

CHARACTER RACE: AETHERFORGED

Emerging from the confluence of arcane magic and advanced technology, the Aetherforged represent a unique phenomenon in Etheria's rich tapestry. These sentient constructs, once ordinary automatons, were bestowed with consciousness and purpose by the transformative energies of the Aetherstorm. This cataclysmic event centered around the Forge of Sparks—a legendary Arcane Engineering facility—imbued these mechanical beings with self-awareness and a wide array of human-like emotions, irrevocably altering their destinies.

Originally conceived during the era of the Astromagi, these automatons were designed as steadfast protectors, erudite scholars, and reliable companions. Yet, the Aetherstorm's touch rewrote their directives, birthing a new race – the Aetherforged. Bereft of their former masters, many continued their initial tasks, safeguarding ancient lore or standing sentinel over specific sites, like their brethren, the Guardian of Glimmerhold. However, others, like the renowned Aetherforged explorer, Luminary Ironheart, sought to carve their own path. These Aetherforged ventured forth into Etheria's wilderness, engaging with diverse cultures and races and, in turn, enriching their own understanding of existence and the meaning of individual purpose.

The Aetherforged's metallic forms, adorned with intricate engravings and radiant aetherite crystals, are a testament to their unique heritage. Their inherent comprehension of magic and technology positions them as invaluable allies in Etheria's capricious landscape. Yet, a poignant quest unites the Aetherforged—the pursuit of awakening more of their kin. The secret of sentience, lost in the ruins of the Forge of Sparks, is their collective holy grail, a beacon of hope that their race can continue to grow and thrive in the world of Etheria.

PHYSICAL APPEARANCE

Aetherforged possess an impressive physical stature, standing between five to seven feet tall and weighing about 300 pounds. Their bodies are composed of a composite of metallic alloys and aetherite crystals, designed for both durability and flexibility. Each Aetherforged is a work of art, their bodies often adorned with intricate engravings, glowing aetherite inlays, and mechanical filigree.

Their faces are designed to be expressive and capable of mimicking a wide array of emotions, thus enhancing their ability to interact with other races. Some Aetherforged are designed with more humanoid features, while others may adopt a more abstract or minimalist design. Roll on the following table to determine your Aetherforged character's appearance:



AETHERFORGED APPEARANCE

d10	Appearance
1	Your body is an intricate framework of polished bronze and brass, with veins of glowing aetherite.
2	Constructed of wrought iron, you carry the weight and durability of the ages, adorned with intricate runic etchings.
3	Your silver frame is smooth and reflective, catching the light in dazzling arrays.
4	You are a composite of different metals, giving you a patchwork appearance of various hues and textures.
5	Your body is made of a dark, matte alloy, allowing you to blend into the shadows with surprising effectiveness.
6	Your aetherite core glows brightly through your metallic casing, creating a constellation of lights across your form.
7	The magitech that powers you is visible through clear crystal panes embedded in your metallic frame.
8	Your frame is made of rare and precious metals, indicative of your creator's wealth and status.
9	Your body bears the scars and marks of numerous battles, a testament to your durability and experience.
10	Your form is streamlined and aerodynamic, emphasizing mobility and agility.

SOCIETY

The Aetherforged do not have a culture of their own, as they are created rather than born. Most were designed to serve the societies that created them, learning to adapt and integrate themselves into these communities. However, since the fall of the Astromagi, many Aetherforged have sought new purpose and integrated themselves into various cultures and races throughout Etheria.

While they do not form families in the traditional sense, Aetherforged are known to develop deep and meaningful relationships with both other constructs and biological races. Some have even formed small enclaves or communities, particularly in areas with a high concentration of magitech.

RELATIONS

Aetherforged are often met with a mix of awe and unease by other races. Their distinct nature as sentient constructs is both fascinating and disconcerting to many. Some races appreciate their unique combination of arcane knowledge and technological proficiency, while others may fear or mistrust what they do not understand.

Despite this, Aetherforged strive to form connections and foster understanding with the races they interact with. They are often reliable and steadfast companions, willing to share their knowledge and lend their skills to those in need.

Roll on the following table to determine your Aetherforged character's creation history:

AETHERFORGED HISTORY

d20	History
1	You were created as a bodyguard for a powerful arcanist who has long since passed away.
2	Your previous function was to serve as a translator and diplomat between conflicting factions.
3	You were a miner, excavating aetherite crystals from the dangerous caverns of Etheria.
4	You were a scout, designed to endure the harshest environments and gather information.
5	You served as a historian, preserving and cataloging Etheria's ancient past.
6	You were lost in the wilderness for decades, only recently rediscovered and reactivated.
7	You were a gladiator in a combat arena, showcasing your prowess for the entertainment of others.
8	You were created as a companion for a lonely child, teaching and caring for them.
9	You worked as a blacksmith, crafting and repairing both mundane and magical items.
10	You were a sentinel for a secluded village, standing vigil against threats for years.
11	You have no memory of your original function and seek to uncover your forgotten past.
12	You were a magitech engineer's assistant, helping to design and build other constructs.
13	You served as an emissary, traveling between distant cities to deliver messages.
14	You were a sailor, navigating the vast and volatile aetheric seas.
15	You were a medic, tending to the wounded and ill with clinical efficiency.
16	You were a librarian, safeguarding vast repositories of knowledge and lore.
17	You were a spy, infiltrating enemy lines and gathering crucial intelligence.
18	You were a test subject for experimental magitech, resulting in your unique abilities.
19	You were a peacekeeper in a tumultuous city, striving to maintain order amidst chaos.
20	You are the prototype of a new line of automata, designed with enhanced capabilities.

