

PATHFINDER[®]

PLAYER COMPANION™



Blood of Angels

Aasimar Racial Traits

+2 Wisdom, +2 Charisma: Aasimars are insightful, confident, and personable.

Native Outsider: Aasimars are outsiders with the native subtype.

Medium: Aasimars are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Aasimars have a base speed of 30 feet.

Darkvision: Aasimars can see in the dark up to 60 feet.

Skilled: Aasimars have a +2 racial bonus on Diplomacy and Perception checks.

Spell-Like Ability: Aasimars can use *daylight* once per day as a spell-like ability (caster level equal to the aasimar's character level).

Celestial Resistance: Aasimars have acid resistance 5, cold resistance 5, and electricity resistance 5.

Languages: Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

Favored Deities: Abadar, Cayden Cailean, Desna, Iomedae, Shelyn, and Torag, as well as the empyreal lords.

Favored Regions: Andoran, Kyonin, Lastwall, Mendev, Nirmathas, Tian Xia, and Varisia.

Female Names: Adonia, Amethyst, Arabella, Arken, Arsinoe, Ayako, Bretheda, Calanthe, Castrovei, Davina, Delphinia, Drinma, Dulcida, Feyla, Imesah, Iomedae, Isabis, Liavara, Li Mei, Masozi, Maysamma, Mirei, Moonstone, Nijena, Niramour, Ondrea, Rhialla, Sabiha, Sunetra, Valtira, Zinnia.

Male Names: Aballon, Akemi, Aritian, Aurelio, Bellarmine, Beltin, Carnelian, Cayden, Cernan, Clarion, Cronwier, Desiderio, Eanril, Eran, Eremurus, Gwyn, Ilamin, Kinjiro, Kyan, Malachite, Maudril, Okrin, Parant, Shenir, Sterling, Talyessin, Triaxus, Tural, Wyran, Zaigan.





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This Pathfinder Player Companion book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for the Pathfinder campaign setting.

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I'd kill for hair like hers. It's so thick and shiny, it's almost like silver. I said as much to her once and she stared at me like she didn't understand. I suppose she has no idea what it's like to be less than perfect. My mother asked her for a lock of hair once, to help my sister get over the croup, but she wouldn't give it. You'd think someone with a face like an angel's wouldn't mind losing a few strands of hair. And the way all the boys follow her around—no good can come of it, I tell you. No good at all.”

—Arika Avertin, Sandpoint baker

Aasimars are the beautiful and the blessed, the descendents of those who have consorted with the angels and other great beings of the good-aligned planes. They bear the blood of the celestials in their veins, biological proof of their forbears' worth and righteousness, and the glow of that association is too bright to be contained despite generations of dilution, often expressing itself in undeniable ways. Most people see asimars as wise, pure, talented, and beautiful—much more so than the average person.

At the same time, asimars carry the unique burden of the privileged. With asimars' unasked-for gifts comes the natural jealousy of the ordinary people surrounding them; even their closest friends might harbor secret envy. Some asimars take their gifts for granted, perhaps even seeing themselves as inherently better than their mundane associates, while others must constantly prove themselves worthy of the admiration (and responsibilities) they're saddled with. Asimars may question why they were given their gifts, as well as what responsibility they have to those who may not be so blessed. Regardless of an asimar's worldview, her life is never as easy as others might think.

Origins and Birth

Despite the common misconception, not all asimars are descended from angels—any good-aligned outsider may pass along its essence, with different asimars tracing their heritage to everything from true celestials like azatas to native outsiders like garudas. Similarly, the direct result of a union between a good outsider and a humanoid is not an asimar, but rather a more exotic creature called a half-cestial—asimars are those whose bodies are significantly more mundane than outsider. Celestial blood can pass through several generations before manifesting itself in an asimar child, and while half-celestials often give birth to asimars, it's not uncommon for the celestial blood to go dormant, skipping many generations before surprising parents who may have no idea that a good outsider touched their family tree at some point. While such children's natural beauty and abilities usually protect them from prejudice within their immediate family, the sad truth of the matter is that jealousy and fear of the unknown can strain the relationships between asimars and their mundane parents and siblings.

Stories about asimar origins are often similar and romanticized: An angel falls in love with a mortal of exceptional beauty and goodness, and while the two cannot share a life together, they share a single night. The truth, however, is that there are numerous other ways for celestial energy to enter a mortal bloodstream.

Sometimes it's a direct and intentional action on the part of the outsider. Such a creature may lie with a mortal

out of duty to a larger mission, or may even find it necessary to trick a mortal into a liaison in order to further the greater good. An outsider might even come to a mortal and impregnate her without her knowledge, perhaps disguised as a beam of sunlight or a perfumed wind. Though these tales sound strange—more appropriate to the fiends who create tieflings—such actions are never without some crucial and perhaps divine purpose, and theologians have argued the ethical implications of such tales for generations without reaching a consensus.

At other times, women who pray for a child and are deemed worthy by whatever inscrutable criteria the gods use find themselves inexplicably pregnant. (It's also possible for men with the same prayers to find themselves a vessel for this essence as well, transferring it to the next child they conceive.) This sort of divinely assisted conception is most often found (and sought after) by individuals in a loving relationship where standard conception is impossible, such as certain interracial relationships, same-sex relationships, or relationships where one party is sterile.

Lastly, a woman already carrying a child who visits an area full of strong positive energy, such as consecrated ground or the realm of a god, or who is the focus of powerful divine magic, may have her unborn child infused with celestial energy that transforms it into an asimar.

Asimar parents are not guaranteed to sire or bear asimar children. In fact, most children born of asimars possess no extraordinary abilities save perhaps for unusually good looks. Women who carry an asimar child report easy pregnancies and deliveries. These women sometimes experience vivid, wonderful dreams full of light and music, the dreams becoming more frequent as their delivery date draws near. Asimar births rarely experience complications, and asimar infants are rarely sick. They cry less than other babies, and thrive even in less than ideal conditions.

Most societies interpret asimar births as good omens. Family and friends may gather to celebrate normal births, but if a child appears to have celestial heritage, often the whole village turns out to commemorate the occasion. The head of the local temple might arrive to bless the child—a heartfelt but potentially redundant gesture.

Since the death of Aroden, the number of tiefling and asimar births has increased, and it continues to increase every year. Researchers initially attributed the rise in tiefling births to the growing power of House Thrune and other fiendish factions in the wake of Aroden's death, but this does not explain the corresponding rise in asimar births. It appears the two must be somehow linked, but so far the nature of such a link—and what it might portend—remains unknown.

NON-HUMAN AASIMARS

Not all aasimars are descended from humans. Aasimars can be born of any intelligent race, though human aasimars are the most common. Aasimars of other races usually exemplify the ideals of beauty and skill as seen by their base race. For example, halfling aasimars are small, beautifully proportioned, and display exceptional grace. Half-orc aasimars are slightly larger and stronger than ordinary orcs, with tough skin and metallic claws and tusks—they are likely to be neutral rather than evil, but still display aggression and incredible combat prowess. Less common humanoids, such as lizardfolk, catfolk, tengus, and others, can also produce aasimars, though given these races' exotic appearance, members of the more common races may have trouble telling such aasimars apart from their kin.

It should be noted that while any creature that breeds with a celestial may give birth to half-celestial offspring, only humanoids can give birth to aasimars. Thus, while it's possible to encounter a half-celestial dragon, unicorn, or griffon, any children of such creatures would be either half-celestials or normal members of their race. (And just as often, these less conventional half-celestials are sterile.) When discussing half-celestials and aasimars, it's important to distinguish them from both true celestials (angels, azatas, agathions, etc.) and simple celestial creatures (creatures with the celestial template, which are themselves denizens of the good-aligned Outer Planes but similar in many ways to their Material Plane counterparts). Most aasimars also have a difficult time getting people to grasp distinctions between celestial types, with common folk erroneously grouping all such beings together as "angels."

Non-human aasimars have the same statistics as human aasimars with the exception of size. Thus a halfling aasimar is Small but otherwise possesses the same statistics and abilities as a human aasimar—the difference is purely cosmetic. Non-human aasimars do not possess any of the racial abilities of their base race. However, they are usually raised in the same cultural context as other members of their base race, and thus generally adopt the same fighting style as their peers, use the same types of weapons and armor, and study the same skills.

Childhood

Aasimar children tend to have sunny dispositions and grow up strong and healthy. Even aasimars with unfortunate family situations, or growing up in regions plagued by poverty and strife, tend to thrive more than might be expected. They get along well with other children, and while they may be as willful and stubborn as any child from time to time, overall they are pleasant and kind. Most

aasimars recall happy childhoods until around age five or six, at which point jealousy begins to rear its ugly head.

Not all families welcome their aasimar children wholeheartedly, however. If a woman conceives after a tryst with a disguised celestial, she may be devastated when her lover disappears, and may face stigma from those who see her stories of a celestial lover as a feeble attempt to gloss over mundane abandonment or imprudent behavior. As with any child, conception out of wedlock can add stress for the mother and make a rocky start for the child, and indeed many legendary aasimars endured difficult childhoods with only a single parent to provide for them—such a beginning is a staple in bards' tales. Some families worry about the destinies associated with aasimar children, and may fear the child will bring hardships on their family. Even loving parents worry about the difficulties their child will face for being different. As a result, many families cover up such liaisons, and subsequent generations may never realize that their family harbors a celestial secret.

This stigma can be particularly dangerous in morally corrupt nations, such as Chelixa and Nidal. Such governments may see aasimars as natural rallying points for high-minded rebels, and thus seek to nip such problems in the bud, forcing families to hide aasimar births and raise their offspring in secret. An aasimar child's differences may be hidden with hair dye, illusion magic, or deliberate disfigurement. Given their natural beauty and other useful attributes, aasimars make extremely valuable slaves, and aasimar children are especially prone to being kidnapped—as well as to being sold into slavery by parents desperate for cash. In those much-talked-about instances where an aasimar turns actively evil, it often starts with such unfortunate beginnings, with circumstances weighing down the aasimar until she cracks under the strain.

Most aasimar children, however, deal with more commonplace troubles. Some parents and teachers show an aasimar child obvious favoritism, causing unrest in the ranks of the "normal" children. Others expect an aasimar to be naturally talented at everything and bring wealth and fame to the family name, and grow frustrated when the aasimar doesn't perform to their wishes. Some adults are themselves jealous of aasimar children's natural beauty and way with people, and thus force them to work far harder to win recognition and love because of their "unfair advantage."

While all of this can make childhood uncomfortable for an aasimar, it's admittedly rare for aasimars to find themselves truly outcasts. Aasimars are inherently appealing and valuable for a variety of reasons, and thus even when cast out by one social group, they tend to quickly fall in with another. If other children are jealous

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and refuse to play with them, there are likely adults who value their company. If their family casts them out on the street due to fear and prejudice, their natural charm may make them invaluable to a local gang of urchins. Though the community aasimars find may not always be something their celestial progenitors would approve of, aasimars are nevertheless rarely alone for long.

Adolescence

Puberty is a time of great change in an aasimar's life. While some aasimars evidence all their abilities from the beginning, many develop their heightened charisma and innate wisdom at this point, along with the host of other changes such a time brings. As their adult bodies develop, their uncanny good looks develop as well, often bringing the aasimar significantly more attention—both for good and ill. This may be when an aasimar gains control over her spell-like ability, that magic having previously manifested itself as uncontrollable surges of light during times of great emotion, or she may accidentally discover her resistance to acid, cold, and electricity. She may have vivid dreams full of a musical language, then wake to discover she now understands Celestial. If they haven't already, some more permanent physical changes can appear—hair taking on a metallic sheen, eyes becoming faceted like jewels, downy feathers sprouting in places, and more. As most aasimars grow up the only ones of their kind in their experience, they often have no idea how to handle these changes, and family members may be helpless and unable to provide advice.

Other children, undergoing their own struggles with puberty, often react to these further manifestations with jealousy and fear. Parents may keep their own children away out of a similar fear and jealousy, or even from religious awe and respect for someone so obviously “touched by the angels.” Some parents become overly permissive, seeing it as a sin to discipline a child of divine heritage, while others may crack down out of a desire to protect. Some may step up efforts to hide the child's differences to try to give her an easier life. Whatever the case, the message most adolescent aasimars receive is that, whether good or bad, they are certainly different and strange.

At a time when most youngsters struggle with questions of self-identity and try to find their place in the world, an aasimar must ask more difficult questions: “Why was I blessed?” “Am I special, or just an accident of fate?” “Do I have a destiny?” “Can I be content with a normal life, or is it selfish to want something safe and easy?”

These questions become no easier to answer when the aasimar realizes she has no one she can go to for guidance. Most aasimars have no aasimar siblings, and it's rare for a town or village to have more than one aasimar in it.

An aasimar child in a larger city might have better luck finding an older aasimar to guide her, but not always. Some aasimars see it as their duty to help those similarly blessed, while others would do anything to forget about their own adolescence.

Adolescents use this time in their lives to sort themselves into the roles they expect to carry on in adult society. Anyone who seems different or strange can be seen as a threat, and otherwise good-hearted children turn nasty and cruel when they feel threatened. Aasimars often find their beauty to be a curse as their peers simultaneously ostracize them and lust over them. It's common for aasimars in this stage to be withdrawn and lonely, and to find themselves angry with all the “ordinary” children who don't have to deal with the complex issues an aasimar faces. An aasimar teenager might rebel against expectations, deliberately acting out, fighting with other children, or running away from home. Another common response is for an aasimar to develop an obsession with uncovering her heritage, and she may feel that her



“real” home and family are elsewhere, even if she still has biological parents in her life.

Aasimars who have had particularly difficult childhoods often have an even worse time in their adolescent years, and may undergo dramatic mental and physical changes that make them even more vulnerable to corruption and exploitation. Aasimars who develop evil personalities usually pledge themselves to their twisted path during adolescence. Not all aasimars who undergo a troublesome childhood and adolescence become evil, though—many use their unfortunate pasts as impetus to create positive change in the world. They promise themselves they will rise above their difficulties and become an inspirational force—and often succeed.

