



TEMPEST AASIMAR

ABILITY SCORE INCREASE.

Your Strength or Dexterity score increases by 1.

BOOMING STEPS

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a raging thunder to form around you, filling your eyes with lightning, and threaten to destroy everything:

- Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet and once on each of your turns, you can deal extra lightning damage to one target when you deal damage to it with an attack or a spell. The extra lightning damage equals your level. In addition on each of your turn, when you first initiate your movement, you can force each creature within 5 feet of you to make a Strength saving throw or take an amount of thunder damage equal to your level and be pushed back 10 feet on a failure, as you dash forward with fury.
- Once you use this trait, you can't use it again until you finish a long rest.

STAR TOUCHED AASIMAR

ABILITY SCORE INCREASE.

Your Wisdom score increases by 1.

HEAVENLY LIGHT

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your skin to shine like the heavenly bodies in the night sky, illuminating the void, and blinding your foes:

- Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 30-foot radius and dim light for an additional 30 feet and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. In addition, the first time on a turn that a creature within 10 feet of you targets you with an attack roll, it must succeed on a Constitution saving throw (DC equal 8 + your proficiency bonus + your Charisma modifier) or suffer disadvantage on attack rolls against you until the end of its turn, blinded by your starlight. An attacker that can't be blinded is immune to this feature.
- Once you use this trait, you can't use it again until you finish a long rest.

These are subrace variants of the regular aasimar race. One reflecting the fury of the storm and the other the beauty of the night sky.

Art by Warm_Tail

DEVOTION AASIMAR

ABILITY SCORE INCREASE.

Your Wisdom score increases by 1.

LIGHT'S EMBRACE

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your skin to glow and orbs of light to orbit around you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you emit bright light in a 30-foot-radius and regain 1d4 hit points at the start of each of your turns. In addition, for the duration, the light you emit protects your allies. When an ally within 5 feet of you is targeted by an attack roll, you can use your reaction to interpose yourself between your ally and the attacker, becoming the new target of the roll, if the attack hits you, you have resistance to the damage.

Once you use this trait, you can't use it again until you finish a long rest.

STEEL SOUL AASIMAR

ABILITY SCORE INCREASE.

Your Strength score increases by 1.

FIRE AND STEEL

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your skin hardens like steel, and your eyes to light ablaze. Your AC increases by 1 for the duration. In addition, once per turn, when a creature deals damage to you with a melee attack, it takes fire damage equal to half your level.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra fire damage to one target when you deal damage to it with an attack or a spell. The extra fire damage equals half your level.

Once you use this trait, you can't use it again until you finish a long rest.

TRICKSTER BLOOD AASIMAR

ABILITY SCORE INCREASE.

Your Constitution score increases by 1.

HOLLOW SELF

Starting at 3rd level, you can use your action to unleash the divine fey blood within you, causing your body to lose its tie to the physical world. For the duration, attack rolls against you have disadvantage. If you are hit by an attack, this trait is disrupted until the end of your next turn. This trait is also disrupted while you are incapacitated or have a speed of 0.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals half your level.

Once you use this trait, you can't use it again until you finish a long rest.

DUSK AASIMAR

ABILITY SCORE INCREASE.

Your Intelligence score increases by 1.

REIGN OF DUSK

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a darkness similar to the night's sky to flow out of you, pouring out of your eyes and mouth, and covering the world around you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed darkness light in a 10-foot radius and dim light for an additional 10 feet, the darkness is magical but you can see in it as if it were bright light. In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.