

Ethoria Realmstriders

The Flare

Realmstriders are rare souls who harbor a latent power called **The Flare** - a spark of cosmic energy that ignites under extreme stress or immense bliss. Once awakened, this force links a Realmstrider to the flowing *Æther* of countless worlds, granting the ability to traverse planes and shape powerful magic. Their journeys often place them at the heart of pivotal events that ripple across the Planes, suggesting a higher cosmic purpose. Whether driven by curiosity, duty, or survival, Realmstriders wander between realms, forging new combat styles, unearthing arcane secrets, and tipping the scales in conflicts far greater than themselves.

Realmstriding Ability, Proficiency & Saving Throws

You gain a new skill called Realmstriding. This skill directly relates to your **Constitution Ability Score** granting a skill check when attempting to perform a Realmstrider specific ability.

You gain proficiency with this skill when you reach 10th level and Expertise (*double proficiency*) at 20th Level. Add double your proficiency to your Realmstrider DC which is calculated by *8 + your Constitution modifier + your proficiency bonus*.

Learning to Realmstride

As **an action** you can initiate a Realmstride **which takes a minute**, forming a bridge through the *Æthervoid*. You are able to take objects you are wearing or carrying with you while you Realmstride, but not other people. A Realmstrider can use the knowledge of their own travels to travel to an approximate point within **a place they have already physically visited before**. The stride between planes leaves a slowly fading tunnel aura of the strider that can be followed. For the **next minute** if a Realmstrider travels between the planes they can follow that creature to its destination.

Once having traveled through the *Æthervoid* a Realmstrider **must complete a short or long rest** before being able to do so again. Once within the new plane a Realmstrider must attune to the leylines in order to fill *Æther* charges.

Leyline Attunement & Damage Types

Realmstriders take **one minute** to attune to the Leylines and **does not** count toward your total amount of attunement slots used for attuning to magical items.

When a Realmstrider takes a rest or is **unconscious for more than one hour** [*including elven trance or Warforge inert states*], a Realmstrider loses their attunement and any *Æther* charges stored. The Realmstrider must then re-attune to the leylines to restore the attunement and charges lost.

Leyline Color	Damage Type 1	Saving Throw	Damage Type 2	Saving Throw
White [W]	Cold	Constitution	Force	Strength
Blue [U]	Lightning	Dexterity	Thunder	Constitution
Black [B]	Acid	Dexterity	Necrotic	Constitution
Red [R]	Fire	Dexterity	Radiant	Dexterity
Green [G]	Poison	Constitution	Psychic	Intelligence

Realmstrider *Æther* Charges

Flare	4 th Level	8 th Level	12 th Level	16 th Level	20 th Level
1 st Charge	2 nd Charge	3 rd Charge	4 th Charge	5 th Charge	6 th Charge

Once you have Flared and gained your first *Æther* Charge, you gain access to the Novice *Æther* Abilities. You gain access to more powerful abilities at 8th level (Veteran) and at 16th level (Expert).

Novice Æther Abilities

Æther Infliction	➤ Using a Bonus Action you can expend Æther Charges. Until the end of your next turn , the next time you deal damage to a creature, you deal additional damage equal to your Proficiency Bonus per mana charge spent. (<i>This ability can stack</i>)
Æther Shield	➤ If you are "Bloodied" (<i>half max hit point or below</i>) you can use a Bonus Action to expend Æther Charges to gain temporary hit points equal to your hit point dice for each Æther charge spent. If you have multiple dice sizes choose the dice size to roll for each charge spent. This <i>does not reduce your hit dice total</i> .
Æther Strike	➤ Using a Bonus Action you can expend Æther Charges. Until the end of your next turn , attacks (<i>including spell attacks</i>) have a +1 to hit per mana charge spent.
Æther Finesse	➤ Using a Bonus Action , you can expend Æther Charges. Choosing a skill that is not a planeswalker skill, for the next minute , whenever you make a skill check of the skill chosen, you gain a +2 bonus to that check for each Æther Charge spent. If this ability is used again before the duration has passed the bonus is lost (<i>This ability can not stack</i>).
Æther Influence	➤ Using your Reaction you can expend Æther Charges. You gain a +1 to a Saving Throw you make for each Æther Charge spent. (<i>This can be done before or after knowing if your saving throw is a failure or success.</i>)

Veteran Æther Abilities (3+ Æther Charges)