Aasimar Physiology

Aasimars are physically elevated creatures. While they evidence all the normal variation of any race, as a group they are significantly more attractive than their mundane parentage might suggest. It's not simply a matter of being leaner or more delicately featured, like elves. Rather, aasimar beauty is often as much in the eye of the beholder as any objective standard, and changes from society to society. While some aspects—the obvious glow of health, the metallic sheen of hair—are easy to pick out, aasimars' beauty is often more than a simple sum of its parts. Instead, onlookers seem more inclined to interpret their appearance favorably, and to fixate on features that appeal to them. A nose that might seem overlarge anywhere else is majestic and hawkish on an aasimar, and a build that might be stumpy on others instead suggests strength. In many ways, an aasimar's beauty is inexplicable, which helps to explain how an aasimar child from an unattractive mortal parent might resemble that parent while somehow looking significantly better—and also adds to the jealousy of siblings.

Yet while bards often focus on aasimars' beauty in their stories, such surface differences are only a tiny part of aasimar physiology. Far more useful are their enhanced senses: In addition to being able to see in perfect darkness, all their senses are keener than those of their parent race. Their eye for harmony allows them to quickly notice flaws or inconsistencies in their surroundings, and they're often the first to spot cracks in a wall that might hint at a secret door, or to glimpse the crushed leaves that suggest a creature's trail. Many aasimars can pick out one birdsong from a chorus, tell quality Qadiran silk from cheaper bolts with a touch, or smell the difference between clover honey and orange blossom honey. This knack for perception also plays into their much-vaunted interpersonal skills—rather than any magic aiding them in their diplomatic negotiations, aasimars simply read body language and

subtle variations in tone better than those with duller senses, and use the information accordingly.

This enhanced perception comes with a price, however. Aasimars tend to be much more sensitive to foul, unpleasant surroundings than their companions. The scent of rot, the sight of gruesome undead, or the feel of a spider scurrying across his skin can cause an aasimar a great deal of discomfort. Some aasimars develop phobias of areas or items likely to create unpleasant associations, such as graveyards, insect burrows, or sewers. And of course, the ability to read others well often creates stress in social situations where polite fictions and white lies would avoid conflict and hurt feelings.

Aasimars invariably project a sense of health and presence, in addition to more obvious signs like uncommon eye color or glowing halos and auras, but are not necessarily stronger or faster than their mundane compatriots. They are, however, significantly more resilient in a number of capacities. Acid, cold, and electricity have far less effect on them, though why is something of a mystery. Perhaps their celestial blood seeks to guard them against fiends who employ such things in their attacks, but as many an aasimar has wryly pointed out, a resistance to acid does little to protect one from a much more common knife in the back.

Aasimars in Society

As aasimars are generally respected and appreciated by the societies they're born into, they rarely need to form race-based enclaves of their own. Instead, they tend to find positions of power and influence within the greater populations they're born into, often as politicians, religious leaders, entertainers, valorous warriors—and the occasional gang bosses or courtly manipulators. Regardless of what ends she applies her skills to, an aasimar naturally stands out, and is rarely ignored.

Relationships with Other Races

Most aasimars are born to human parents and live in mainly human settlements. An aasimar might spend a good portion of her childhood thinking of herself as human, until someone explains the situation to her or her differences become too pronounced to gloss over. Adjusting one's mental image to include an angelic ancestor can be difficult for some, and when humans react to aasimars with jealousy and suspicion, it can often feel like a rejection of an aasimar's entire being.

Some aasimars respond by trying to act as “human” as possible. They dye their hair to hide its metallic sheen, cultivate clumsiness to conceal unnatural grace, or wear a heavy cloak to disguise budding wings. This can backfire, as the aasimar's peers not only sense his awkward attempts to blend in, but realize that all his modifications are based

on the assumption that humans are generally inferior. After all, his human peers might say, why would he make himself uglier and clumsier if he didn't think all humans are ugly and clumsy?

Other aasimars rebel by exaggerating their difference from other humanoids. They may brag incessantly about their new abilities and flaunt their exotic appearance, and see in their unique heritage an inherent righteousness that others lack. Such aasimars believe that the blood of angels running through their veins makes them inherently superior, holier, and more qualified to pass judgment on others. It's no surprise that aasimars with this sort of outlook often become inquisitors, paladins, priests, and other functionaries concerned with guiding the paths of "less blessed" mortals.

Aasimars who live under the constant pressure of trying to fit in or who separate themselves from their peers are most likely to turn toward evil. Contrary to popular belief, while aasimars are often called toward good works and kind dispositions, this tendency is not a guarantee. Most have no direct connection to their celestial progenitors, nor any contact with the Outer Planes, and when they find themselves mistreated or held apart from the rest of their parent society, the loneliness often becomes too much, allowing anger and neurosis to creep in. Evil aasimars commonly display exaggerated loner tendencies, refusing to trust even their most loyal assistants and imparting their secrets to no one, not even to paper. Others display over-the-top megalomania, believing themselves to be the pinnacle of mortality and all others to be blundering, small-minded fools.

Eventually, most aasimars find a way to adjust to life among mortals. They become used to conversational barbs and jealous looks and move on, cultivating an attitude that allows them to recognize unprejudiced, true friends when they present themselves, while simultaneously honing their natural advantages into useful tools. They frequently find themselves most at home among minority communities—a group of elves among humans, or humans among elves, and so on.

While most of the information presented in this book applies to aasimars of every race, the other civilized humanoid races often have their own unique variations and prejudices. Elves, for instance, display far less prejudice against aasimars than humans—they appreciate the aasimars' skills and aesthetics, and admire them for it. (In fact, aasimars of non-elven races often receive much better treatment among haughty elves than mundane members of their parent races.) Among dwarves, aasimars are admired less for their physical beauty than for their wisdom and resilience, and often become great battle leaders and war-skalds.

AASIMAR NAMES

Most parents realize early that their aasimar child is not like other children. In most cultures it's common to give an aasimar child a name that symbolizes beauty, faith, goodness, or purity. Many parents choose names from other cultures, names that sound exotic and unique to their ears. Humans sometimes choose elven names for their aasimar children. Other parents name their aasimar children after gemstones, flowers, stars, or other beautiful objects.

In some areas it's considered unlucky to give an aasimar child a too-beautiful name. In some parts of Galt and Ustalav, aasimar children are given common or even ugly names, to avoid drawing too much attention to the child. Parents may also use the same naming conventions for their aasimar children as for their ordinary children to try to stave off jealousy and sibling rivalry.

Religious communities are often divided on the issue of aasimar names. Some people see it as good fortune to name an aasimar after an admired god, either outright or slightly modifying the name (such as Ioma for Iomedae). Others—sometimes within the same church—see it as heresy, or setting unreasonable expectations for the child.

For common aasimar names organized by gender, see the inside front cover.

Combat

Though most people think of aasimars as peaceful, this is something of a misnomer. Much like the celestials they're descended from, aasimars do not shrink from violence—rather, they're simply less likely to use it capriciously. When roused to righteous fury, even pure-hearted aasimars can become a terrifying sight, and aasimar generals and warriors often lead their companions from the front, inspiring their allies with the dashing figures they cut and the implied divine mandate of their victory. In organized military forces, aasimars often rise to positions of authority, as troops appreciate a commander who seems naturally elevated above the common soldier.

Aasimars can be of any class and fighting style, yet often prefer showy weapons that play to their best assets—either intimidating weapons that show off their bulk, exotic weapons to enhance their own exoticism, or light and quick weapons that allow them to execute intricate displays and flourishes. If they can afford it, they often enchant their weapons to make them even more impressive—flaming swords and other magical blades that remind enemies of the aasimars' celestial ancestry are particular favorites.

In general, though, aasimars of all alignments prefer their weapons to be beautiful as well as functional. Aasimar weaponsmiths spend a great deal of time personalizing

each crafted item, decorating it with filigrees of precious metals and studding the hilt with semiprecious stones. Many aasimars like to name their weapons. Arianna Ellard, a well-known aasimar captain in Andoran's Eagle Knight, is often recognized by Sunstrike, her elegant, glowing longsword with its gold hilt.

Work

Being wise and charismatic, aasimars are often drawn to professions that require those traits.

Life as an entertainer is often an easy one for aasimars to fall into; common pursuits include acting, dancing, singing, comedy, and any other arts that involve direct interaction with an audience. Some see their celestial heritage as evidence that their performances are not just entertainment, but rather gifts from the celestial realm, with almost holy significance. They may follow this "divine calling" to big-city stages as opera singers, divas, leading men, or prima donnas. Yet just as many choose a life on the road, bringing what they have to offer to the common people of the world.

Aasimars' unusual beauty and natural charisma also make them excellent diplomats and politicians. Some begin their work young, settling playground disputes and acting as a go-between for quarreling sweethearts. Others may have been raised in political environments—a noble family or a border outpost—that required finesse and tact. Aasimars who hone their natural diplomatic inclinations also find work as merchants, emissaries to foreign countries, negotiators, or matchmakers. Aasimars' heritage also gives them an additional advantage in such roles, as they seem more trustworthy and righteous than the average member of their profession, and even though they may not claim the mandate of Heaven, their words often carry more weight in the minds of those they attempt to influence.

An aasimar filled with religious fervor is a powerful force for the advancement of her church, regardless of which creed she chooses. Though most pick deities associated with the celestial planes and thus fortify themselves with even more righteous goodness, those who choose neutral or evil faiths are equally useful to their causes. An aasimar can allay suspicion and make a neutral church look more appealing to good-natured folk, and an evil church with an aasimar has a perfect covert operative, a persuasive recruiter, and a great prize to display as its champion.

Of course, not every aasimar is so fortunate and successful as to become a great entertainer, politician, priest, or other respected profession. Many are forced by circumstance into less prestigious ways to make a living. The same skills that help an aasimar become a diplomat can also make him a con artist, and the physical beauty

and grace which makes one a natural dancer can just as easily make him a sought-after prostitute. Regardless, the qualities that cause other races to see aasimars as trustworthy and somewhat elevated apply across all boundaries of race, nation, and morality. While they can breed jealousy and resentment, they also mean that many aasimars are tempted or encouraged to take leadership positions within their communities. An aasimar may serve on the village council, as the mayor of a small town, or as a councilor in a city. He might also rise to power within an organization, becoming the head of the guard, the master of a trade guild, the captain of a ship, or the criminal mastermind behind a thieves' guild.

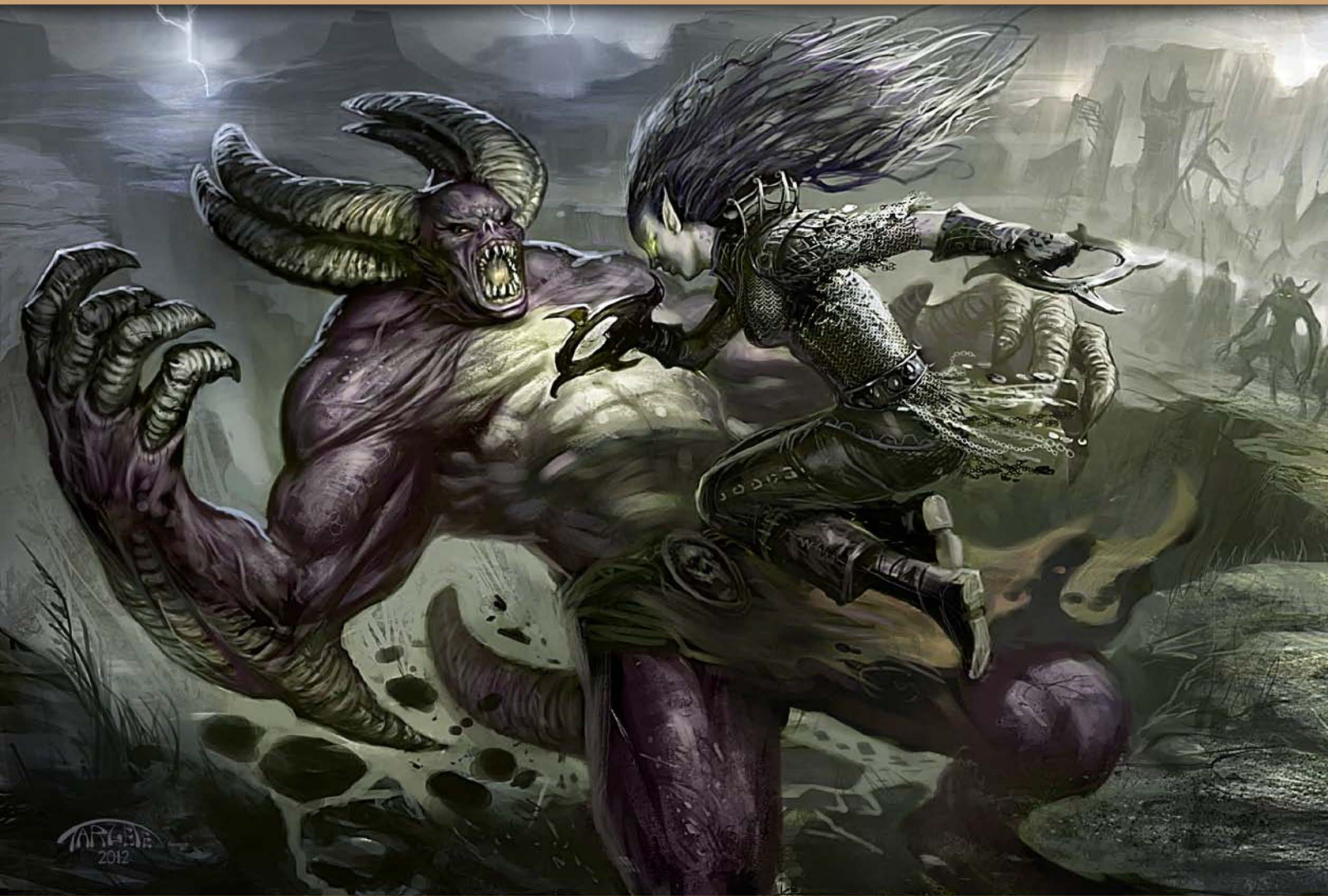
Rituals

Since aasimars are relatively rare and don't always meet others of their race, they are most likely to marry a human or a member of another race. Aasimar marriage rituals depend on the couple's religion and location, and most follow the marriage rituals their parents, peers, and religious elders use. A church may pay special attention to an aasimar's wedding, believing that it is a blessed event that will bring good fortune to the church. The congregation may covet invitations to an aasimar wedding, and hard feelings can develop among those excluded from the ceremony. Religious leaders often keep watch over aasimars wed in their temple, waiting to see whether aasimar children come of the union—children who could also grow up to serve the church. Even when no church is involved, aasimar weddings often include a prayer or supplication to the aasimar's celestial progenitor, asking for the celestial to bless and watch over the young couple. Depending on the aasimar's relationship with her progenitor, sometimes a celestial even shows up, an event which is considered extremely lucky.

