

## Aasimar

Aasimar, like tieflings, are plane-touched; the scions, or descendants of scions, of celestial beings from the Upper Planes.

These folk generally appear as gloriously beautiful humans with golden hair, fair skin, and piercing eyes. They might be mistaken for half-elves, or even true aasimon, for their innate purity and inhuman glory.

Most aasimar are true to their sires and the blood that courses through their veins, being true of heart, courageous, and honest to a fault. Their nobility and goodness are legendary. Nevertheless, a few turn stag and become as untrustworthy a bunch of spivs as ever plied the crossroads.

Unlike other plane-touched, aasimar are rarely orphaned or abandoned by their nonhuman parent. Though usually raised by the human parent in human communities, the celestial - if possible - tries to maintain at least some contact or provide some influence in the child's life, guiding him along on the "right path."

Aasimar often attempt to pass as normal humans in order to right wrongs and defend goodness in a mortal community. They strive to fit into society, although they usually rise to the top as cream rises above milk, becoming revered leaders and honorable heroes.



### Ability Adjustments

Members of this race have a +1 bonus to their initial Strength or Charisma, depending upon their celestial heritage, as well as to their initial Wisdom score.

### Darkvision 60'

Aasimar have Darkvision to a range of 60 feet.

### Level Equivalency

Aasimar characters, due to their racial abilities, add 1 to their character level when determining the experience needed to progress in level.

As such, a 1<sup>st</sup> level aasimar magic-user would effectively be 2<sup>nd</sup> level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities, Attack Bonus, or Proficiency Bonus.

### Permitted Classes

All character classes are available to aasimar. Their preferred classes are bards, clerics, fighters, magic-users, paladins, and rangers.

### Physical Traits

Aasimar reach maturity at age 21, like humans, but can live for up to 160 years. Your starting age depends upon your chosen character class. For multiclassed characters use the column that generates the highest starting age.

Cleric	Fighter	Magic-User	Monk	Thief
18+1d4	15+1d4	20+2d4	20+1d4	18+1d4

Aasimar use the following Age Categories table:

Young	Mature	Middle-Aged	Old	Venerable
15-20	21-60	61-80	81-120	121-160

See the Player's Handbook, page 36, for the effects of age on a character's ability scores.

Aasimar tend to be slightly taller and thinner than humans.

Base Height	Modifier	Base Weight	Modifier
4'11" or 4'9"	+2d10"	120 lb. or 90 lb.	+10d6 lb.

### Aasimar Options

At least a few aasimar have features different from those described above. An aasimar with planetar blood, for example, may have green skin. Some may even have nonhuman attributes such as regal-looking tails, birdlike or leonine lower bodies, or even vestigial wings.

### Proficiencies

Aasimar begin play proficient in the following skills: Languages (Celestial and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

### Resistances

Though aasimar are light of build, their celestial heritage grants them Damage Resistance to fire and cold attacks.

Additionally, they gain a +2 bonus to saving throws versus any sort of magical charm, fear, emotion, or domination effect.

All aasimar have a Magic Resistance rating of 2 as well.

### Size and Movement Rate

Aasimar are Medium-sized creatures. The base Movement Rate of aasimar characters is 60' per round.

### Skill Bonuses

Because of their catlike, keen senses, aasimar characters get a +2 bonus to all Perception checks.

### Roleplaying Aasimar

Nobility, courage, honor, sincerity - these words describe you. You are the descendant of celestials, worthy of respect - but beleaguered by responsibilities. You must be ever-vigilant, for the purveyors of evil, the foes of life itself, lurk about every corner.

It is your duty to protect those whom you resemble in form, if not in spirit. All mortal creatures are your charges and all the forces of darkness are your enemy.

You seek no reward greater than the knowledge that darkness has been thwarted or even vanquished, and you permit yourself no rest while evil remains unchecked.

It's best if no one knows of your heritage. Despite the inherent nobility within the near-divine progenitors of your line, you must earn respect as any other being. Sword held aloft, golden hair sparkling in the bright light of day, you lead your compatriots - heroes all - toward victory against evil.