I'm not a robot



D&D Beyond Desktop View Assimar bear within their souls the light of the heavens. They are descended from humans with a touch of the power of Mount Celestia, the divine realm of many lawful good deities. Assimar are born to serve as champions of the gods, their births hailed as blessed events. They are a people of otherworldly visages, with luminous features that reveal their celestial heritage. Celestial Champions and guidance from celestial entities via dreams. These dreams luminous features that reveal their celestial heritage. Celestial heritage. Celestial heritage heritage heritage and guidance from celestial entities via dreams. These dreams luminous features that reveal their celestial heritage. Celestial heritage heritage heritage heritage heritage heritage heritage heritage. help shape an assimar, granting a sense of destiny and a desire for righteousness. Each assimar can count a specific celestial agent of the mortal world. Hidden Wanderers While assimar are strident foes of evil, they typically prefer to keep a low profile. An assimar inevitably draws the attention of evil cultists, fiends, and other enemies of good, all of whom would be eager to strike down a celestial champion if they had the chance. When traveling, aasimar prefer hoods, closed helms, and other gear that allows them to conceal their identities. They nevertheless have no compunction about striking openly at evil. The secrecy they desire is never worth endangering the innocent. Assimar GuidesAn assimar, except for one who has turned to evil, has a link to an angelic being. That being usually a deva provides guidance to the assimar, though this connection functions only in dreams. As such, the guidance is not a direct command or a simple spoken word. Instead, the assimar receives visions, prophecies, and feelings. The angelic being is far from omniscient. Its guidance is based on its understanding of the tenets of law and good, and it might have insight into combating especially powerful evils that it knows about. As part of fleshing out an assimar character, consider the nature of that character's angelic guide. The Angelic Guide tables offer names and natures that you can use to flesh out your character's guide. Conflicted SoulsDespite its celestial origin, an assimar is mortal and possesses free will. Most assimar follow their ordained path, but some grow to see their abilities as a curse. These disaffected assimar are typically content to turn away from the world, but a few become agents of evil. In their minds, their exposure to celestial powers amounted to little more than brainwashing. Evil assimar make deadly foes. The radiant power they once commanded becomes corrupted into a horrid, draining magic. And their angelic guides abandon them. Even assimar wholly dedicated to good sometimes feel torn between two worlds. The angels that guide them see the world from a distant perch. An assimar who wishes to stop and help a town recover from a drought might be told by an angelic guide to push forward on a greater quest. To a distant angel, saving a few commoners might pale in comparison to defeating a cult of Orcus. An aasimar's guide is wise but not infallible. Aasimar VariantsFallen Aasimar Protector Aasimar Protector Aasimar VariantsFallen Aasimar Var increases by 2.AgeAasimar mature at the same rate as humans, but they can live up to 160 years. AlignmentImbued with celestial power, most assimar are good. Outcast assimar are most often neutral or even evil. SizeAasimar have the same range of height and weight as humans. SpeedYour base walking speed is 30 feet. DarkvisionBlessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Celestial Resistance to necrotic damage and radiant damage. Healing HandsAs an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest. Light BearerYou know the light cantrip. Charisma is your spellcasting ability for it. LanguagesYou can speak, read, and write Common and Celestial. Fallen Aasimar An aasimar who was touched by dark powers as a youth or who turns to evil in early adulthood can become one of the fallen a group of assimar whose inner light has been replaced by shadow. Ability Score IncreaseSour Strength score increases by 1. Necrotic ShroudStarting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. Protector Aasimar Protector assimar are charged by the powers of good to guard the weak, to strike at evil wherever it arises, and to stand against the darkness. From a young age, a protector assimar receives advice and directives that urge to stand against the darkness. From a young age, a protector assimar receives advice and directives that urge to stand against the darkness. use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. Scourge Aasimar Scourge assimar are imbued with a divine energy that blazes intensely within them. It feeds a powerful desire to destroy evil a desire that is, at its best, unflinching and, at its worst, all-consuming. Many scourge assimar wear masks to block out the world and focus on containing this power, unmasking themselves only in battle. Ability Score Increase your action to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. world of Pulmara, Aasimar are not always born humans. Almost any race can bring forth a blessed child, and as such the statistics for aasimar are not always representative of this mix of celestial and mortal. The rules presented here provide a number of variant options for aasimar born to several non-monstrous races. ### Base Aasimar Traits ***Ability Score Increase.