Funeral rites for aasimars also depend on the individuals' religion. Most good religions treat aasimar members with particular reverence, especially if the aasimar was a force for good during her lifetime. A temple may pay for an elaborate funeral with extended rites, an overnight wake, and other such rituals. Clergy members may travel from nearby temples to attend the funeral and show their respect to the deceased. In small towns, the entire population might turn out to mourn the passing such a being. The deceased may be interred under special flagstones in the temple, becoming a relic.

Aasimars who belong to evil religions may also receive more elaborate funeral rites, as a church or cult often sees its aasimar members as proof of its religion's power. Sometimes the organization's top members take parts of the aasimar's body, such as a lock of hair, a bone, or an organ, and preserve them to sell or create magic items

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in the future. One such relic, a *talisman of ultimate evil* crafted from an aasimar's skull and subsequently lost in the Darklands, has long had its song sung by bards in Taldor, but as of yet no one has ever produced conclusive evidence of the story's provenance.

Geography

Aasimars can be found scattered across the face of the world, arising in or traveling to every nation. Not even the most depraved countries are so vile that angels can't find someone of pure heart to honor with their gift—and indeed, some might say that it's these regions where the literal touch of the heavens is needed most. While the nation of Tianjing in far-off Tian Xia is populated primarily by aasimars, around the Inner Sea it's rare to see even a town where aasimars are in the majority. Theirs is a rare race, and one whose blood may lie dormant for

long generations—and unlike demons, most celestials see little reason to mingle (and some might say pollute) their blood with that of mortals.

Nations that run on the principles of good, freedom, and order are most likely to attract aasimars, as well as to produce them through celestial liaisons. Andoran, Lastwall, Mendev, Nirmathas, and Varisia have the highest numbers of aasimar citizens. Corrupt nations and ones overrun by evil, on the other hand, attract aasimar adventurers looking to crusade against evil—Cheliox, Geb, Molthune, Nidal, and the Worldwound are popular destinations for aasimar champions, as well as for evil aasimars seeking to seize power and fame. Listed below are a smattering of different places where aasimars might be encountered, and the treatment they receive in each.

Absalom: As a city that trades hard on its cosmopolitan, melting-pot nature, Absalom welcomes aasimars with

open arms. The highest concentrations can often be found in the Ascendant Court, the hub of the city's religious activity, and many would-be ascended deities either are aasimars or make a point of having them in their retinue—after all, who better to become a god or start a religion than someone who already has a bit of angel in him?

Andoran: Many aasimars serve as Eagle Knights in Andoran, seeing in that nation's ideals the closest any secular organization can come to the purity and love of the celestial planes. While petty jealousies and rivalries



occur in Andoran just as easily as anywhere else, on the whole aasimars are well respected there for both their abilities and their ties to goodness. Perhaps the best-known aasimar is Captain Alzar Kenton of the Golden Legion, a cavalier famed for his metallic golden hair and his white celestial warhorse.

Hold of Belkzen: Truly virtuous orcs are hard to find, and thus those few aasimars with orc blood are usually the result of a union between a half-orc and an aasimar, or else a much less consensual mating between orcs and captured aasimar prisoners. More common in Belkzen are aasimars from elsewhere who travel to the barbaric region in order to harry hunting and slaving parties from Belkzen. One such vigilante, an aasimar ranger who goes by the name Swifarrow, rains death from her enchanted longbow onto orcs unfortunate enough to pass by her mountain lair near Deepgate, though the origins of her vendetta are unknown.

Cheliah: Cheliah is home to both aasimars warring against the tyranny of the Thrice-Damned House of Thrune and evil aasimars seeking positions of power and authority in the government and church of Asmodeus. Ironically, however, aasimars in Cheliah often find themselves ostracized almost as much as tieflings by the often racist Chelish population. What's more, unless an aasimar's physical traits are clearly angelic in nature, any oddities about their appearance often cause others to presume they're tieflings and mistreat them accordingly.

Geb: Few aasimars are born in Geb, and most of those who are come from the living underclass, with the blood of freedom-loving azatas occasionally showing itself in the form of celestially inspired leaders of rebellions and slave revolts. As such, aasimars are often looked upon with suspicion by the government. The fact that many aasimar paladins and clerics from around the world see fit to wage personal war against the undead nation does little to improve their standing.

Katapesh: While Katapesh is generally friendly toward aasimars—beauty and diplomacy being highly valued in such a mercantile nation—the sad fact is that aasimars are worth far more than normal humans as slaves, and thus many unwary aasimars end up kidnapped and shoved into a ship's hold, bound for the slave pits of Okeno.

Lastwall: With its righteous fervor and its devotion to Iomedae above most other gods, it's hardly surprising that Lastwall is comparatively rife with aasimars. Aasimar crusaders from other lands often end up here, adding their blood to the mix and increasing the density, with a "touch of the celestial" being a mark of distinction claimed by many (whether provable or not). Those aasimars born here are highly respected, yet also generally expected to grow into great defenders of the cause, and while they may enjoy a pride of place within Lastwall's society, it comes with a

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great burden of responsibility for those young aasimars who might wish to pursue other ways of living.

Mendev: Mendev is a popular location for aasimars who yearn for battle against fiends, and Crusader Queen Galfrey even counts one aasimar, an intelligent and tactics-minded rogue named Opaline, among her councilors. Unlike in Lastwall, however, crusaders in Mendev often look askance at aasimars unless their celestial provenance is exceptionally obvious or easily provable, as this close to the Worldwound most folks view anyone with unusual or otherworldly traits as potential demon-spawn. For this reason, many aasimars form a bond with one church or another, allowing the religion to vouch for them through association. Such trusted aasimars are often viewed as figureheads and good luck charms by the superstitious locals.

Mwangi Expanse: Given the diverse peoples and isolated communities of the Mwangi Expanse, it's difficult to make blanket claims about the region. Nevertheless, aasimars tend to be respected among the various tribes and cities, and often rise to positions of prominence. Aasimars seem somewhat more common in the jungles around Usaro, perhaps representing celestials' battle against the forces of Angazhan, the Ravener King. There are also rumors of a hidden tribe consisting solely of aasimars living in the deepest parts of the Expanse, but what they may guard or seek is anyone's guess. In Nantambu, an aasimar merchant named Aya Allahe, Dealer in Dreams Both Tangible and Ephemeral, serves as a Pathfinder contact.

Nirmathas: Several aasimar druids and rangers make their homes in the wilderness of Nirmathas—this is especially true since the start of its hostilities with Molthune, as freedom-loving aasimar warriors see the nation's resistance as a perfect chance to ply their trade, and often find a rough but ready welcome among the woodsfolk.

Osirion: Much like Thuvia, Osirion is home to many emberkin aasimars, and its deep deserts are filled with government-sponsored div-hunters who seek to keep the fiends from crossing the Junira River and entering Osirion.

Qadira: Reclusive and rarely seen by outsiders, the nomadic tribes of the Zho Mountains play host to a surprising number of aasimars, almost all of them tracing their heritage back to the majestic garudas, who stories say once watched over their wandering bands—and may still do so in secret.

Rahadom: Despite the fact that individual aasimars may not have anything to do with established religion, their hereditary link to the Outer Planes—and the gods that rule them—means that aasimars and tieflings are both viewed with roughly equal suspicion in the atheist nation.

River Kingdoms: Freedom-loving aasimars often travel to the River Kingdoms to lives unfettered by rules and

regulations, and musetouched aasimars with lillend blood are particularly sought after in art-crazed Pitax.

The Shackles: Though tiefling pirates are more common, aasimar pirates aren't unheard of. With their natural attributes, aasimars in the Shackles tend to cut dashing figures, leading crews that follow them as much out of love and admiration as fear or greed. More than one aasimar sick of life in another nation has dreamed of running away to become a pirate, and aasimars here range from abolitionist privateers to greedy—if charming—scoundrels out to take by force what they believe to be their “divine right.”

Taldor: The haughty nobles of Taldor rarely show favor to those with muddied bloodlines—even those whose blood is mingled with that of celestials—but in truth even they find aasimars fascinating and desirable, with the common folk being far more forthright in their appreciation (if not always true acceptance) of the “angel-touched.”

Thuvia: Emberkin—those aasimars with the blood of fiery peris in their veins—are by far the most common of the recognizable aasimar types in Thuvia. Because of the large div presence in the desert nation, peris are perhaps more common here than anywhere else on Golarion, and these beautiful celestials are more likely than most good outsiders to recruit and support mortals in their endless fight against the divs. That these alliances often turn into romantic relationships is a fact well known to the nation's storytellers and balladeers.

Tianjing: In the distant land of Tian Xia, the nation of Tianjing is peopled almost entirely by aasimars, spawned long ago by an army of celestials and pious humans and trusted to guard a dangerous rift to the Abyss and keep qliphoth from surging forth into the world. One of the few places on Golarion where aasimars are the majority, Tianjing is outwardly an idyllic, utopian land—yet one secretly hard pressed to contain the horrors that seek to slip past their guard.

Varisia: The wild beauty of Varisia draws many aasimars to its green frontiers. Aasimars are significantly more common in Magnimar than in Korvosa, a fact likely due to the latter's association with devils, and a source of irritation to Korvosans. However, many of the aasimars who flee persecution in Cheliox make their way north through Korvosa, on their way to a new life in the region's small towns and wilderness.

The Worldwound: Aasimar crusaders and paladins flock to the Worldwound to test their mettle against the Abyssal monstrosities there, and the River Road runs thick with the blood of celestials and their kin. A monument in Gundrun—a stack of white marble blocks—is said to be a memorial to the aasimar warriors who have died fighting fiends in the Worldwound, but no one seems to know when the monument was erected, or by whom.

Living and Dying

While it's hard to make generalizations about an entire race, about half of all aasimars choose to leave their homes upon reaching adulthood. Some feel called to seek out a destiny, others hope to help as many as possible with their gifts, while still others seek to put painful memories behind them. Many simply feel an indefinable wanderlust. Those who choose to remain in their hometowns often serve as the town's religious leader or in a governing position, such as on a town council. These aasimars try to live ordinary lives, yet many are unsurprised to find that adventure and danger have a way of seeking them out.

Aasimars who travel also seem to experience more than their fair share of unusual events and come into contact with many extraordinary people as they scatter to distant lands. Whether this is because of some divine destiny or simply because their unusual appearance attracts attention, no one knows for sure.

Old Age

Aasimars often live slightly longer than other members of their base race, yet this difference seems much greater because their beauty tends to last as they age, giving them the outward appearance of aging more slowly. Once an aasimar reaches adulthood, she retains her youthful glow for decades, and even very old aasimars appear graceful and vital, with a few fine lines instead of deep wrinkles and elegant silver or white hair that rarely thins or goes bald.

As death approaches, many aasimars return to the questions that first arose in adolescence. They wonder whether they have accomplished what they were meant to with their lives, and whether they have conducted themselves in a manner worthy of their gift. They examine their past deeds and decide whether they are leaving a proper legacy. The strange dreams an aasimar experiences during puberty often return in her twilight years. It's not uncommon for older aasimars—even those who chose more mundane lives as shopkeepers or artisans—to sometimes embark on risky adventures or try to eliminate great evils to ensure they have given their life meaning before they die.

Death

It is a sad truth that aasimars are far more likely to die by violence than members of most other races. Aasimars are few in number compared to other races, and their unusual heritage often leads them into dangerous, adventuring lifestyles where they come into conflict with dangerous creatures. Aasimars who embrace their heritage in full, rather than simply its resulting abilities, often consider it a personal calling to fight against evil, especially powerful evil creatures such as fiends and undead. In turn, evil beings often consider it particularly

fulfilling to slaughter aasimars. Even neutral and evil-aligned aasimars seem drawn to dangerous situations, albeit for different reasons.

Faith

When aasimars search for meaning in faith, they often look for a literal link to their past. Aasimars who feel drawn to a particular deity sometimes read deeper meaning into that connection, naturally presuming that they must be descended from agents of their chosen god. On rare occasions, an aasimar champion may even find evidence of this belief—that his god's chosen agents are indeed responsible for the celestial blood in his veins—yet the simple truth is that the celestial planes and their denizens are infinite, and thus the odds of a deity taking particular notice of a given celestial or mortal are infinitesimally small.

Most aasimars gravitate toward powerful gods of good: Cayden Cailean, Desna, Erastil, Iomedae, Sarenrae, and Shelyn are common choices. The traditional image of an aasimar held by most common people—that of a paragon of goodness and virtue—is often inextricably bound up with the worship of such positive deities.

Not all aasimars are drawn to traditional faiths, though. An aasimar with a non-human base race often feels drawn to gods from his race's traditions. Dwarven aasimars may prefer Angradd, Bolka, or Torag. Elven aasimars may look to Findeladlara or Ketepphys. Halfling and gnome aasimars usually worship traditionally human gods, reenvisioned as gnomes or halflings accordingly, though halfling aasimars sometimes worship Chaldira Zuzaristan.