Æther Focus	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend 3 Æther Charges. Until the end of your next turn, whenever you cast a spell or use an ability that forces one or more creatures to make a saving throw, increase the saving throw DC by +1. ➤ For each Æther Charge spent beyond 3 Charges increase this <i>bonus by +1 to your Saving Throw DC</i>.
Æther Parry	<ul style="list-style-type: none"> ➤ Using your Reaction you can expend 3 Æther Charges. Until the end of your next turn you gain a +1 to your AC. ➤ For each Æther Charge spent beyond 3 Charges <i>increase this bonus by +1 to your AC</i>.
Æther Blitz	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend 3 Æther Charges. Until the end of your next turn, your walking speed increases by 10 ft. and you do not provoke opportunity attacks. ➤ For each Æther Charge spent beyond 3 Charges <i>increase your speed by 10 ft.</i>
Æther Ward	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend 3 Æther Charges. Until the end of your next turn a creature you touch gains resistance to a damage type of your choice. ➤ For each charge spent beyond 3 Charges, you can <i>target an additional creature</i> you can <i>touch</i>.
Æther Shroud	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend 3 Æther Charges. You or a creature you touch, loses a condition of your choice. ➤ For each charge spent beyond 3 Charges, you can <i>target an additional creature</i> you can <i>touch</i>, or <i>target additional conditions</i> affecting a creature you can <i>touch</i>. <ul style="list-style-type: none"> ○ If the condition you are removing is the "Invisible" condition, the <i>creature holding concentration</i> must succeed on a Constitution Saving Throw against your Realmstrider DC to maintain the concentration on the "<i>Invisibility</i>" condition. If this condition is being held by a <i>non-concentration</i> effect the condition is <i>removed instantly</i>. ★ This <i>can not remove the Exhaustion, Petrified or Unconscious</i> conditions but can be used to remove the <i>restrained</i> condition before petrification to end the petrification process.

Expert Æther Abilities (5+ Æther Charges)

Æther Cunning	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend <u>5 Æther Charges</u> to teleport yourself and up to two willing creatures <u>you can see within 30 ft.</u> to unoccupied spaces <u>you can see within 60 ft.</u> ➤ If you spend the 6th charge, you can target an additional creature and all targets can gain the Dodge Action (<i>instantly</i>) and the Ready Action (<i>on their turn</i>) without expending any actions <u>until the end of your next turn.</u>
Æther Infusion	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend <u>5 Æther Charges</u>. Until the <u>end of your next turn</u> all damage dice you roll are increased by one size. ➤ If you spend the 6th charge, the <u>damage dice size is increased again.</u> <ul style="list-style-type: none"> ○ If any size increases beyond a D12 the damage is instead <u>replaced by the average</u> damage of a D12. (If damage would be 1d12 and is increased the damage automatically equals 7)
Æther Strategy	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend <u>5 Æther Charges</u>. Until the <u>end of your next turn</u> you can gain one additional Reaction or Bonus Action or Movement Action. ➤ If you spend the 6th charge, this grants an additional Action as well until the <u>end of your next turn.</u> <ul style="list-style-type: none"> ○ Once an additional <u>action</u> is used it can <u>not be gained again</u> until this ability is used again. (<u>unless another ability/feature grants it</u>)
Æther Ignition	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend <u>5 Æther Charges</u>. You unleash a surge of elemental power at a point <u>within 60 ft you can see.</u> All creatures within a <u>15 ft radius</u> of the target must succeed on a damage saving throw against a Damage Type 1 of your choice or take half damage. Damage dealt is <u>equal to hit dice expended</u> (<u>expends hit dice count</u>). ➤ If you spend the 6th charge, you can choose <u>Type 2 Damage</u>, the damage and radius is <u>doubled</u> (<u>30 ft radius of the spot chosen</u>).
Æther Bolster	<ul style="list-style-type: none"> ➤ Using a Bonus Action, you can expend <u>5 Æther Charges</u>. You can target <u>yourself and up to two other creatures within 60 ft. to regain an amount of hit points</u> equal to <u>half your amount of hit dice</u> (rounded down) and gain half of the amount healing as temporary hit points as well. (<u>Does not take away from your hit dice total</u>) ➤ If you spend the 6th charge, you can target an <u>additional 2 targets</u> and the healing amount is equal to your <u>hit dice total.</u>

[Optional] Unique Æther Ability (Level 4)

This is an optional rule that would be determined between the Dungeon Master and the players. This is used for homebrewing uniqueness for the Players to use a basic Realmstrider ability only that character can use.

Æther Initiate	<ul style="list-style-type: none"> ➤ This is an ability that is granted to a player that would grant the Realmstrider a unique ability that has been custom tailored [<u>Agreed upon by both Dungeon Master and Player</u>] to the character and the Player's role play style with that character.
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