably reduced somewhat. The Guardian Project has not been operating long enough to observe the full effect of this phenomenon.

Alignment. Most hybrids share the generally neutral outlook of the Simic Combine. They are more interested in scientific research and the standing of their guild than in moral or ethical questions. Those who leave the Combine, however, often do so because their philosophical outlook and alignment are more in line with a different guild's.

Size. Your size is Medium, within the normal range of your humanoid base race.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and your choice of Elvish or Vedalken.

Animal Enhancement. Your body has been altered to incorporate certain animal characteristics. You choose one animal enhancement now and a second enhancement at 5th level.

At 1st level, choose one of the following options:

Manta Glide. You have ray-like fins that you can use as wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

Nimble Climber. You have a climbing speed equal to your walking speed.

Underwater Adaptation. You can breathe air and water, and you have a swimming speed equal to your walking speed.

At 5th level, your body evolves further, developing new characteristics. Choose one of the options you didn't take at 1st level, or one of the following options:

Grappling Appendages. You have two special appendages growing alongside your arms. Choose whether they're both claws or tentacles. As an action, you can use one of them to try to grapple a creature. Each one is also a natural weapon, which you can use to make an unarmed strike. If you hit with it, the target takes bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Immediately after hitting, you can try to grapple the target as a bonus action. These appendages can't precisely manipulate anything and can't wield weapons, magic items, or other specialized equipment.

Carapace. Your skin in places is covered by a thick shell. You gain a +1 bonus to AC when you're not wearing heavy armor.

Acid Spit. As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target takes 2d10 acid damage unless it succeeds on a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. This damage increases by 1d10 when you reach 11th level (3d10) and 17th level (4d10). You can use this trait a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

VEDALKEN

Nothing is perfect. Vedalken not only believe this fact, they rejoice in it. Every imperfection is a chance for improvement, and progress is an endless march toward a state of perfection that can never be reached. This viewpoint leads vedalken to pursue their work with delighted enthusiasm, never deterred by setbacks and excited by every opportunity for improvement.

Vedalken are tall and slender, standing almost a head taller than humans on average but weighing about the same. Their hairless skin comes in a range of shades of blue. Their eyes are darker shades of blue or violet. They lack external ears, their noses are broad and flat, and they are partially amphibious.

COOL RATIONALITY

Despite being talkative, vedalken keep their personal lives private, and they tend to engage more with ideas than with people. They form close friendships based on mutual interests or compelling disagreements, and their interactions dwell on their thoughts about those issues rather than their feelings about them.

To members of other races, vedalken often seem cold, even emotionless. That assessment isn't fair—they feel emotion every bit as intensely as other folk do, but they are skilled at not displaying it. Cool rationality guides their actions, they make and follow careful plans, and they are patient enough to do nothing when the ideal outcome relies on such inaction.

REASONING TOWARD PERFECTION

Their curious intellects and rational minds incline vedalken toward membership in the Azorius Senate, the Simic Combine, and (less often) the Izzet League. Whatever their guild affiliation, they put their intelligence to use in crafting and improving things, whether those things are laws, procedures, or magical sciences.

Vedalken believe that the path toward the impossible goal of perfection is paved with bricks of education, careful deliberation, and controlled experimentation. Some vedalken direct their energy toward perfecting themselves, whether by means of Simic bioengineering or through extensive study, and others concentrate on perfecting society through the careful drafting and application of laws.

VEDALKEN NAMES

Vedalken are given names at birth, but usually choose new names for themselves as part of their transition into adulthood. They rarely use family names.



Male Names: Aglar, Bellin, Dallid, Firellan, Kavin, Koplony, Lomar, Mathvan, Modar, Nebun, Nhillosh, Nitt, Otrovac, Ovlan, Pelener, Rill, Trivaz, Uldin, Yolov, Zataz

Female Names: Azi, Barvisa, Brazia, Direll, Fainn, Griya, Hallia, Katrille, Kovel, Lilla, Mirela, Morai, Nedress, Ossya, Pierenn, Roya, Sestri, Triel, Uzana, Yaraghiya, Zlovot

VEDALKEN TRAITS

Your vedalken character has the following racial traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Wisdom score increases by 1.

Age. Vedalken mature slower than humans do, reaching maturity around age 40. Their life span is typically 350 years, with some living to the age of 500.

Alignment. Vedalken are usually lawful and non-evil.

Size. Tall and slender, Vedalken stand 6 to 6½ feet tall on average and usually weigh less than 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Vedalken Dispassion. You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

Tireless Precision. You are proficient in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. You are also proficient with one tool of your choice.

Whenever you make an ability check with the chosen skill or tool, roll a d4 and add the number rolled to the check's total.

Partially Amphibious. By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.

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