Aasimars, particularly those who were raised in Varisian households, are also likely to look to powerful angels as role models or objects of worship. An aasimar might also worship any of the empyreal lords, but the most common choices are Arshea, Ragathiel, and Sinashakti. Aasimars can also be drawn to philosophies rather than specific gods, and druid aasimars often follow the tenets of the Green Faith, as do many aasimars descended from agathions. Other aasimars might believe in the abstract principles of Chaos, Evil, Good, or Law.

On occasion, an aasimar grows shining metallic scales during puberty. These scales can grow in decorative lines along the skin or cover the aasimar's entire body. These aasimars sometimes believe themselves to be descendants of Apsu, the god of metallic dragons, and a group called the Blessed of the Waybringer operates out of Absalom, searching for proof of their heritage. Whether they're correct in their assumption or simply the results of unions with lillends remains anyone's guess.

Evil aasimars often find themselves not simply ignoring whatever innate goodness their heritage confers, but

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actively rejecting it. As a result, many evil aasimars feel more called to the religions that actively oppose the good gods—diabolism and the church of Asmodeus are popular choices, with aasimars styling themselves as self-righteously similar to the other “rebellious angels” of Hell’s aristocracy. Others choose whichever religion offers them the most power and the highest degree of respect (as befits someone of their “innate superiority”). And still others are so damaged by their pasts that they go crazy, turning to Lamashtu, Zon-Kuthon, demon lords, or others who embrace and foster their madness.

Regardless of what gods they follow, aasimars of a religious bent almost always come to see their racial traits as marks of destiny, resulting in everything from simple priesthood to a burning messianic mania.

Friendship and Love

Aasimars have differing attitudes toward friendship and love depending on their specific heritage, their family life and upbringing, and their personal nature. Aasimars descended from lawful celestials tend to choose their allegiances rarely and change them slowly. In Mendev, bards still sing of the aasimar couple Findalay and Margatha, who met and married early in life and spent the next decade warring against fiends in the name of Iomedae. When Margatha died in battle against a glabrezu, Findalay carried on alone, painting her likeness on the inside of his shield, where she could watch over him. He struggled on in his solitary crusade for 30 more years, with her name as his only battle cry, before he too fell in combat. To this day, lovelorn crusaders sometimes follow his lead, painting their lovers’ likenesses inside their shields.

Aasimars who descend from chaotic celestials tend to be loyal as well, but their loyalties are more changeable. These aasimars may find love many times in their lives (sometimes even simultaneously), but are less inclined toward marriage and other social contracts—for them, the feelings are enough, and promises just get in the way. Such an aasimar may commit completely to her chosen

companions for the space of a mission, using all the skill and talent at her disposal, yet move on with a new group as the opportunity presents itself. While such archetypal chaotic aasimars may strive to leave no hurt feelings in their wakes, they place a high value on having a wide range of friends scattered over the world, and may seek out different loving relationships simply for the thrill of diversity.

As with members of any other race, an aasimar with a relatively healthy upbringing and close-knit family has an easier time trusting her heart to others. An aasimar who was ostracized, or who was the target of jealousy in her youth, is often reluctant to develop close relationships. She holds off on trusting her chosen companions until time and shared experiences convince her of their loyalty and intentions. An aasimar badly wounded by a difficult childhood may never be able to develop close ties to other people, a self-imposed isolation that can lead her down a dark and lonely path.

Aasimars who display unearthly beauty tend to attract many admirers and would-be lovers—sometimes enough to be an embarrassment. Good-natured aasimars try their best to let these admirers down gently, but inevitably leave some broken hearts in their wake, often contributing to prejudice and closed doors. Ironically, many aasimars also find that their beauty makes them less approachable by those whose favor they’d seek—potential suitors assume that they have no chance with such ethereally beautiful creatures, and thus never take the chance. An aasimar may find herself beset solely by the arrogant and cocksure, while more worthy suitors hang back or set their sights lower. As a result of all this, aasimars who garner a great deal of attention may find themselves attracted to the people who pay them no attention at all, thus spawning a higher-than-average number of unrequited romances.

Art

As previously noted, aasimars seem predisposed toward artistic talents, especially those that involve the reactions or participation of audiences. This is often construed to mean solely performance arts, yet more broadly



AASIMARS AND TIEFLINGS

Aasimars and tieflings are often presumed to be natural enemies, and in many cases it's true. Those who embrace the good or evil traits of their heritages often judge each other accordingly, and may target each other first for predation or cleansing. In addition, at a social level, tieflings—who are often shunned for their differences, and have to scrabble to survive—have a very real reason to despise the beautiful aasimars, who may seem to have life handed to them on a silver platter. And in return, aasimars used to beauty and privilege may have little concept of the hardscrabble lives of tieflings.

Those who dig deeper, however, may find a more surprising truth. Both aasimars and tieflings share mysterious origins, and draw potentially unwanted attention to themselves and their families. They grow up different from those around them, fetishized or ostracized by “normal” people. They face stereotypes and prejudice, with everyone having their own theories about how they should (or will) live, based solely on their blood. They struggle to reject or accept their destiny, and are plagued by questions their friends and parents can only dimly understand. Both are strangers, forever looking in at a society that can never be completely theirs. In this, both tieflings and aasimars may be more similar than they are different, and it's not unheard of for members of both races to find comfort and camaraderie across the imagined battle line.

it reflects aasimars' understanding that all beauty and worth lies in the eye of the beholder. Under this view, a chef is every bit as much an artist as a comedian—she must gauge her audience's reactions and preferences, and know when to elaborate and when to stay simple. This is true even for arts that may not be pretty—such as torture, or the art of the con.

Aasimar visual artists work in any number of media, though aasimars who travel frequently often prefer more portable forms such as calligraphy, painting, origami, sketching, writing, and woodcarving. Aasimars who rarely travel, or who return regularly to a permanent home, may look to media that require more infrastructure, such as glassblowing, mosaic tile art, sculpting in metal and stone, pottery, or wax painting. The great aasimar artist Etsua of Tianjing is noted for making her own paper out of mulberry bark and folding the paper into flowers, birds, and stars so realistic they are said to come to life from time to time. The aasimar portrait artist Corliar, on the other hand, a lifelong resident of Magnimar, is moderately famous for putting the same features in his paintings over and over—the curve of a smile, the arch of an eyebrow, the

line of a throat—all of which seem to belong to a single, unknown woman whom Corliar never speaks of.

Clothing is an art as well. Most aasimars have an instinct for choosing flattering clothes in a variety of textures and shades that work together in a pleasing way. While each aasimar has individual tastes, most prefer soft fabrics such as velvet, satin, and fine wool for their leisure time, and clean, elegant lines for their armor rather than prodigious spikes, scrollwork, and other gauche displays. Most aasimars enjoy accenting their appearance with brightly colored but tasteful jewelry. Style and setting vary, but aasimars usually prefer gold, silver, platinum, and real stones, believing it's better to buy a small but valuable stone than a large, gaudy piece of lesser value or quality.

While most aasimars possess this innate sense of style, not all obey their instincts. Aasimars who want to blend in wears clothes like those around them, regardless of how unattractive the styles might seem. An aasimar who dislikes her celestial heritage might deliberately dress in a disharmonious way, or adopt the clothing styles of another group or nongood church. Likewise, aasimar artists who reject their heritage may create discordant, unbalanced works of art that fill the viewer with unease or even disgust.

Home

Aasimars may identify strongly with their celestial heritage or reject it completely, yet are almost always far more similar to their base race than to true celestials—hardly surprising, given that few celestials stick around to raise their offspring or pass down traditions. Thus, aasimars live much like their neighbors, in houses of the style appropriate to their surroundings, and decorated similarly to the homes of their family and friends. Even the humblest or most depraved aasimar home looks comfortable and smart, and the wealthiest aasimars usually find ways to display their success with taste and subtlety, often incorporating angelic themes into their decor.

Animals that can't pull their own weight are a luxury on the road, and aasimars with a permanent home often indulge by owning a pet. Aasimars who have retired after years of adventuring, or who have a home base to which they return between their travels, often pick up exotic pets from distant lands. Aasimars who travel in the Mwangi Expanse or other jungle regions sometimes return home with colorful lizards, tiny tree frogs, or even small dinosaurs. Ones who venture in northern regions might pick up white foxes with ice-blue eyes or snow hares. Travelers to Osirion or other desert areas may make pets of jewel-like scarabs or snakes with shimmering scales. In addition to companionship, these animals can

help to subtly emphasize an aasimar's wealth and capability, as well as other key attributes and personality traits.

On occasion, an aasimar might encounter a rare and beautiful magical creature that would make an interesting pet, such as a blink dog. Good and neutral aasimars are conscious of the implications of "owning" intelligent pets and mounts, and generally treat such creatures as companions (especially if the creature can speak). Evil aasimars are less considerate, however, and may imprison or enslave intelligent creatures for their own amusement.

An aasimar's home is her refuge from a world that sometimes pays her far too much attention. Most aasimars guard their privacy, and allow only their closest friends to visit their homes. These homes almost always reflect the aasimars' interests, and most devote the majority of their space to their projects and hobbies.

Class Roles

Aasimars are as varied as any other humanoid race—and perhaps more so, given their diverse ancestries. Nevertheless, the following section presents some thoughts on how they might fit into the various base classes. Note that these are examples only—aasimars enjoy a wide range of callings and professions, and might take a radically different approach than those presented here.

Alchemist: Aasimars with azatas or other chaotic celestials in their bloodlines make excellent alchemists. Their natural mutability and volatility fuels their curiosity about what happens when you mix *this* potion with *that* elixir. As excited as aasimar alchemists become about their concoctions, most are usually careful not to put their companions in harm's way with their experiments. Evil aasimars, however, don't care who they hurt—in fact, hurting as many people as possible with their brews might be the point. Aasimar alchemists focused on mutagens often warp themselves into more angelic-seeming forms.

Barbarian: A barbarian might be a chaotic warrior for justice, breaking chains and rolling over evildoers in a wrathful tide. Such berserker champions often serve deities such as Calistria, Cayden Cailean, or Gorum, and target their abilities against a chosen foe: an enemy of the faith, a particular ideology or nation, and so on. Evil aasimar barbarians are equally frightening forces, cutting down their foes in beautiful and senseless swaths of destruction.

Bard: Aasimars' strong personalities and attractive appearances make them natural bards. Some aasimars begin their bardic careers seeking out information about their lineage and how their celestial ancestors became part of their family trees, and as such, aasimar bards often

PATHFINDERS

Aasimar Pathfinders serve many functions in the organization. Many aasimar Pathfinders enjoy traveling in search of lost artifacts, delving into forgotten ruins and uncovering ancient secrets. Some good aasimar Pathfinders are particularly interested in finding hidden artifacts of great evil and delivering the artifacts safely to responsible parties who will keep the artifacts out of villains' hands.

Other aasimar Pathfinders use their leadership abilities to run lodges or serve as Pathfinder contacts across the Inner Sea region. Their personable natures and trustworthy bloodlines make aasimars natural fits for positions of responsibility. One such Pathfinder was Coriana Heavenscape, a member of the Delvehaven lodge in Westcrown. During the Westcrown riots after Aroden's death, Coriana fought against the agents of House Thrune, only to fall in battle.

have at least a passing knowledge of planar lore. Aasimar bards are distinctive as well as talented, so they quickly acquire reputations and rarely want for work. They may also use their mastery of the social arts to become skilled espionage agents or con artists.

Cavalier: Aasimars take naturally to the role of cavalier, leading by example and inspiring from the front. Aasimar cavaliers can be found commanding cavalry divisions in armies or traveling the land in an effort to serve their cause. Good aasimar cavaliers often serve kingdoms whose ideals align with their own, such as Andoran or Lastwall. Evil aasimars serve a similar role in the armies of evil kingdoms, or may travel the countryside alone, seeking ways to increase their own power and influence by any means necessary.

Cleric: Aasimar clerics sometimes serve in temples, but can just as often be found wandering the world, spreading the word of their god and working as roving healers. They may be gentle comforters, confident teachers, or righteous and angelic bastions of their lord's fury, judging those they come across in order to purify the world one soul at a time. Evil aasimars who have suffered at the hands of society sometimes reject all the trappings of civilization and dedicate themselves to dark gods who more fully appreciate their warped talents.

Druid: Aasimar druids feel a strong connection with the purity and wildness of nature. These aasimars feel more comfortable on their own, far from the bustle of big cities, and may wander freely or dedicate themselves to protecting a specific region. They're often intentional in their avoidance of other humanoids, as it may be that other peoples' stereotypes and desires regarding their race are what drove them to the wilds in the first place.

Such aasimars sometimes feel that animals, with their straightforward desires and inability to feel jealousy, understand them better than humans do.

Fighter: Aasimars take on the role of fighter for many reasons. Some work for money as mercenaries, soldiers, hired guards, or gladiators. Yet more often, aasimars prefer to have a cause to fight for—while this cause may be worthy or not depending on the individual aasimar’s personality, and may even simply be their own advancement, most aasimars feel more comfortable taking initiative and working toward a goal rather than

simply existing or doing what they’re told. Aasimar fighters who enter the military often rise in rank quickly, and even those who refuse command usually find themselves thrust into the role of respected sergeant.

Gunslinger: Many aasimars enjoy weapons that emphasize their own exoticism and uniqueness, and few weapons are more exotic than guns. Aasimar gunslingers often tend toward flashy displays rather than carefully laid ambushes, and though some adventuring groups appreciate their showboating, such aasimars just as often make their way alone. At a practical level, an aasimar’s natural wisdom contributes to her skill as a canny gunfighter.

Inquisitor: Particularly zealous aasimars may find life in a temple too humdrum and life as a paladin too restrictive. These aasimars are drawn to the path of the inquisitor, where they can fulfill their calling to a church through any means necessary. Others are less religiously zealous, and instead simply fixated on weeding out corruption for its own sake—many good-aligned aasimars are particularly interested in destroying fiendish influence, seeing their heritage as a mark of destiny and responsibility.

