

## **Nephilim**

Nephilim have the blood of angels in their veins. The first nephilim appeared during the Demon Wars, a reminder of the angelic forces who protected humanity.

**Description:** Nephilim have an otherworldly beauty. Many are pale, with blonde hair. They have finely chiseled features. Males stand around 5'10" tall, and weigh around 160 lb. Females stand around 5'6" tall, and weigh around 130 lb. All nephilim will have at least one strange feature. This ranges from blue, green, or white hair; eyes being all white with no iris or pupil; eyes of pure gold; vestigial wings; pointed ears; feathers instead of hair; light blue, light green, or golden skin; etc.

**Personality:** Nephilim tend to be Good. They look for the good in everyone around them. Many become paladins. Some nephilim have no tolerance for evil at all, and will happily join up if the local church calls a Crusade. There are a few evil nephilim, but they are rarely seen. More than one nephilim was in the forefront of the Inquisition that occurred following the end of the Demon Wars.

**Racial Affinities:** Nephilim get along well with humans and other nephilim. They are cautious around wildlings, appreciating their abilities, but wary of their tempers. Nephilim get nervous around changelings, whose chaotic nature puts them on edge. They tend to think the worst of tieflings, though once a tiefling has earned a nephilim's trust it is not lightly taken away.

**Environment:** Nephilim prefer cities: their outlook suits them to the city life. Many can be found working at the local cathedral. Those who live in the country tend to work at an abbey, or in support of one.

### **Racial Traits and Abilities**

**Darkvision:** Nephilim can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but is otherwise like normal sight. Nephilim can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A nephilim requires one turn to adjust his eyes when a light source is extinguished before gaining full use of darkvision.

**Light:** Nephilim can cast the spell Light once per day, even while wearing armor. This is an innate ability, and does not count against spells per day for spell-casters.

**Resistance:** Choose one at character creation: Resist Acid, Resist Cold, or Resist Electricity. A nephilim does not take the first five points of damage from any attack that is generated by the selected effect.

**Languages:** Common, Celestial

**Size:** Medium      **Movement:** 30 feet

**Typical Classes:** Fighter, Cleric, Knight, and Paladin

**Attribute Modifiers:** +1 Wisdom, +1 Charisma

**Age**

<u>Middle</u>	<u>Old</u>	<u>Venerable</u>	<u>Age Limit</u>
100	150	200	+1d100