

Fallen Aasimar 5e dnd background for hexblade warlock, Fighter, Paladin

5e Fallen Aasimar background for hexblade warlock

While aasimar are expected to uphold a moral and courageous duty, many fail to realize the genuine childlike naivety and immaturity of the aasimar. Such naivety makes a youthful aasimar easily susceptible to manipulation through an act of hostility due to hubris. An aasimar can be struck down by God, discovering themselves after a path of shadow and wicked. This 5e fallen aasimar shed their radiant spirits that are substituted with a void of darkness, and the welfare in their heart turns to malice. Fallen aasimar in 5e are not all completely bad. However, as a few come to realize and understand their failings and take a neutral path to reestablish their light.

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Ability & Length.

- Medium. Aasimar has the identical range of height and weight as humans.
- Speed. 30 feet.

Newborn aasimar grow at an exceedingly rapid pace, reaching a youthful human adult's appearance within their first year. Aasimar always seems young, though often upon fulfilling their responsibilities. The deity that allowed their creation would

call them to their airplane of worship, which aasimar cure as an end to their lives.

Fallen aasimar in 5e

Fallen aasimar in 5e dropped the elegance and energy that gave them the urge to follow a complete right path, so they often turn to a life of evil, like a hero becoming the protagonist. Not all 5e fallen aasimar are wicked. However, in the instance of this antihero, those who seek salvation follow complete neutrality in hopes of recovering their glowing light.

With your soul devoid of light, your eyesight is conducive to the shadows. You can view in the dim light in 60 feet of you like it had been shining light, and in darkness as though it were faint light. You can not discern color in darkness, only shades of grey.



Fallen Aasimar 5e dnd background for hexblade warlock

- You have immunity to necrotic damage and radiant damage.
- Death's Grip. As an action, you can touch a monster and make it require an amount of necrotic damage equal to twice your degree. When you use this trait, you can't use it until you finish a very long break.
- Shadow Bearer. You understand the chill touch cantrip. Charisma is your spellcasting ability for it.
- Language. You can speak, read, and compose Frequent and Celestial.

Suppose you would like to play a 5e fallen Aasimar as a dark hero type, using a debatable wicked to add depth. In that case, what scenarios would force you to do something evil?

He surrendered himself begged for mercy and stated it was a crash. You opted to leave some lethal judgment instead of taking him back into the city guard. Perhaps you got carried away defending yourself or others out of bandits and loathed them as they tried to flee. You don't have to be a dark side, but you have to have given into it at least once at some point. That is all about the backstory of Fallen Aasimar 5e.

SUBRACE

Three subraces of 5e aasimar exist: protector aasimar, scourge aasimar, and dropped aasimar. Pick one of them for your character. By the way, you might see stats to get a "variant aasimar" floating around. Don does not use those. They are in the dungeon master's guide well before. We've got the official and new rules for aasimar in Volo's Guide to Monsters, and they're way worse anyway, so don't bother. Let us go through each subclass and the way their abilities stack up.

Fallen Aasimar 5e fighter background

An aasimar who had been touched by shadowy powers as a youth or who turns to bad in early adulthood can become one of the fallen. It is a bunch of aasimar whose inner light has been replaced by darkness. Ability score Boost: Your Strength score

increases by 1.

Necrotic Shroud. Starting at 3rd level, you may use your action to unleash the divine energy on your own. It will be causing your eyes to become pools of darkness and two skeletal, ghostly, flightless wings to sprout from your own back. The minute you change, other creatures within 10 feet of you will see you need to be determined by a Charisma saving throw. (DC 8 + your proficiency bonus plus your Charisma modifier in 5e) or be frightened of you till the finishing of your next turn.

A burst of dread can get you out of a tight spot, but the short-range means you need to be in the thick of things to reap the advantages. The bonus necrotic damage can be useful but be aware that resistance or immunity to necrotic harm is widespread, particularly among the undead.

Your transformation will last for 1 minute or until you end it like a bonus activity. Through it, once on each of your turns, it is possible to deal additional necrotic damage to one target if you deal damage to it with an attack or even a spell. The extra necrotic harm equals your level. As soon as you use this attribute, you can't use it until you complete a long rest.

Ability score Boost: A bonus to strength pushes you towards martial courses, and along together with your bonus to Charisma, it will work immensely well for paladins or warlocks.

Protector Aasimar

The forces of good charge protector aasimar to safeguard the feeble, attack at bad where it arises, and stay alert against the darkness. From a young age, a guardian aasimar receives advice and directives that advocate standing against evil.

Ability Score Increase: Your Wisdom score will increase.

Radiant Disposition: Starting at Level 3rd level, you can use your actions to unleash the divine energy on your own, causing your eyes to glimmer and two glowing, incorporeal wings to sprout from your own back.

Your transformation will last for 1 minute or until you end it like a bonus action. You've got a flying rate of 30 feet during it, and once on each of your turns, you can deal extra glowing damage to one goal when you deal damage to it using an attack or a spell. The extra radiant harm equals your level.

Suppose you use this trait. You can not use it until you finish a long break.

Ability Score Increase: There is not a lot of courses that require both Charisma and Wisdom. However, this subclass should be your obvious choice if you would like to push into a Wisdom-based class such as the Cleric to your on-point lore or make the most of this flight as a Monk.