Magus: Aasimar magi play the flashy, exotic combatant role to the hilt, usually preferring elegant, graceful weapons such as rapiers or scimitars. Such warriors are especially likely to play up the “avenging angel” trope, using their magic to make themselves seem extra intimidating to superstitious or guilty-conscienced foes.

Monk: Some aasimars, particularly those descended from archons and other lawful outsiders, take to the path of the monk. These enlightened warriors direct their unique energy into disciplined meditation and the study of unarmed fighting, with their supernatural wisdom making them quicker to learn than many other races. Aasimar monks can often be found in remote regions, listening to the silence atop mountain peaks or meditating on the nature of life in the midst of a barren desert—or else in more traveled regions, emphasizing the art in their martial arts and turning every movement into a work of inspiring beauty.

Ninja: While most people associate aasimars’ force of personality with diplomacy and the ability to influence others, it also makes them masters of the fine art of *ki* manipulation, which the art of the ninja relies upon. Good-aligned aasimar ninjas often use their training to serve kingdoms or causes they support, infiltrating and sometimes killing in order to bring justice to the mortal world, while neutral-aligned aasimar ninjas might sell their skills to the highest bidder. Evil aasimar ninjas are dangerous foes who often work as assassins.

Oracle: Most aasimars consider themselves blessed, but a small number see their gifts as double-edged



swords. Aasimar oracles attribute both their powers and their curses to the intervention of some celestial ancestor, and question why they were so chosen. Some aasimar oracles believe they are being tested to see whether they are worthy of their divine ancestry, while others wonder whether their curse is an echo of punishment for the sins of a fallen angel.

Paladin: Aasimar paladins are some of the strongest defenders of good in existence. Aasimar paladins champion the cause of their god—often Erastil, Iomedae, or Torag—on the battlefield and on the road. Traveling paladins often ally with adventuring parties, as they know well that evil often lurks, hidden, in the ancient places adventurers like to explore. Of course, if aasimar paladins are some of the most legendary and laudable, aasimar antipaladins are equally terrible.

Ranger: Aasimar rangers are often exceptional hunters of demon and devils, tracking their quarry through the most impassable terrain and learning all the tricks they can for felling their prey. Such demon hunters are especially valued near the Worldwound and in the forests of Kyonin, near Tanglebriar. Aasimar rangers may also work as bounty hunters on the side of justice, capturing criminals for the reward and to serve the law, or may simply make their existence as master hunters or guardians of outlying communities—in small villages, few callings seem more appropriate for an angel-touched child than a life as sheriff or protector.

Rogue: Aasimar rogues who seek subtle careers in the shadows often must find a way to hide their distinctive appearances, and sometimes do better in flashier positions: diplomat, gambler, investigator, even con artist. Some of the best-known aasimar Pathfinders have been rogues.

Samurai: Aasimars in Tian Xia sometimes train as samurai to protect their lords, and can be found traveling on missions with other individuals to further their lords' goals. While several legends of aasimar ronin exist, serving their ideals or seeking revenge for fallen masters, more often aasimar samurai believe their blood to be a calling, and those who believe their lords hold a divine mandate or are also descended from a celestial ancestor see it as their duty to serve loyally.

Sorcerer: Aasimar sorcerers usually possess the celestial bloodline, but other bloodlines are possible as well. Destined aasimar sorcerers have some great future to fulfill. Draconic aasimar sorcerers may be descended from a draconal, and maestro aasimar sorcerers could have a lillend in the family tree. Aasimar sorcerers tend to be quite powerful, as their strong personalities enhance their natural spellcasting abilities.

Summoner: Aasimar summoners often believe their eidolons come from the same plane as their divine

PLAYER CHARACTER AASIMARS AND AASIMAR HERITAGES

Aasimars are often presumed to be the offspring of angels, yet in truth any good outsider can introduce its blessing into a humanoid bloodline. This confusion is compounded by the fact that many families forget or never learn the true nature of the outsider that touched them, or may have had contact with several different outsiders over the years, resulting in a mixture of traits.

The aasimar presented in the *Pathfinder RPG Bestiary* represents the most common type of aasimar—one whose link to the past is subtle enough that it's difficult for all but the most educated to tell the specifics of her bloodline. At the same time, however, aasimars are sometimes born with a deeper connection to the old blood, displaying traits unique to their particular breed of outsider ancestor. Some examples of these unique heritages are presented beginning on page 20, with the rules presented there replacing those found in the *Bestiary*.

While an aasimar's heritage influences her abilities and personality, a heritage is not a straightjacket. Variation exists within heritages as much as between them—sometimes even more. Many aasimars go through their lives without knowing what their heritage truly is, or even being aware that different heritages exist. If you choose to use a specific heritage, you should work with your GM to ensure that your character's appearance reflects that bloodline. Your aasimar may also be likely to come from a specific area of Golarion—see the specific heritage entries for more information on where these bloodlines tend to cluster.

ancestors. Such summoners benefit from their natural charisma and show remarkable aptitude at spellcasting. Many see their eidolons as representatives of the celestial planes, treating them more as valuable advisors and friends than as servants, and some believe that, over time, their eidolons will evolve into powerful celestial spirits and reveal secrets of the aasimars' heritage.

Wizard: Aasimar wizards are less common than aasimar sorcerers, but are not rare by any means. Aasimar wizards usually temper their intellects with their innate wisdom—they seek knowledge, but do not let the desire to expand their learning overwhelm them. Of course, some aasimars believe their special abilities grant them some exalted ability to control great power, and see no reason to rein themselves in when it comes to developing magical strength. Many aasimar wizards take on good outsiders as familiars, such as silvanshees, cassisian angels, lyrakien, and others. Such creatures are invariably treated with great respect and affection.

VARIANT AASIMAR ABILITIES

Some aasimars are blessed or cursed with unusual abilities. GMs may customize their aasimar NPCs using the following chart, or allow their players to do so by rolling a d%. Players with a particular character concept in mind may consult their GM if they want to select a specific variant ability.

The abilities presented here replace an aasimar's spell-like ability racial trait. Any abilities that grant spells or spell-like abilities are treated as having a caster level equal to the aasimar's character level.

d%	Abilities
1	You can channel 1d6 points of positive energy once per day as a supernatural ability.
2	You can use <i>cure minor wounds</i> 3/day as a spell-like ability.
3	As a move action, you can manifest or dismiss a halo around your head that sheds colored light as a torch.
4	Once per day, you can drink a flask of holy water to heal 1d6 hit points.
5	You gain a +4 racial bonus on Knowledge (religion) checks pertaining to a deity of your choice.
6	You possess taloned fingers that act as natural weapons and deal 1d4 points of damage.
7	You gain DR 2/evil.
8	You use your Charisma score instead of your Constitution score to determine how many rounds you can hold your breath.
9	You gain an additional +2 racial bonus to your Strength score.
10	You can subsist entirely on honey and wine.
11	You can breathe both thin and stale air without ill effects, and you never suffer from altitude sickness.
12	You have a natural swim speed of 20 feet.
13	You gain a +2 racial bonus on attack rolls made to confirm critical hits against evil outsiders.
14	You possess the unnatural aura universal monster ability, except the DC to make animals come near you is equal to 10 + 1/2 your character level + your Charisma modifier.
15	Once per day, when you are at 0 hit points, you can take a full round of actions without losing a hit point and falling unconscious.
16	You display exceptional grace and easily keep your balance. You gain a +2 racial bonus on Acrobatics checks.
17	You can cast <i>spear of purity</i> (see <i>Pathfinder RPG Ultimate Magic</i>) once per day as a spell-like ability.
18	You gain a +2 racial bonus on saving throws made against poison.
19	Once you've reached adulthood, you never appear to age, although you take aging penalties normally and die when it is your time.
20	You gain an additional +2 racial bonus to your Dexterity score.
21	You can manipulate any metal armor you wear, causing it to appear to be made of shining silver or gold. This illusion lasts only as long as you wear your armor.
22	You gain a +1 racial bonus on Will saves.
23	You can cast <i>create water</i> three times per day as a spell-like ability.
24	You gain sonic resistance 5.
25	Once per day, you can exhibit a burst of speed, moving as if your base land speed were 50 feet for 1 round.
26	You gain a +2 dodge bonus to AC against attacks of opportunity made by creatures of the human subtype.
27	You have a knack for creating high-quality objects. You gain a +2 racial bonus on any one kind of Craft check.
28	Once per day, for 1 minute, you can understand and be understood by any creature as though using <i>tongues</i> .
29	You gain a +2 racial bonus on initiative checks during the day.
30	Pick one weapon that normally deals lethal damage. You can deal nonlethal damage with that weapon without the usual -4 penalty on your attack rolls.
31	You gain a +2 racial bonus on saving throws against charm effects.
32	You can cast <i>shield other</i> once per day as a spell-like ability.
33	When coins or other small metal objects pass through your hands, they become perfectly clean and shiny again.
34	You gain a +2 dodge bonus to your AC against attacks of opportunity from evil outsiders or undead.
35	You can cast <i>aid</i> once per day as a spell-like ability.
36	Nonmagical insects never bite or sting you unless magically compelled to do so.
37	You gain a +2 racial bonus on checks made with any one Perform skill.
38	Once per day, you can generate a glowing aura that emanates in a 20-foot radius centered on you. Any creature within the aura that is at negative hit points stabilizes immediately. The aura lasts for 1 round.
39	You can mimic the sound of any animal perfectly.
40	You gain an additional +2 racial bonus to your Intelligence score.
41	Three times per day, you can sing for 10 minutes to put one willing creature to sleep. Any creature that falls asleep to the sound of your song is protected from <i>nightmare</i> and similar spells for the duration of its rest.
42	Whenever you successfully use the aid another action to help someone make a skill check, you grant a +3 bonus instead of +2.
43	You gain a +2 racial bonus on saving throws made against fear effects.
44	If you stand atop a grave and meditate for 10 minutes, you learn the name of whoever lies buried below.
45	You have catlike ears that grant you a +2 racial bonus on hearing-based Perception checks.

Blood of Angels

- 46 Once per day, you can breathe frosty air in a 10-foot cone. This acts as a breath weapon that deals a number of points of cold damage equal to $1d4 + 1/2$ your level, to a maximum of $1d4+5$.
- 47 You feel sick to your stomach and take a -1 penalty on ability checks when within 30 feet of an evil outsider.
- 48 You can cast *weapon of awe* (see the *Pathfinder RPG Advanced Player's Guide*) once per day as a spell-like ability.
- 49 You gain a $+1$ racial bonus on Reflex saves.
- 50 You gain an additional $+2$ racial bonus to your Wisdom score.
- 51 You can make fruit ripen with a touch.
- 52 You can understand any written material as though under the effects of *comprehend languages*.
- 53 You gain a $+2$ racial bonus to your CMD.
- 54 You gain a $+2$ racial bonus on saving throws against spells and effects that would cause you to become dazzled.
- 55 You can cast *augury* once per day as a spell-like ability.
- 56 You can cast *zone of truth* once per day as a spell-like ability.
- 57 You gain a $+2$ racial bonus on Heal checks.
- 58 Any creature that bites you must succeed at a DC 12 Fortitude save or become sickened for $1d4$ rounds.
- 59 Any good creature you call via *summon monster* remains for 3 rounds longer than usual.
- 60 You always know the current position of the sun.
- 61 You gain a $+1$ racial bonus on attack and damage rolls against evil outsiders.
- 62 You gain a $+4$ racial bonus on saving throws to remove any temporary negative levels you possess.
- 63 You have a strong and stable build. You gain a $+2$ racial bonus to CMD against bull rush and trip attempts.
- 64 You gain a $+4$ racial bonus on Intimidate checks made to demoralize foes.
- 65 Once per day as a full-round action, you can summon a silver holy symbol out of thin air. The holy symbol remains in existence for 1 hour or until you drop it.
- 66 You are immune to undead creatures' create spawn special ability.
- 67 You gain a $+2$ racial bonus on Sense Motive checks.
- 68 You can cast *whispering wind* once per day as a spell-like ability.
- 69 Your tears cure disease. You can cast *remove disease* once per day as a spell-like ability.
- 70 You gain an additional $+2$ racial bonus to your Constitution score.
- 71 You gain sustenance from sunlight. Standing in direct sunlight for half an hour nourishes you as though you had just eaten a hearty meal. You still need to drink water.
- 72 You gain spell resistance equal to $10 + 1/2$ your Hit Dice.
- 73 If your body is placed on consecrated ground and prayers to your deity are recited continuously for 24 hours, you return to life as if by a *raise dead* spell. This ability works $1d4$ times in your lifetime.
- 74 Your kiss invigorates others. Once per day, you can kiss a creature to change its condition from exhausted to fatigued, or from fatigued to normal.
- 75 You can sense when a creature is pregnant by standing within 10 feet of the creature.
- 76 You gain a $+2$ racial bonus on saving throws made against curses.
- 77 You gain a $+2$ racial bonus on Knowledge (planes) checks.
- 78 You are always comfortably warm. You gain a $+4$ racial bonus to resist environmental cold effects.
- 79 You always know the current position of the stars.
- 80 You gain fire resistance 5.
- 81 You heal double the normal amount of hit points while resting.
- 82 You can cast *mending* three times per day as a spell-like ability.
- 83 You feel energized and gain a $+1$ racial bonus on ability checks while you are within 30 feet of a good outsider.
- 84 You gain a $+4$ racial bonus to resist environmental heat effects.
- 85 When targeted by *lesser restoration* or another spell or effect that cures temporary ability damage, you heal an extra $+1$ point of temporary ability damage.
- 86 You can cast *blessing of courage and life* (see the *Advanced Player's Guide*) once per day as a spell-like ability.
- 87 You gain a $+2$ racial bonus on Handle Animal and Ride checks.
- 88 Once per day as a move action, you can make a melee weapon you are wielding *holy*. The enchantment lasts for 3 rounds or until you drop or give away your weapon.
- 89 You gain a $+2$ racial bonus on saving throws made against disease.
- 90 You gain an additional $+2$ racial bonus to your Charisma score.
- 91 If you die, your body can never be reanimated as an undead creature.
- 92 You gain a $+1$ racial bonus on Fortitude saves.
- 93 You can summon a lantern archon once per day as though by *summon monster III*.
- 94 You can speak to horses and other equine animals.
- 95 You gain a $+2$ racial bonus on Diplomacy checks.
- 96 You gain a $+2$ racial bonus on Use Magic Device checks.
- 97 You gain DR $2/magic$.
- 98 You can cast *compassionate ally* (see *Ultimate Magic*) once per day as a spell-like ability.
- 99 You have a natural fly speed of 20 feet (poor).
- 100 Roll on this table twice, ignoring any further rolls of 100.



