

# AVALONIAN HERO

All humans are born as mere mortals, yet a few chosen ones have legendary fates spelled out for them from the moment of their conception. These are known as Avalonian Heroes. Although they look like ordinary folks, they are far from it. The gods and the lands have chosen them as heroes of fate, a fate that can elevate them to the status of legend, or crush them under its weight.

## Features

- **Ability Score Increase.** Your Strength and Charisma scores increase by 1.
- **Age.** Heroes live about the same amount normal humans do, but reach maturity much faster, around the age of 14.
- **Alignment.** Heroes have an innate sense for justice and kindness; many of them are lawful or good, and most often both.
- **Bound by Fate.** Whenever you roll a 1 on a d20, the threads that weave your fate are distorted and the maleficent forces grab this opportunity to break your will. You have disadvantage on the next attack roll, ability check or saving throw you make.
- **Chosen One.** You gain proficiency in the Persuasion skill.

- **Languages.** You know Common and one language of your choice.
- **Lead the Charge.** You heed the call of battle. You get a 1d6 bonus to your initiative rolls.
- **Size.** Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Subraces.** Heroes are born with certain destinies, which heavily influence their abilities. They can be either Ardent, Saintly, or Untamed.

## Ardent Traits

Ardent Heroes make for powerful knights and mighty kings. They charge into battle without fear and can withstand great pain without ever giving up.

- **Ability Score Increase.** Your Strength score increases by 2.
- **Ardent Will.** When you would gain the frightened or charmed condition, you can use your reaction steady your heart and face your fate, immediately ending the condition. Once you've used this feature, you can't do so again until you finish a long rest.
- **Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

*Art by Grandfailure*





## Saintly Traits

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Saintly Heroes have been blessed by the gods with incredible luck and magical knowledge. They turn into saints, martyrs and other holy figures.

- **Ability Score Increase.** Your Wisdom score increases by 2.
- **Divine Will.** You know the *guidance* cantrip. Starting at 3rd level, you can cast the *sanctuary* spell with this trait. Starting at 5th level, you can also cast the *augury* spell with this trait, without requiring a material component. Once you cast *sanctuary* or *augury* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Wisdom or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).
- **Heavenly heritage.** You can speak, read and understand Celestial, but cannot write it.

## Untamed Traits

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Untamed Heroes are bound to become one with nature. Their skills and hard work are unmatched, though they may not always fit the standards society has for them.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Fleetfoot.** You ignore nonmagical difficult terrain and cannot get lost except by magical means.
- **Wild Soul.** You gain proficiency in the Survival skill and a climbing speed equal to your walking speed.

