



VEXED HERITAGE

BURDENED BY UNWANTED TIES TO COSMIC POWERS, THE VEXED FIGHT TO ESCAPE DESTINY.

Prodigal Disciple:

When making a save against being charmed or possessed, treat any roll of 9 or lower on the d20 as a 10.

Quarry's Cunning:

You are proficient in Deception or Insight.

Languages:

You know Common and one extra language, often Abyssal, Celestial, or Infernal.



WILDLANDS HERITAGE

FROM PRIMAL LANDS WHERE BEASTS AND MORTALS LIVE AS EQUALS, WILDLANDERS CARRY NATURE'S BOND.

Beast Affinity:

You can communicate simple ideas with Beasts and Animals through sounds and gestures. You also have advantage on checks made to interact with them.

Shepherd's Gift:

You are proficient in Animal Handling. Beasts or Animals of CR \leq your PB must succeed on a contested WIS (Animal Handling) check against you before they can attack you. On a failure, they must choose another target or waste the attack.

Languages:

You know Common and one extra language. Most choose Sylvan.