Aasimar Heritages

Most aasimars do not know exactly where their celestial powers came from, and the similar qualities of many such celestially touched beings hint at a relatively indistinct or all-encompassing heavenly force in their lineage. Some, however, possess more unique traits and abilities inherited from their supernal forebears, attributes that hint at the precise type of celestial being that affected their ancestors.

Players may choose one of the following six heritages for their aasimar characters in place of the traditional aasimar racial features. Each heritage presents new ability modifiers, spell-like abilities, and skill modifiers that replace the default aasimar racial traits, as well as a pair of custom traits. Each entry also discusses the most common (though by no means ubiquitous) personality traits, physical features, and places of origin of aasimars with that particular heritage.

Blood of Angels



Agathion-Blooded (Idyllkin)

Idyllkin possess bestial aspects and calm dispositions, and often act as peaceful intermediaries between lawful and chaotic agents of good.

AGATHION-BLOODED

Ancestry Agathion
Typical Alignment NG
Ability Modifiers +2 Con, +2 Cha
Alternate Skill Modifiers Handle Animal, Survival

Alternate Spell-Like Ability Idyllkin gain *summon nature's ally II* as a spell-like ability.

Like their agathion ancestors, idyllkin seek to spread good in its purest form, unconcerned with the trivialities of chaos and law. They often travel from place to place to spread their righteous wisdom, and recruit both intelligent creatures and animals to their cause.

Idyllkin often possess bestial qualities such as dragon scales, fish scales, fur, manes, or talons. Slit pupils, pronounced canines, and furry ears are all common indicators of an aasimar's agathion background. Just as agathions take on different traits depending on their animal aspect, so too do idyllkin. Descendants of avorals often possess feathery hair and enjoy wide-open areas such as plains, while the progeny of leonals are aggressive and often have sharp, clawlike fingernails. Many idyllkin, regardless of their animal aspect, feel called to walk the path of the druid, and idyllkin are among the most likely aasimars to become such protectors of nature.

Idyllkin are usually found in the wild reaches of Golarion, such as Kyonin, the Lands of the Linnorm Kings, or the Mwangi Expanse. They prefer villages to cities, and often work as hunters, herbalists, or herders if they haven't carved out their own existence in the wilderness. They often put the ailments of nature and life before those of society and wealth, but when working with others idyllkin compromise to make sure everyone's goals are met.

Traits

The following are race traits for idyllkin.

Enlightened Warrior: You have always found it easy to maintain inner peace and enlightenment that translate well to the battlefield. You may take levels in monk even while maintaining a neutral or neutral good alignment.

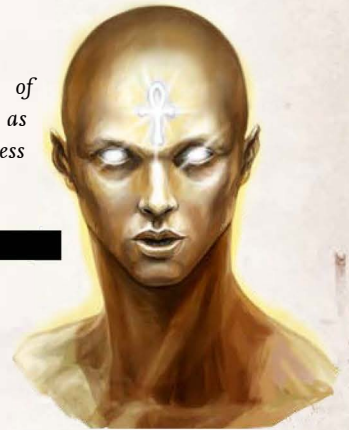
Speech of the Wilds: Like your agathion ancestor, you have a knack for communicating with other creatures, and you are adept at breaking down language barriers. You can speak one extra language.

Angel-Blooded (Angelkin)

Angelkin are mortal paragons of exceptional beauty, and they serve as exemplars of good and light regardless of the myriad forms they may take.

ANGEL-BLOODED

Ancestry Angel
Typical Alignment Any good
Ability Modifiers +2 Str, +2 Cha
Alternate Skill Modifiers Heal, Knowledge (planes)
Alternate Spell-Like Ability Angelkin gain *alter self* as a spell-like ability.



Angel-blooded aasimars—called angelkin by many—follow the righteous paths their celestial ancestors walked, and are as varied as angels in how they go about their virtuous duties, split evenly among those who embrace law, neutrality, or chaos.

Of all the aasimars, angelkin are the type who perhaps most often clash with tieflings. Angelkin have difficulty embracing the idea of harmony when it comes to their corrupt cousins, and most see tieflings as embodiments of evil that can never be trusted. It takes extraordinary circumstances for most angelkin to cooperate with tieflings, and even then, alliances are rarely more than fleeting.

Angelkin are commonly found in Varisia—due in large part to the free-roaming spirit of the native Varisians and their acceptance of signs of the divine—as well as large city centers such as Absalom and Oppara. Because many angelkin feel called to the life of a crusader or paladin, they can often be found in Andoran, fighting against oppression and slavery, as well as near the Worldwound, where they campaign against demons.

Traits

The following are race traits for angelkin.

Celestial Tracker: You share the same talent for tracking evildoers that your angelic ancestor possessed. You gain a +1 trait bonus on Survival checks made to follow tracks. In addition, you treat trails as being up to 24 hours fresher than they actually are when using the Survival skill to follow tracks.

Planetary's Visions: Ever since you were a child, you've experienced vivid dreams of cutting down hordes of shrieking, twisted demons. Whenever you succeed at a critical hit with a melee weapon against an evil outsider, you ignore an amount of the outsider's damage reduction (if any) equal to the critical multiplier of your weapon (this cannot reduce a creature's damage reduction to below 0).

Archon-Blooded (Lawbringers)

Lawbringers are champions of justice and of doling out punishment to the wicked, and often believe chaos is the cause of all mortal suffering.

ARCHON-BLOODED

Ancestry Archon

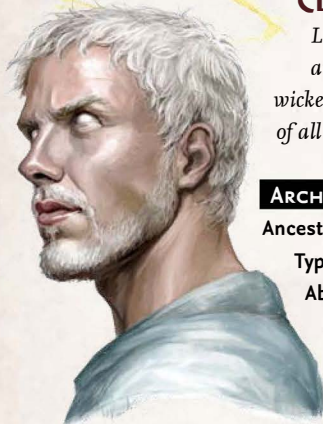
Typical Alignment LG

Ability Modifiers +2 Con, +2 Wis

Alternate Skill Modifiers Intimidate, Sense Motive

Alternate Spell-Like Ability

Lawbringers gain *continual flame* as a spell-like ability.



Lawbringers reflect the patience of their archon ancestors in their daily lives; they understand the need for rules and routines, and use their inherent discipline to train in their chosen field as they seek to do good. They develop their talents faster than most of their peers and show exceptional skill at whatever they focus their attention on.

Lawbringers feel most comfortable in regions where a clear hierarchy and system of justice exists, preferably alongside good people and honest rulers. Many archon-blooded aasimars can be found in Andoran, Lastwall, Mendev, and Molthune; lawbringers in Mendev are often paladins or crusaders who use their homes as a place to rest between excursions into the Worldwound.

Evil kingdoms that use tyranny and repression to keep their people in line infuriate lawbringers. Aasimars can thus be found in Cheliox, Geb, and Nidal, conducting organized resistances that seek to find the most legitimate and least destructive ways to neutralize the nations' tyrannical governments.

Traits

The following are race traits for lawbringers.

Good Influence: You possess an innate ability to motivate and inspire others to do the right thing. You gain a +1 trait bonus on Diplomacy checks when attempting to persuade a nongood creature to make a decision that benefits the cause of good, and when persuading a nonlawful creature to make a decision in line with the laws of the region. These bonuses stack if you attempt to persuade a nongood, nonlawful creature to take a lawful good action.

Lantern Spirit: Your celestial ancestor was a lantern archon for centuries before ascending to a higher rank. You feel a strange sense of nostalgia whenever you use your *continual flame* spell-like ability, and can use it as a move action instead of a standard action.

Azata-Blooded (Musetouched)

The musetouched epitomize freedom and joy, and travel the world to liberate less fortunate individuals.

AZATA-BLOODED

Ancestry Azata

Typical Alignment CG

Ability Modifiers +2 Dex, +2 Cha

Alternate Skill Modifiers Diplomacy, Perform

Alternate Spell-Like Ability

Musetouched gain *glitterdust* as a spell-like ability.



The capricious aasimars known as musetouched are the most likely of their kind to be found adventuring throughout lands both civilized and remote. Imbued with an undeniable spirit of wanderlust, musetouched feel the constant urge to explore new places, meet new people, and ferret out evil and corruption wherever they lurk.

Of all the aasimars, musetouched tend to be among the most beautiful by most humans' standards. They possess features with an unearthly charm, such as long, thick hair of a seemingly impossible hue and limpid, jeweled eyes. Musetouched are commonly possessed of innate musical talent and a love for melodies, and many train as bards while they wander.

Their distaste for oppression and innate love of good draws many musetouched to Andoran and the River Kingdoms, and their beauty and free-roaming spirits endear them to the fortune-tellers and vagabonds of Varisia. Their drive to visit new lands leads azata-blooded aasimars to explore the farthest shores of Golarion; musetouched from the Inner Sea can be found in Vudra and Tian Xia, as well as the crystalline city of Dehrukani in southern Garund, where they are seen as holy beings truly worthy of worship.

Traits

The following are race traits for musetouched.

Bralani's Step: Your ancestor was a bralani, an azata known for its untamed speed in battle. When in combat, you feel a fierce surge of energy through your limbs. Once per day, you may move an additional 5 feet as part of a move action.

Lillend's Harp: Your ancestor was a lillend, a being of exceptional grace and singular musical talent. You gain a +1 trait bonus on Perform (string) checks. This bonus increases to +2 when you make a Perform check as part of a bardic performance.

Garuda-Blooded (Plumekith)

Their shimmering avian features make plumekith instantly recognizable. Though they can act rashly, plumekith never shirk their duty after making a commitment.



GARUDA-BLOODED

Ancestry Garuda

Typical Alignment CG

Ability Modifiers +2 Dex, +2 Wis

Alternate Skill Modifiers

Acrobatics, Fly

Alternate Spell-Like Ability

Plumekith gain *see invisibility* as a spell-like ability.

Garudas are noble but impetuous birdlike celestials, and most garuda-blooded aasimars grow graceful feathers during puberty. The majority of these aasimars have shimmering wings; the wings can be of virtually any shade, ranging from metallic colors to muted hues to pure white, or rarely, glossy black. Plumekith are sometimes born with taloned fingers or toes, and occasionally amber eyes like those of an eagle.

Like their celestial ancestors, plumekith tend to take action at the spur of the moment when their abilities seem needed. Plumekith rush into the heat of battle to face off against evildoers, only stopping to ask questions afterward. Plumekith often have an extreme hatred for nagas and other snakelike creatures, a racial disdain no doubt stemming back to their garuda forebears.

Plumekith are drawn to high, mountainous regions, and many travel to the Mindspin Mountains of Belkzen to make war against the savage orcs there. Others make their homes in the Five Kings Mountains, fight gnolls in the Brazen Peaks of Katapesh, or dwell in the many hills and mountains of Varisia. Plumekith often claim to be loners, but still crave at least occasional companionship, and when they aren't traveling they often make their homes near towns or small cities.

Traits

The following are race traits for plumekith.

Snake Hater: You've always loathed serpents and other slithering monsters, ever since you can remember, and have studied them extensively. You gain a +2 trait bonus on Knowledge (dungeoneering) checks and Knowledge (dungeoneering) is always a class skill for you.

Toxophilite: You've inherited some of your celestial ancestor's prowess with the bow, and gain a +2 trait bonus on attack rolls made to confirm critical hits with bows.

Peri-Blooded (Emberkin)

Masters of fire magic, emberkin feel the dual pull of their peri forebear as well as that of a fallen angel further down their ancestry, and wrestle with their urges to do both good and evil.



PERI-BLOODED

Ancestry Peri

Typical Alignment NG

Ability Modifiers +2 Int, +2 Cha

Alternate Skill Modifiers

Knowledge (planes), Spellcraft

Alternate Spell-Like Ability

Emberkin gain *pyrotechnics* as a spell-like ability.

Emberkin reveal their divine heritage through their skill with fire-based magic and their desire to repent for others' sins. Many emberkin suffer from frequent nightmares and strange impulses to commit spontaneous acts of evil. They typically have igneous features such as wispy auburn hair and bright yellow eyes, and a rare few are born with albino skin.

Emberkin often feel an insatiable need to continually perform acts of good. Some are content to perform small acts of kindness at home, though they may feel driven to travel regularly in order to find pockets of true evil that they can eradicate. Emberkin can often be found in tumultuous regions such as Cheliox, Galt, and the Shackles, where they combat injustice in its myriad forms.

Like all aasimars, emberkin are not necessarily compelled to embrace good and justice. Perhaps more so than most of their celestial kith, emberkin have a propensity to revolt against their benevolent predisposition and instead follow a darker path. Perhaps these emberkin are evil by nature, or perhaps it is a remnant of their fallen angel ancestry. Either way, such wicked individuals are often dangerous, and are both pitied and hunted down by their aasimar brethren.

Traits

The following are race traits for emberkin.

Burnished Skin: Sometime during your adolescence, you suffered severe burns in a devastating fire. Along with your scars, you developed the uncanny ability to tell what is and isn't real, gaining a +2 trait bonus on saving throws made to disbelieve illusions.

Pyromancer: You're especially adept at casting flame-based spells. You gain a +1 trait bonus on damage rolls for any spell you cast with the fire descriptor. Spells that do not deal damage do not benefit from this trait.

Combat

Celestial Feats

The heavenly power that infuses an aasimar's being often reveals itself in the form of unnatural skill with a sword or unparalleled fervor on the battlefield. At the GM's discretion, other appropriate characters may make use of some of these feats.