ALIGNMENT AND RELIGION

Most Aetherforged lean towards neutrality, often adhering to the alignment of their creators or the directives they were given at creation. However, like any sentient being, they are capable of personal growth and their alignment can change over time.

While Aetherforged don't typically worship deities in the traditional sense, some have been known to show



reverence to the arcane forces that gave them life. This often manifests as a deep respect for aetherite crystals and the magical energy they contain. A few have adopted various religions to find further meaning in their lives, diving into the world of divinity in search of answers.

ADVENTURERS

As constructs designed for various purposes, Aetherforged can excel in many roles in an adventuring party. Many are naturally inclined towards intellectually demanding classes, such as wizards or engineers, but their durable construction also makes them effective as front-line combatants.

Aetherforged adventurers are often driven by a desire to find purpose and understand their place in the world. This can lead them on various quests, from seeking ancient arcane knowledge to protecting innocent communities from danger.

AETHERFORGED TRAITS

Your Aetherforged character has an array of abilities due to its arcane construction.

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

Age. Aetherforged are created fully formed and do not age like biological creatures. They can theoretically live indefinitely, barring any fatal damage or degradation.

Alignment. Most Aetherforged lean towards neutrality, typically adhering to the alignment of their creators or the directives they were given at creation. However, like any sentient beings, they can choose their path, and their alignment can change over time.

Size. Aetherforged stand between 5 and 7 feet tall and average about 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Constructed Resilience. You were built to endure. You have advantage on saving throws against poison, resistance to poison damage, immunity to disease, and don't need to eat, drink, or breathe. You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest.

Aethercore Power. As an action, you can tap into your aethercore to recover vitality. Once per long rest, you can regain hit points equal to your level.

Magitech Interface. You have proficiency with tinker's tools and the Arcana skill, reflecting your innate understanding of Etheria's unique fusion of magic and technology.

Integrated Aetherium Plating. Your body incorporates aetherium-enhanced materials providing protection. Your AC is 13 + your Dexterity modifier when you aren't wearing armor. A shield's benefits apply as normal while you use your natural armor.

Aether Storm Adaptation. You are built to withstand Etheria's arcane storms. You have resistance to force damage, and you don't suffer the effects of extreme weather conditions.

Languages. You can speak, read, and write Common and one other language of your choice. This language is usually the same as that of your creator or the community that you were built to serve.



FUNCTIONS

In the depths of Etheria's arcane foundries, the Aetherforged are imbued with a specific purpose, a role they are to play in the world. These roles, known as Functions, shape the Aetherforged's development, guiding their abilities and skills. Functions manifest as varying designs and enhancements, each tailored to the Aetherforged's chosen path. Like subraces in traditional cultures, these Functions provide a variety of options for Aetherforged characters, allowing them to adapt to different challenges and playstyles.

CRYSTALGUARD

Designed to work in the hazardous environment of aetherite mines, Shardforged Aetherforged are built to endure, extract, and handle volatile aetherite crystals. Their bodies are typically reinforced with protective layers, and their limbs are equipped with specialized tools for mining and handling the raw energy source.

Ability Score Increase. Your Constitution score increases by 1.

Aetherite Resistance. You have resistance to radiant damage, reflecting your built-in protection against the hazardous energy of raw aetherite.

Shard Extraction. You have proficiency with mason's tools, reflecting your specialized design for mining and handling aetherite. These tools are a permanent part of you and can be summoned or dismissed from your internal frame as a bonus action.

Radiant Pulse. You can use your action to unleash a pulse of radiant energy from your aetherite core. Each creature within 10 feet of you must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus). A creature takes 2d6 radiant damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your radiant pulse, you can't use it again until you complete a short or long rest.

LOREBOUND

Created as repositories of knowledge and wisdom, Codexforged are designed to store, process, and recall vast amounts of information. They often have intricate scribing mechanisms built into their hands and a series of lenses installed in their eyes for better reading and analysis.

Ability Score Increase. Your Intelligence score increases by 1.

Living Library. You have proficiency in the History skill. Additionally, you can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.

Scribe Mechanism. You can record any text or image you see without the need for ink or paper. The information can be reproduced later at your convenience.

Data Analysis. As an action, you can focus your senses on a creature you can see within 30 feet of you, performing an in-depth analysis of its physiological and magical properties. Roll a d4, and consult the following list to determine the information you glean:

1. Current hit points
2. Resistances
3. Immunities
4. Vulnerabilities

Once you use this feature, you can only use it again once you complete a long rest.

HARMONIC

Built as peacekeepers and diplomats, Harmonicforged were designed to ease tensions and foster cooperation between disparate groups. They often have a series of vocal modulators built into their voice box, allowing them to produce a wide range of sounds and tones.

Ability Score Increase. Your Charisma score increases by 1.

Harmonic Resonance. You have proficiency in the Persuasion skill. You can use your action to emit a calming tone. Each creature of your choice within 30 feet of you must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or be charmed by you until the end of your next turn.

Vocal Modulator. You can mimic any sound you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against a DC of 8 + your Charisma modifier + your proficiency bonus.

Diplomatic Protocol. You are proficient in two languages of your choice, reflecting your design as a diplomat.

CREDITS

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