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# Dionae

## 2nd Edition

(Unfinished Version)

*Known for their keen perception, hunting tactics, and a short fuse, Dionae are a species of living plants given mind, soul, and skill. While often wise, precise, and talented at their craft, Dionae are known for snapping at others and getting frustrated sooner. Though with that drawback, they still make great party members, able to adapt to a wide variety of tasks. Their many subraces each form from a different origin, and are each equipped with unique inherent tools.*

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## Traits

You have proficiency in the **Nature** and **Survival** skills.

**Creature Type.** You are a Plant. You are also considered a Monstrosity for any rule or prerequisite that requires you to be a Monstrosity.

**Speed.** Your walking speed is 30 Feet.

**Size.** You are Medium.

**Light Receptors.** You only see in shades of gray, and the closer something is to white, the brighter it appears to you.

**Extra Appendage.** You may use three of your vines as arms, giving you a third arm.

**Earth Walk.** You can move across difficult terrain without expending extra movement if you are using your walking speed on the ground or a floor.

**Unfazed.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Bite.** You can use your jaws to make an unarmed strike. When you bite with them, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

**Dormancy.** Instead of sleeping, Dionae enter a form of rest known as dormancy in which they fold up their vines and become stationary while being semi-unconscious. While in dormancy Dionae are aware of vibrations in the ground and nearby presences, but cannot see. While in dormancy, Dionae appear as regular plants and are unable to be visually discerned. This dormancy is treated like sleep for Dionae, and thus cannot be activated on command.

**Flame Prone.** You are vulnerable to Fire damage.

**Languages.** Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

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## - Subraces -

### Ivinae

Toxic Ivy

**Poison Bite.** When you use an unarmed strike that successfully hits the target, the target becomes poisoned for 3 turns. While poisoned, a creature must make a Constitution saving throw. On a failed save, the target takes damage equal to an amount of D4s equal to your player level.

**Urushiol Skin.** As an action, you may coat yourself in an itch-inducing oil for 10 minutes, or 3 turns if in combat. A creature that touches you in this time must make a Constitution saving throw. If the creature fails, they will have disadvantage on Dexterity saving throws for 5 minutes, or 2 turns if in combat.

**Toxin Resistant.** You have resistance to Poison Damage.

### Veeinae

Sharp Hunters

**Enhanced Sight.** You can perceive reds, green, and yellows.

**Strong Jaws.** Your unarmed strikes deal an amount of D4s equal to half your proficiency bonus rounded down.

**Fatiguing Bite.** If you are making an unarmed strike, you can choose to make it fatiguing. If you do this, and the strike hits, you must roll a d10. If the result is 7 or higher, the target is affected with Exhaustion 1. You may only use this ability once before a Long Rest is needed.

**Thorns.** If you are dealt melee Piercing, Bludgeoning or Slashing damage, deal 1d6 Piercing Damage to the attacker.

### Blosinae

Beautiful Flowers

**Sweet Aroma.** You smell sweet and calming like flowers.

**Camouflage Petals.** As an action, you can shift the color of your petals to match the color of your surroundings, giving you advantage on Stealth checks made to hide in those surroundings.

### Aquinae

Waterborne Kelps

**Swim.** You have a swim speed equal to your walking speed.

**Climb.** You have a climb speed of 25.

**Amphibious.** You can breathe air and water.

**Water Camouflage.** You have advantage in Stealth checks while underwater unless you are otherwise given disadvantage.

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- Other -

## Naming Style

Dionae usually have abstract names, or names based on the type of plant they are. Sometimes their names are combinations of two different objects, and one of the two is plant related. On very rare occasions, they may be named based on the naming style of nearby species.

Examples. Destiny, Pin, Needle, Thistle, Till, Aqua, Joy, Persi(stence), Clover, Blossom, Ruben, Echo, Might.

## Aging

Dionae live far longer than Humans at around 100 years or so, but they only live around 70 of those years able to move. At one point, a Dionae will need to root into the ground, disabling all of their movement. After this, Dionae spend the rest of their time alive growing to around 4 times their original height, but they also spend this time slowly dying. Dionae cannot hunt for food, and gain less and less nutrition from any food offered to them as they age after rooting. Dionae will usually choose a secluded spot away from others to root.

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Dionae created, drawn and fine-tuned by Slycotton.

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