Archon Diversion (Combat)

You are able to throw yourself in front of danger to protect your friends.

Prerequisites: Archon Style, Combat Expertise, Improved Unarmed Strike, base attack bonus +4 or monk level 4th.

Benefit: The penalty to AC for using Archon Style to grant nearby allies a bonus to AC against a single opponent decreases to -1, and you can spend a move action instead of a standard action to use this ability.

Once per round while using Archon Style, when you have at least one hand free, you can divert one melee weapon attack that would have struck an adjacent ally and take the blow in your ally's stead, using your own AC to determine whether the attack hits you. Whether or not a diverted attack actually hits you, the ally you protected can make an attack of opportunity against the diverted opponent. You expend no action to divert the attack, but you must be aware of it and must not be flat-footed. You must declare that you are using this feat after your opponent has declared the target of its melee attack but before it makes its attack roll.

Archon Justice (Combat)

Your righteous indignation knows no bounds, and foes that attack your companions soon learn the error of their foolish ways.

Prerequisites: Archon Diversion, Archon Style, Combat Expertise, Improved Unarmed Strike, base attack bonus +8 or monk level 7th.

Benefit: You no longer take a penalty to AC for using Archon Style to grant nearby allies a bonus to AC against a single opponent, and you can spend a swift action instead of a move action to use this ability.

Whenever you take damage from using Archon Diversion to divert an opponent's attack toward yourself, any allies threatening your opponent can make an attack of opportunity against the diverted opponent.

Archon Style (Combat, Style)

You have trained thoroughly to protect your allies from harm, even if it means temporarily sacrificing your own safety in the process.

Prerequisites: Combat Expertise, Improved Unarmed Strike, base attack bonus +2 or monk level 2nd.

Benefit: While using this style, as a standard action, you can actively protect adjacent allies from a single opponent that you are currently adjacent to. This grants any adjacent allies a +2 dodge bonus to AC against that opponent's next melee attack (as long as that attack comes before the beginning of your next turn), but causes you to take a -2 penalty to AC against that opponent until your next turn. The dodge bonus persists even if your allies move away from you, but still only applies against attacks made by the opponent that you designated upon first using this ability.

Banishing Critical (Combat, Critical)

With your combination of combat and spellcasting prowess, you send otherworldly monsters back to their place of origin.

Prerequisites: Critical Focus, ability to cast *dismissal* or *banishment*, caster level 9th.

Benefit: When you confirm a critical hit with a slashing or bludgeoning weapon, you may cast *dismissal* or *banishment* on that target as an immediate action, and the target takes a -4 penalty on its Will save to resist the spell's effect. You must have *dismissal* or *banishment* prepared or otherwise available to cast, and using this ability casts the corresponding spell.

Blinding Light

You use your impenetrable luminescence to disorient harbingers of darkness.

Prerequisites: Inner Light, aasimar, *daylight* spell-like ability.

Benefit: Whenever an enemy unsuccessfully attempts to counter or dispel your *daylight* spell-like ability, it must succeed at a Fortitude saving throw (DC 10 + 1/2 your character level + your Charisma modifier) or become blinded for 1 round as its mind is overwhelmed with celestial light. This is a supernatural mind-affecting effect.

Consecrate Spell (Metamagic)

You infuse spells with heavenly power, drastically increasing their effectiveness against would-be heralds of evil.

Prerequisites: Aasimar, able to prepare or cast *consecrate*.

Benefit: A consecrated spell is treated as a maximized spell against evil creatures and creatures with the evil subtype. Against all other creatures, this feat does not modify the spell in any way (for example, a consecrated *fireball* acts as a normal *fireball* against neutral or good creatures). This feat does not stack with Maximize Spell. A consecrated spell uses up a spell slot two levels higher than the spell's actual level.

Inner Light

Even when your innate powers over light fail you, you and your allies prove vigilant against dark forces, fighting until the end.

Prerequisites: Aasimar, *daylight* spell-like ability.

Benefit: Whenever you cast your *daylight* spell-like ability, you do so as if your caster level were one higher. Whenever an enemy successfully counters or dispels your *daylight* spell-like ability, you and any allies within a 20-foot radius gain darkvision 60 feet for a number of rounds equal to your character level. This is a supernatural effect.

Revered Guidance

You were selected by your celestial ancestor to be a guide for a chosen people, and serve as a beacon of hope in times of despair.

Prerequisites: Aasimar, must be taken at 1st level.

Benefits: Select one of the following creature subtypes: dwarf, elf, gnome, halfling, human, or orc. You gain a +4 racial bonus on Diplomacy checks made to influence creatures of the selected subtype.

Sunlit Strike

Your melee blows deal extra damage to creatures sensitive to light, making you adept at hunting foul monsters of the night.

Prerequisites: Arcane Strike, able to prepare or cast *sunlight*.

Benefit: Whenever you successfully hit an enemy that is vulnerable to light (such as by the light blindness, light sensitivity, or sunlight powerlessness universal monster rules) with a melee weapon you've imbued with your Arcane Strike feat, you deal an additional 1d6 points of damage to the target of your attack. The struck creature must also succeed at a Fortitude saving throw (DC 10 + your character level + your Strength modifier) or become staggered for 1 round.

Supernal Feast

You sup on the blood of your ancestors to fuel your fury.

Prerequisites: Con 15, aasimar.

Benefits: Whenever you are adjacent to a good outsider that takes bleed or blood drain damage, you gain 1 temporary hit point as you bathe in the celestial being's gore. Furthermore, as a full-round action, you can feast on the fallen body of a good outsider that has been dead no longer than 24 hours. When you do, you regain 1 temporary hit point per Hit Die the outsider possessed at a rate of 1 hit point per minute. Temporary hit points gained from this feat last 1d4 hours.



Faith

Gifts of the Exalted

Individuals who have been marked by benevolent outsiders take to ecclesiastical roles with ease, and are commonly branded with the trappings of holy power, whether or not they choose such a fate for themselves. The following new oracle curses, inquisitions, and subdomains reflect the path of righteousness, though the wielders of such powers are not always so virtuous. Though these features are particularly suitable for aasimars, GMs can permit characters of other races with appropriate backstories or world views to gain them as well. Spells marked with an asterisk (*) can be found in the *Pathfinder RPG Advanced Player's Guide*.

Oracle Curses

The following new oracle curses are common among oracles who have been touched in one way or another by the empyreal lords, and can be taken in place of any oracle curse at 1st level. Once made, this choice cannot be changed, and each new curse is subject to the same rules and restrictions as the oracle curses presented in the *Advanced Player's Guide*.

Blackened: Your hands and forearms are shriveled and blackened, as if you had plunged your arms into a blazing fire, and your thin, papery skin is sensitive to the touch. You take a -4 penalty on weapon attack rolls, but you add *burning hands* to your list of spells known. At 5th level, add *scorching ray* and *flaming sphere* to your list of spells known. At 10th level, add *wall of fire* to your list of spells known and your penalty on weapon attack rolls is reduced to -2. At 15th level, add *delayed blast fireball* to your list of spells known.

Wolfscarred Face: Your face is deformed, as though you were born with a wolf's muzzle instead of an ordinary nose and jaw. Many mistake you for a werewolf, and in areas plagued by lycanthropes, you must take pains to hide your face. You have a severe speech impediment, and any spells you cast with a verbal component have a 20% chance of failing, wasting your action but not expending the spell. You gain a natural bite attack that deals 1d4 points of damage if you are a Medium creature or 1d3 points of damage if you are Small. At 5th level, you add *magic fang* to your list of known spells and your bite damage increases to 1d6 if you are Medium or 1d4 if you are Small. At 10th level, the damage dealt by your bite attack increases to 1d8 if you are Medium or 1d6 if you are Small. At 15th level, you add *greater magic fang* to your list of known spells and the damage dealt by your bite attack increases to 2d6 if you are Medium or 1d8 if you are Small.

Inquisitions

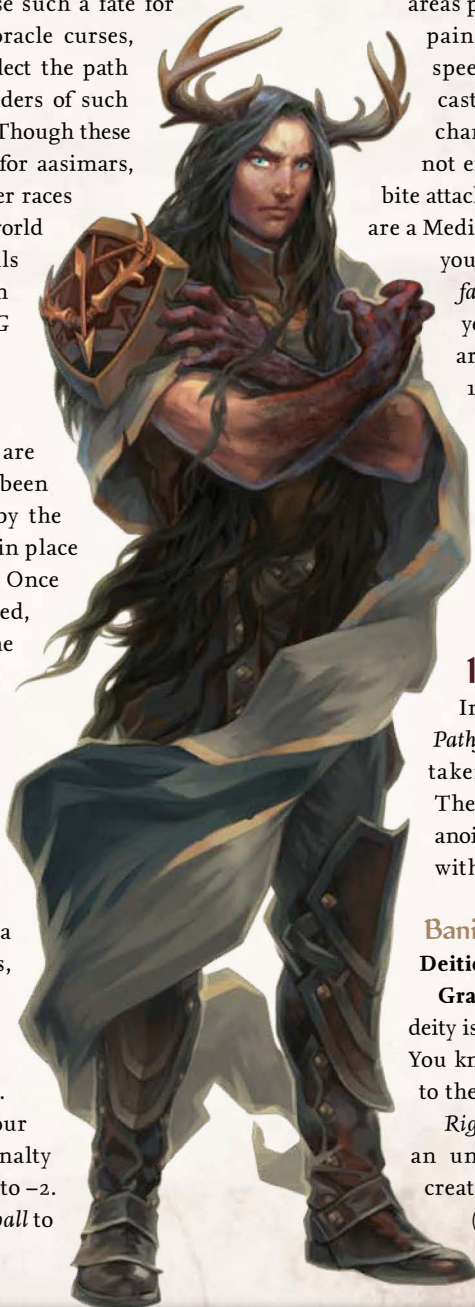
Inquisitions were first introduced in *Pathfinder RPG Ultimate Magic*, and can be taken by inquisitors in place of a domain. The following inquisitions appeal to anointed individuals who have been blessed with the gifts of celestials.

Banishment Inquisition

Deities: Iomedae, Sarenrae, Torag.

Granted Powers: Your devotion to your deity is matched only by your hatred for fiends. You know the rites to cast evil outsiders back to the realms from which they hail.

Righteous Awe (Su): Whenever you make an unarmed touch attack against an evil creature, it must succeed at a Will save (DC 10 + 1/2 your inquisitor level + your Wisdom modifier) or become



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shaken for 1d4 rounds. If the creature touched is an evil outsider, it becomes frightened instead of shaken. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Dismissive Touch (Sp): At 8th level, you can cast *dismissal* once per day as a spell-like ability (caster level equal to your inquisitor level) upon making a successful unarmed touch attack against an evil outsider. The DC to save against this ability increases by 2.

Revelation Inquisition

Deities: Desna, Irori, Sarenrae, Shelyn.

Granted Powers: Evil often hides itself behind a mask of good. You are an expert at ferreting out those who are not what they seem, and use your powers to reveal the true forms of the unworthy.

Burn Shroud (Su): As a standard action, you can make an unarmed touch attack against a creature. The target takes 1d4 points of fire damage + 1/2 your inquisitor level (minimum 1). If the target is currently the subject of a polymorph effect that changes its appearance (such as by *alter self*, *shapechange*, or an innate shapechanging ability such as that possessed by doppelgangers), it instead takes 1d6 points of fire damage + 1/2 your inquisitor level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Reveal Form (Su): At 8th level, once per day as a standard action, you can invoke the name of your deity and order one shapechanged target within 30 feet to reveal its true form. The target must succeed at a Will save (DC 10 + 1/2 your inquisitor level + your Wisdom modifier) or be forced on its next turn to dispel any ongoing polymorph effects or innate shapechanging abilities to assume its natural form. If a creature affected by this ability fails its save and is for some reason unable to dispel any ongoing polymorph effects or innate shapechanging abilities, it is instead staggered for 1 round. This is a mind-affecting compulsion effect.

True Death Inquisition

Deities: Abadar, Cayden Cailean, Pharasma.

Granted Powers: You see undead as a perversion of the natural order, a misuse of magic, or an unjust enslavement of a departed spirit's body, and are sworn to destroying such beings.

Back to the Grave (Su): When you cast cure spells (any spells with "cure" in their name) to deal damage to undead creatures, you add +2 points of damage per caster level instead of +1 point of damage per caster level. The maximum damage for each spell remains unchanged.

Hallowed Rite (Su): At 8th level, you gain the ability to conduct a sacred funeral rite. This rite takes 1 day, during

which you perform the necessary chants and prayers and burn incense. At the end of the rite you must oversee the burial of the corpse. The burial must take place within 24 hours of the preparation or the ritual fails. Once the body is interred, it cannot be turned into an undead creature, as if it were under the effect of a *hallow* spell (caster level equal to your inquisitor level).

Subdomains

The following subdomains grant powers to divine spellcasters whose abilities come from patrons of the good Outer Planes.

Friendship Subdomain

Associated Domain: Good.

Replacement Power: The following granted power replaces the touch of good power of the Good domain.

Powerful Bond (Su): You can communicate telepathically with a single ally within 60 feet. The telepathic link lasts for 1 minute and requires a shared language. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*shield other*, 5th—*telepathic bond*.

Loyalty Subdomain

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law power of the Law domain.

Touch of Loyalty (Su): You can touch a willing creature as a standard action, granting it a +4 sacred bonus on saving throws to resist charm and compulsion effects. This effect lasts for 1 hour or until you prematurely end it (a free action). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*command*, 5th—*greater command*.

Whimsy Subdomain

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the touch of chaos power of the Chaos domain.

Whimsical Channel (Su): When you channel energy, you may choose to first roll 1d6. On a roll of 1, you roll 1d6 fewer dice of damage or healing than normal (to a minimum of 1d6). On a roll of 2, 3 or 4, your channel energy attempt is unaffected. On a roll of 5 or 6, you roll 1d6 more dice of damage or healing than you would have otherwise. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*color spray*, 4th—*confusion*, 6th—*cloak of dreams**.