*** Your Charisma score increases by 2* ***Age.*** Aasimar mature at the same rate as the race they were born to, but can live up to 60 years longer.* ***Alignment.*** Imbued with celestial power, most aasimar are most often neutral or even evil.* ***Size.*** Your size is medium.* ***Speed.*** Your base walking speed is 30 feet.* *** Darkvision.*** Blessed with a radiant soul, your vision can easily cut through darkness as if it were dim light. You can't discern color in darkness, only shades of gray.* *** Celestial Resistance.*** You have resistance to necrotic damage and radiant damage.**** As an action, you can touch a creature and cause it to regain a number of hit points equal to your spellcasting ability for it.* ***Languages.*** You can speak, read, and write Common and Celestial.* ***Subrace.*** Three subraces of aasimar exist: protector aasimar, sourge aasimar, you can choose one of the following variant traits if you wish for the aasimar to be of a race other than human: ***Aarakocra** You gain the Flight and Talons traits from the Aarakocra race. These traits replaces the Healing Hands trait. ***Dragonborn.** You gain the Draconic Ancestry and Breath Weapon traits from the Dragonborn race. These traits replace the Healing Hands and Light Bearer traits (columnbreak ***Dwarf.** You gain the Dwarven Resilience and Stonecunning traits from the Dwarf race. These traits replace the Healing Hands and Light Bearer traits. Fey Ancestry and Trance traits from the Elf race. These traits replace the Healing Hands and Light Bearer traits* **Firbolg.** You gain the Gnome Cunning trait from the Gnome race. This trait replaces the Healing Hands trait. Additionally, your size is small, instead of medium, and your base walking speed is 25 feet, instead of 30.* **Goliath.** You gain the Stone's Endurance, Powerful Build, and Mountain Born traits from the Goliath race. These traits replace the Healing Hands and Light Bearer traits.* **Half-Elf.** You gain the Fey Ancestry and Skill Versatility traits from the Half-Orc.** You gain the Menacing and Relentless Endurance traits from the Half-Orc race. These traits from the Half-Orc.** You gain the Menacing and Relentless Endurance traits.* **Half-Orc race. These traits from the Half-Orc race. These traits from the Half-Orc.** You gain the Menacing and Relentless Endurance traits.* **Half-Orc race. These traits from the Half-Orc race. The Half-Orc race is the Half-Orc race. The Half-Orc race is the Half-Orc ra the Halfling race. These traits replace the Healing Hands and Light Bearer traits. Additionally, your size is small, instead of 30.* **Kenku.** You gain the Mimicry, Kenku Training, and Expert Forgery traits from the Kenku race. These traits replace the Healing Hands and Light Bearer traits. **Lizardfolk.** You gain one of the following pairs of traits from the Lizardfolk race: Swim Speed and Hold Breath, Bite and Natural Armor, or Cunning Artisan and Hunter's Lore. The traits from the Healing Hands and Light Bearer traits.* **Minotaur.** You gain the Horns Goring Rush, and Labyrinthine Recall traits from the Minotaur race. These traits replace the Healing Hands and Light Bearer traits.* **Shifter.** You gain the Shifting Feature from the Shifting Feature from the Healing Hands and Light Bearer traits. **Tabaxi.** You gain the Feline Agility and Cat's Claws traits from the Healing Hands and Light Bearer traits. Light Bearer traits.* **Tiefling.** Tieflings cannot become Assimar in Pulmara, as they are an opposite version of one another. [Here] (is where you can find Pulmaran Tieflings cannot become Assimar in Pulmara, as they are an opposite version of one another. [Here] (is where you can find Pulmaran Tieflings cannot become Assimar in Pulmaran Tieflings.** Traits from the Triton race. These traits replace the Healing Hands and Light Bearer traits. \pagebreak> ## Multiracial Aasimar v1.0> This version of the aasimar variants is a work in progress and in need of review.>> ### Art> > *All uncredited art is from DMsGuild Free Creators Resources.*>> ### Background> A while back a player asked me if he could be an Aasimar that was born to gnomes. I said that sounds dope and asked race and still retain some of their racial heritage and identity. >> Please excuse the use of Pulmara (my setting) in the doc, this is planned to be given to players for an upcoming one-shot in that world.