

VENATOR

The handwriting was varied, the work of multiple authors detailing their efforts in both words and diagrams as they tried to change the Venators from what they'd originally been—human—[...] Injections, surgeries mixed with magic, magic mixed with drugs, blood transfusions, cutting out sections of bone to replace with bone from other species [...] The attempts got more creative the deeper into the book Grey ventured... and more desperate."

—Devri Walls, *Venators: Promises Forged*.

VENATOR TRAITS

ABILITY SCORE INCREASE

Your Strength, Dexterity, and one ability score of your choice increase by 1. This score increase may be Strength or Dexterity as well.

AGE

Venators age at the same rate as humans and reach adulthood at the same age, though their Venator traits if not immediately apparent begin to show as early as 10 years old.

ALIGNMENT

The alignment of a Venator is the same as humans, some have been known to detest their creators while others take on a noble role as defenders of their world.

SIZE

Same size and builds as humans, though usually lean and muscular.

SPEED

Your base walking speed is **30 feet**.

CREATED FOR THE HUNT

You have proficiency in the **Survival** skill.

SUPERIOR VITALITY

At the end of a short rest, you regain 1 hit die. Additionally, you have advantage on saving throws to avoid exhaustion.

STABLE FORM

You are immune to any effect that would permanently alter your body such as vampirism, lycanthropy, or the permanency of true polymorph.

VENATOR MARKINGS

You have tattoos all over your body that glow in the presence of intelligent creatures.

You project an aura around you with a **30 foot radius**, any creature that enters this area for the first time must make a Charisma saving throw **DC equals 8 + your proficiency bonus + your Charisma modifier**.

You become aware of the presence, but not location, of any creature that fails this saving throw as long as they are within your aura. The color of the aura that the markings give off depends on the race of the creature (Shown in Table. 1) that has entered this area. More than one creature can trigger this effect causing the markings to glow more than one color. A creature with an Intelligence of 4 or lower automatically succeeds on this saving throw.

While the aura is active, you have disadvantage on **Dexterity (Stealth)** checks. You may choose to suppress this aura as an action, it remains suppressed until you use an action to reactivate it

LANGUAGES

You can speak, read, and write Common and one language of your choice.

COLOR OF MARKINGS BASED ON RACE:

- Undead - Red
- Lycanthrope - Maroon
- Goblinoid - Green
- Giant - Light Green
- Fae - Pink
- Elemental - Silver
- Demon - Blue
- Devil - Teal
- Monstrosities - Gold
- Celestial - Magenta
- Dragonoid - White

(Table. 1)