Magic

Forces of Light

When holy beings bless their chosen scions with arcane powers, foes and allies alike know to both fear and respect the might of the celestially gifted. The following bard masterpieces provide potent powers to the musically inclined, and the martyred bloodline grants unquestionable might to those whose ancestors proved extremely valiant in life.

Spells and feats marked with an asterisk (*) can be found in the *Pathfinder RPG Advanced Player's Guide*. Two asterisks (**) indicate a spell or feat from *Pathfinder RPG Ultimate Magic*.

Bard Masterpieces

First introduced in *Ultimate Magic*, masterpieces allow bards to inflict unique effects on nearby creatures by sacrificing other abilities and using a number of rounds of their bardic performance ability. The following bard masterpieces are subject to the same rules and limitations of the bard masterpieces found in *Ultimate Magic*.

Pallavi of Nirvana's Blossoming (Dance)

The divine sunlight caused by this dance banishes darkness and causes flowers to bloom.

Prerequisite: Perform (dance) 11 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: You begin your dance slowly, focusing on exact posture, the position of your limbs, even the direction of your gaze, then build to a blur of motion. Upon completing the performance, you summon a fixed aura of divine sunlight that glows in a 100-foot-radius circle centered on you.

The divine sunlight acts as true daylight and affects creatures damaged or destroyed by such light. The light is as bright as sunlight at full noon and counters or dispels any *darkness* spells of 4th level or lower. If the dance is performed in an area of more powerful magical darkness, both the divine sunlight and darkness are temporarily negated so that otherwise prevailing light conditions exist in the overlapping areas of effect.

Within the area of the sunlight, plants grow and blossom rapidly, becoming an overgrown tangle. This effect mimics the overgrowth version of *plant growth*. You and one ally per three bard levels are immune to the movement-impairing effects of the overgrowth. The divine sunlight and all its associated effects last for 1 minute per bard level you possess.

Use: 3 bardic performance rounds.

Action: 3 full rounds.

Rondeau of Heavenly Order (Sing)

Your carefully structured song imposes rigid order on your listeners.

Prerequisite: Perform (sing) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: This song follows a set repetition of verses and refrains with a pattern of syllables that remains constant from line to line. As you sing, listeners find their actions bound by your song's relentless order. One enemy per bard level within listening range must make a successful Will save or find its movements hampered. A creature that fails its save can move only in a straight line each turn. The creature can choose which direction it wishes to move each turn, but it can move only along a straight line in that direction, and cannot move around corners or otherwise deviate from this line until its next turn. This effect lasts as long as you maintain the performance. Although this song has words, it is not language-dependent.

Use: 1 bardic performance round per round.

Action: 1 round.

Symphony of the Elysian Heart (Keyboard, Wind)

You spark notes of joy and freedom in your listeners.

Prerequisite: Perform (keyboard) or Perform (wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: The complex arpeggios in this piece follow each other so quickly that the music can sound jumbled and disjointed at first. As the piece progresses, however, distinct phrases emerge, creating a wild but harmonious piece that inspires feelings of unfettered freedom. You and up to one ally per bard level within 30 feet who can hear you can move and attack normally for the duration of your performance, even if under the influence of magic that usually impedes movement. This effect is identical to that of *freedom of movement*, except that this masterpiece does not allow subjects to move and attack normally while underwater unless these creatures would already be able to do so, and only lasts as long as you continue the performance.

Use: 1 bardic performance round per round.

Action: 1 round.

Martyred Bloodline

One of your ancestors paid the ultimate price for her beliefs. This distant relative martyred herself out of her devout belief in a cause, and that sacrifice echoed down to her descendants, infusing them with arcane power. Your bloodline confers abilities that allow you to endure pain, resist torture, and inspire others.

Class Skill: Perform (oratory).

Bonus Spells: *endure elements* (3rd), *surmount affliction*** (5th), *heroism* (7th), *blessing of fervor** (9th), *greater heroism* (13th), *joyful rapture*** (15th), *mind blank* (17th), *overwhelming presence*** (19th).

Bonus Feats: Diehard, Endurance, Heroic Defiance*, Heroic Recovery*, Leadership, Persuasive, Skill Focus (Perform), Toughness.

Bloodline Arcana: Whenever you take damage in battle, your effective caster level increases by 1 during your next turn. This effect does not apply more than once per round.

Bloodline Powers: You draw upon the power of your ancestor's self-sacrifice.

Sacrificial Boon (Su): At 1st level, as an immediate action, you can sacrifice 1 hit point in exchange for a +1 sacred bonus on the next damage roll, saving throw, or skill check you make. This bonus only applies as long as you use it by or during your next turn—otherwise both your sacrificed hit point and the bonus are wasted. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Rallying Cry (Su): At 3rd level, as a standard action once per day, you can shout a cry instilled with the noble sacrifices of your ancestor. You and any allies within 30 feet who can hear you gain a +1 morale bonus on attack and damage rolls for a number of rounds equal to half your sorcerer level (minimum 1). At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

Gift of Blood (Su): At 9th level, as a standard action, you can choose to sacrifice some of your hit points to grant an ally double that number in temporary hit points. You can sacrifice up to your character level in hit points when using this ability. These temporary hit points last up to 1 minute per sorcerer level. You cannot heal your sacrificed hit points until your target has lost its temporary hit points. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day.

Sacrificial Exchange (Su): At 15th level, as a swift action once per day, you can take 2 points of temporary ability damage to one of your ability scores and add a temporary +2 inherent bonus to any other ability score. This bonus lasts for a maximum of 1 hour per sorcerer level or until you choose to prematurely dismiss it (a free action), during which time the temporary ability damage cannot

be healed by any means. After this effect ends, you can heal the ability damage normally. At 20th level, you can use this ability twice per day.

Eternal Martyr (Su): At 20th level, your ancestor's act of martyrdom infuses your spirit. You become immune to death effects. Material components for spells and effects to bring you back to life (such as *raise dead* or *resurrection*) cost half as much as normal. Your body cannot be turned into an undead creature, as though you were affected by a permanent *hallow* effect (caster level equal to your sorcerer level).



Social

Scions of Good

Whether or not they embrace the same benevolent ideologies of their ancestral forebears, aasimars possess undeniable signs of their celestial lineage. Such features can manifest as either personality traits or physical attributes, but all point to the mysterious and otherworldly powers that begot an aasimar, and all patrons of evil know to fear such marked beings.



Aasimar Race Traits

The following race traits complement aasimar characters.

Adrift: You never felt like you belonged in your family. You were different, an outsider, and you grew up unable to bond with the people around you. Now, as an adult, you are still a little odd and others have a hard time understanding what makes you tick. You receive a +1 trait bonus on saving throws made to resist charm and compulsion effects.

Clergy Member: You belong to a particular faith, and your religious leaders see you as a mortal aspect of their deity. You are treated with respect and graciousness whenever you visit a temple of your faith. You receive a +1 trait bonus on Diplomacy checks when interacting with ordained members of your religion, and once per week you can request aid from a temple of your faith. The GM has final say in what sort of aid you can reasonably request, but in general you may ask for the casting of a 1st-level spell or for a nonmagical item worth 50 gp or less.

Ethical Leader: You attract followers who agree with your philosophical outlook on life. Your followers and cohorts are more willing to serve you because of their confidence in your strong moral position. You gain a +1 trait bonus to your Leadership score if all your cohorts and followers have an alignment within one step of your alignment.

Faith Healer: You have an unearthly appearance and soothing aura about you that make people believe you are gifted with divine powers. You learned at a young age to make use of your gift in order to make money, and you've found ways to ethically justify your work. You can make a Heal check weekly to earn money as though making a Profession check. In addition, you gain a +1 trait bonus on Heal checks.

Innocent: No one can believe someone as pure as you could be deceptive in any way. You have an air of innocence about you, and people have a hard time believing you could ever do anyone harm. When you make a Bluff check to tell a lie, your target always wants to believe you, granting you the standard +5 bonus on your Bluff check. This bonus only applies if the lie you tell is either believable or unlikely.

Planar Negotiator: You are skilled at convincing outsiders that you require their aid. Whenever

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you cast *lesser planar ally*, *planar ally*, or *greater planar ally*, you receive a 10% discount on the monetary cost required by the summoned outsiders. This bonus has no effect on services the outsiders may demand in order to strike a bargain.

Selective Health: You are resistant to most illnesses that strike those around you, but vulnerable to the contagions of evil. You gain a +2 trait bonus on Fortitude saves against diseases. However, whenever you must make a Fortitude saving throw against a disease inflicted by an undead creature or evil outsider (such as mummy rot or a vrock's spores), you do not gain this bonus, and instead take a -2 penalty on your Fortitude save.

Wary: You grew up around people who were jealous of and hostile toward you. Perhaps your parents were not pleased to have a child touched by the divine—they may have berated or beaten you, or even sold you into slavery for an exorbitant price. You grew up mistrustful of others and believing your unique appearance to be a curse. You gain a +1 trait bonus on Disguise and Sense Motive checks.

Random Aasimar Features

Presented below are dozens of features aasimars might possess. None of the following features grant characters any special powers in excess of their usual abilities.

d% Feature	d% Feature	d% Feature
1 Arms: appear sculpted from marble	37 Hands: blackened knuckles	71 Wings: butterfly
2 Arms: extra long	38 Hands: glowing palms	72 Wings: feathered
3 Arms: feathered forearms	39 Hands: leave contrails	73 Wings: light
4 Arms: scaled forearms	40 Hands: fingerprints look like holy symbols	74 Wings: metallic dragon
5 Arms: seemingly boneless	41 Head: animal features	75 Wings: prismatic
6 Build: always slender	42 Head: bald	76 Other: always look clean
7 Build: beautifully proportioned	43 Head: draconic features	77 Other: always well lit
8 Build: graceful	44 Head: halo	78 Other: androgynous
9 Build: unusually light	45 Head: unusually shaped	79 Other: breathing sounds like ocean waves
10 Build: well-muscled	46 Legs: clawed feet	80 Other: clothing billows even without wind
11 Digits: extra long	47 Legs: extra long	81 Other: covered in freckles
12 Digits: metallic nails	48 Legs: feathered shins	82 Other: don't sweat
13 Digits: odd number	49 Legs: metallic scaled shins	83 Other: floral breath
14 Digits: shining talons	50 Legs: unnaturally small feet	84 Other: fox tail
15 Digits: unusually colored nails	51 Shadow: animated	85 Other: melodic laugh
16 Ears: catlike	52 Shadow: bright	86 Other: multicolored tears
17 Ears: feathered	53 Shadow: metallic	87 Other: nearby bells ring when you pass by
18 Ears: long-lobed	54 Shadow: prismatic	88 Other: no body hair
19 Ears: pivoting	55 Shadow: winged	89 Other: pearlescent teeth
20 Ears: pointed	56 Skin: ashen	90 Other: random choral sounds surround you
21 Eyes: catlike	57 Skin: feathered	91 Other: sacred birthmark
22 Eyes: glowing	58 Skin: furred	92 Other: stigmata
23 Eyes: iridescent	59 Skin: glittering	93 Other: sweet scent
24 Eyes: jewel-like	60 Skin: glowing	94 Other: sweet taste
25 Eyes: multicolored	61 Skin: iridescent	95 Other: trancelike sleep
26 Face: baby-faced	62 Skin: metallic scales	96 Other: unicorn horn
27 Face: metallic lips	63 Skin: metallic sheen	97 Other: unusual footprints
28 Face: perfectly symmetrical	64 Skin: prismatic scales	98 Other: unusual temperature
29 Face: unearthly beauty	65 Skin: unusual hue	99 Roll twice, ignore any result of 99 or higher.
30 Face: white scar	66 Voice: echoes dramatically	100 Roll three times, ignore any result of 99 or higher.
31 Hair: animated	67 Voice: musical	
32 Hair: feathers	68 Voice: unusually high	
33 Hair: heatless flames	69 Voice: unusually low	
34 Hair: metallic	70 Voice: words you speak aloud seem to be heard mentally	
35 Hair: turns silver in moonlight		
36 Hands: always cool and dry		

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Big things are afoot in the Pathfinder Player Companion line! Starting with the next book in the series—*Varisia: Birthplace of Legends*—Pathfinder Player Companion is going to be shaking up its format, bringing you a host of new sections and content better tailored to each individual topic. More setting detail! More rules! More art! And all in the same affordable, 32-page package you’ve come to expect!

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IZAKI

Scions of the Heavens

Touched by benevolent beings of the good Outer Planes somewhere in their ancestry, aasimars are viewed with either awe or fear by all who know of their celestial heritage. Hailed as scions of angels at best or otherworldly bringers of heavenly destruction at worst, there is no doubt that aasimars hold a very special place in the world of mortals, and all know to be wary of their actions in the presence of an aasimar.

Blood of Angels presents a player-friendly overview of the aasimars of the Pathfinder campaign setting, as well as new rules and information to help players create unique and interesting celestial characters for any type of game. Inside this book, you'll find:

- ▶ Expansive entries on aasimars' origins and upbringings, their psychologies, how others perceive them, and the beliefs such angelic beings hold in the face of their celestial mark.
- ▶ A table of 100 variant aasimar abilities to further customize your blessed character.
- ▶ A detailed look at the six most common types of aasimars based on their celestial heritage, including alternate ability score modifiers, skills, and spell-like abilities for each.
- ▶ New curses, inquisitions, and subdomains for heavenly oracles, inquisitors, and clerics.
- ▶ New masterpieces for aasimar bards, and the martyred bloodline for sorcerers whose celestial ancestors made the ultimate sacrifice for their beliefs.
- ▶ A host of new traits to help make your aasimar character truly unique, as well as dozens of bodily features that distinguish your celestial character.

This Pathfinder Player Companion is set in the Pathfinder campaign setting and works best with the Pathfinder Roleplaying Game or the 3.5 version of the world's oldest fantasy roleplaying game, but can easily be incorporated into any fantasy world.

