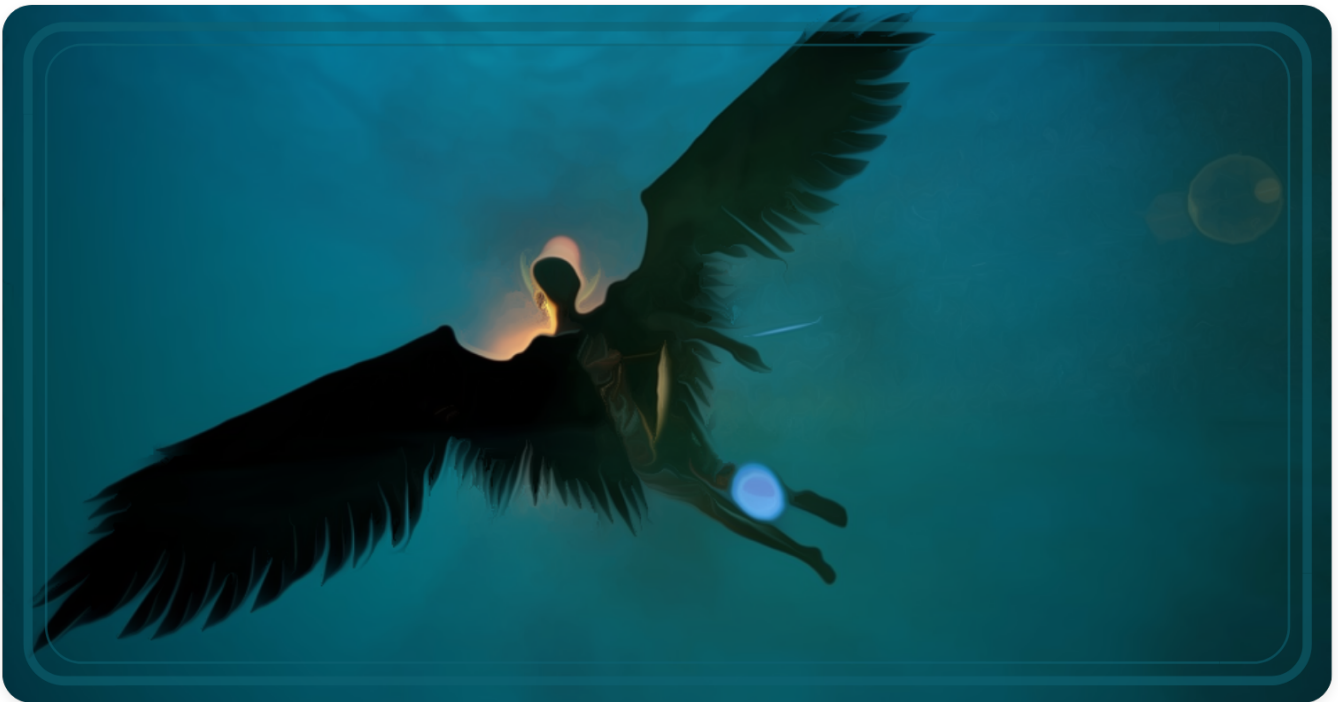


• GLOAMINGS



• SJ TWINING



GLOAMINGS

GLOAMINGS (*NEW PLAYER CHARACTER RACE)

Gloamings are fey beings descended from the Feywild. These unusual creatures are quite uncommon in the Underdark and extremely rare in the surface world. Most observers can easily recognize that a gloaming is feytouched in some fashion but few know exactly how, encountering them in the shadowy Underdark where they dwell. Members of other races often mistake a gloaming for some sort of drow experiment.

Aloof: Gloamings are curious beings who pride themselves on their individualism. The difficult conditions in the Underdark urge caution and the necessity for self-reliance. While their inquisitiveness may lead them to choose the adventuring life, it does not lead them to abandon wariness. Gloamings are compulsive travelers, so they usually remain strangers among other races.

Their curiosity often manifests as wanderlust, and indeed most gloamings display great drive to explore, flitting on dark wings.

Luminous: A gloaming is a pale-skinned humanoid with catlike eyes and dark, furry wings. Her skin is naturally luminescent, and she can control its glow, choosing a degree of illumination from none to as bright as a torch. A typical gloaming has one or more tattoos that create interesting shading effects when her skin glows. Her eyes have slightly oval pupils and reflect light like a cat's. This property makes them seem almost metallic in dim light, though in ordinary light they appear gray, green-gray, blue-gray, or violet-gray. A gloaming's wings may be black or any shade of brown or gray.

Age: Gloamings mature more quickly than humans, reaching maturity after little more than a dozen years. Gloaming are known to live as long as two centuries and rumors persist that they cocoon in old age and an unknown metamorphosis takes place.

Alignment: While gloaming philosophies and behaviors run the gamut of possibilities, they tend toward neutrality. Wanderlust and caprice can drive gloamings toward chaotic alignments.

Size: Gloaming are approximately three feet in height, with wings of near-equal span. Your size is Small.

Speed: Your base walking speed is 20 feet. A gloaming also has a fly speed of 40 feet with average maneuverability.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages: Undercommon, Sylvan.

GLOAMING TRAITS

Ability Score Increase: Your Charisma score increases by 2, and your Dexterity score increases by 1.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses: You have proficiency in the Perception skill.

Luminescence: As a standard action, a gloaming can make her skin provide illumination equal to that produced by any light source up to and including a torch, or she can mute the glow altogether. A gloaming's luminescence last until she choose to change it. When a gloaming dies, her luminescence fades to nothing over the course of 10 minutes.

Trance: Gloamings don't need to sleep. Instead they mediate deeply, hovering in a semiconscious state, for 4 hours a day. The Common word for such meditation is "trance." After resting this way, you gain the same benefit that a human does from 8 hours of sleep.