Radiant Disposition: Flight is impressive even if it only lasts a moment, and the additional radiant damage is candy (glowing is quite rarely resisted as the damage type). You can Save your transformation as an ace in the hole and develop those beautiful wings when you want that extra advantage.



Fallen Aasimar 5e

Scourge Aasimar

Scourge aasimar are imbued with divine energy, which blazes intensely in them. It feeds a powerful urge to destroy evil – a desire that is, at its best, unflinching and, in its worst, all-consuming.

Ability score Boost: Your Constitution score will increase.

Radiant Consumption: Starting at the 3rd level, you can use your actions to unleash the divine energy within yourself, inducing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you.

In it, you lose bright light in a 10-foot radius and dim light for another 10 feet, and at the conclusion of each of your turns, you and every creature within 10 feet of you take radiant damage equivalent to half your level (rounded upward). Besides, once on each of your turns, you can deal extra radiant damage to one goal when you deal a damage to it with an assault or a spell. The additional radiant damage equals your level.

[Spells Dnd GIF](#) from [Spells GIFs](#)

As soon as you use this attribute, you can not use it again

until you finish a long rest.

Ability Score Increase: You're going to want those extra hit points from a high Constitution score because your conversion hurts you as well. Take this bulge and lean hard on these hit points.

Secondly, besides, it hurts you. Best used by a martial class that wishes to get stuck into combat, using a high Constitution to soak up any harm hopefully. Half your degree may not appear to be a lot, but it's mechanical damage that employs a type that's rarely resisted pure gold.

AASIMAR BUILDS

Aasimar ability scores lend themselves casters, but their actual skills lead to martial characters. 5e is incredibly easy to use, so don't feel tied down, but the most optimal aasimar [builds](#) utilize both spellcasting and martial prowess. Have a look at the following assembles to get a bit of inspiration on your following aasimar character:

Anti-Paladin

Paladins perfectly line up with all the bonuses to Charisma and Power awarded by a fallen aasimar 5e. The "Oath of Conquest" grants a skill at Level 7th called aura of conquest that freezes your opponents set up if they are [afraid](#) of you, which your necrotic shroud can supply. Scare those do-gooders into submission.

Hexblade warlocks in 5e want two things that the scourge aasimar provides, a significant bonus to Charisma and much more harm. Scourge aasimar has to recoup hit points reliably, which hexblade's curse offers, assuming you can take down your cursed foes.

Fallen Aasimar 5e Characteristics

- Source: Volo's Guide to Monsters
- Ability Score Increase. Your Charisma score increases by 2.
- Age. Aasimar older at precisely the same rate as humans, but they can live up to 160 years.
- Alignment. Imbued with the celestial power, many aasimar are good. Outcast aasimar are often neutral or even evil.
- Size. Aasimar 5e has the same range of weight and height as humans. Your size is Medium.
- Your base walking speed is 30 feet.

Darkvision: Blessed with a luminous soul, your eyesight can cut through the darkness. It is possible to see in the dim light in 60 ft of you like it were glowing light, and in darkness as if it were dim light. You can not discern color in shadow, just shades of gray.

- You've got resistance to necrotic damage and radiant damage.
- Healing Hands. As an action, you can touch a monster and cause it to recover several hit points equal to your degree. Once you use this attribute, you may not use it until you complete a long break.
- Light Bearer. You understand the mild cantrip. Charisma is your spellcasting ability for it.
- It is possible to read, speak, and compose Common and Celestial.

How would you play a well-fallen aasimar in 5e who rejected his God because he recognized his God did

not care much for the entire world and was only seeking more believers?

It would help if you strayed, for whatever reason. You have to adapt your darkness, which might even have been what you believed was supporting what your celestial mentor desired.

Also, an Aasimar 5e does not directly link to a god anyway, as I know it. You've got a Celestial in your bloodline, most likely some angel. Your ancestor may not be in service to any particular deity. Either way, your religious affiliation has no relation with your status as fallen.

So you might play a non-fallen good 5e Aasimar who rejects a god, that might bring you into a fight with your mentor but not force you to fall.

Or you could play a dnd 5e fallen Aasimar, but you will need to adopt something dark or evil to collapse. Something you do. That can be one behave or years of your life, but you need to fall.

BUT: You might have fallen in your backstory and now seek redemption. You might very well be great aligned now and be haunted by your awful past and want to redeem yourself.

Warning: Depending on your DM, which might lead to a race change during the game when you have managed to save yourself sufficiently in your celestial's eyes. You'd danger to a day have a large and dramatic scene where your mentor or his God forgives and reconnects you to the celestial with lots of drama and, if applicable, a special effects budget.

Summary: Fallen Aasimar in dnd 5e

You may be rejecting that your God does not make you Fallen. It would if you were a real Angel in their use, maybe. Aasimar

isn't directly tied to some Gods. They aren't even directly connected to some Celestials. They're created from a bloodline that has some Celestial influence somewhere along the way. Technically, any high-level Cleric could eventually result in Aasimar descendants purely because of their Faith and spell level.

Now, if you secured the deal on rejecting your God by moving into one of his temples during Sunday mass and slaughtering all the choir boys with one Fireball, then you'd become Fallen. However, not for the rejection, instead because of its mass murder.