> > I hope you enjoy these celestial combinations!> > ##### /u/SubjectiveSloth\columnbreak> ##### My Other Works:> * [Bloodrager and Whirlwind Barbarian Paths](> * [Spell Rarity System](> * [Tiefling Subraces for the Lords of the Nine](> * [Tieflings Reimagined](> * [Trapper Sorcerer](> * [The Nomad Class](Radiant, powerful, healers, and promising with almost any class pick, theres a thousand reasons to make your next character an Assimar. Descended from both humans and the divine realm, Assimar have a lot of angelic imagery and descriptions, from radiant energy, to healing, to light-bearing. Unsurprisingly, they Charisma, a very human-like medium build, and a base walking speed of 30 feet. They also have good vision in dim light up to 60 feet and decently in darkness. What sets Assimars apart is their Celestial Resistance, giving them resistance to necrotic and radiant damage, as well as Celestial legacy, giving them access to a few more spells including Light, Lesser Restoration, and Daylight. The next time we see Aasimar appear as a player character is in Volos Guide to Monsters. And while they are by and large the same, there are a few key changes and updates between the books. Now only their Charisma score increases by +2. Darkvision, resistance, and the Light cantrip are all still intact. But the other spells are no longer a given. Instead, now Aasimar use their Charisma as their spellcasting score. But what is added is Healing Hands. This lets them use an action to touch a creature and heal it for a number of hit points equal to the Aasimar slevel. Variants Volos Guide also has three distinct sub-variants of Aasimar for players to choose from during character creation. Protector Assimar have a +1 Wisdom and Radiant Soul, which allows them to grow wings and have a once-per-long-rest flying speed of 30 feet. Scourge Assimar have a +1 Constitution increase and Radiant Consumption, which makes a powerful, searing light of radiant energy pour out of the character to deal extra damage to anything within 10 feet. Finally, Fallen Aasimar have a +1 to Strength and Necrotic Shroud, which causes them to transform temporarily into terrifying version of themselves and frighten anyone around them as well as dealing extra necrotic damage. Best Classes Especially with Volos variants allowing you to make your character a little more custom, there are many solid picks for your Aasimar characters class. Anything that will utilize a high charisma score is a good picklike Bard or Sorcerer for example. But Paladin is also a strong choice with a very obvious Blessed Warrior backstory. Hexblade Warlock could also be a surprisingly good build, mixing caster and melee fighting with a touch of healing. Tips & TricksAasimar are a very fun and somewhat underutilized player-race pick with a ton of customization and options to choose from. I think the biggest pitfall to avoid with this one is not making your character too high-and-mighty, too good, or too stuffy. You have an opportunity to make an interesting, multifaceted character agree to our Terms of Use and Privacy Policy. Happy adventuring! Writer, Former Cosplayer, Tapletop RPGer, Mom, ASL Student, & Coffee Addict. To find Meaghan elsewhere on the internet, check out her LinkTree at Any emails regarding articles or potential game or accessory spotlights can be sent to . Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies, you agree to our use of cookies, and measure the effectiveness of advertising. By rejecting non-essential cookies, light, ease wounds, and unleash the fury of the heavens. Assimar can arise among any population of mortals. They resemble their parents, but they live for up to 160 years and often have features that hint at their celestial nature of the heavens. Assimar can arise among any population of mortals. They resemble their parents, but they live for up to 160 years and often have features that hint at their celestial nature of the heavens. The Aasimar Celestial Features table has examples you can choose or use as inspiration to create your own. Aasimar Celestial Features table has examples your shadow5A ghostly halo crowning your head6Rainbows gleaming. on your skinAbility Score Increase. When determining your characters ability scores, increase and increase a different score by 1, or increase a different score by 1. You can't raise any of your scores above 20. Creature Type. You are a Humanoid. Size. You are Medium or Small. You choose the size when you select this race. Speed. Your walking speed is 30 feet. Darkvision. You can see in dim light within 60 feet of you as if it were dim light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray. Celestial Resistance. You have resistance to necrotic damage and radiant damage. Healing Hands. As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus. The creature regains a number of hit points equal to the total rolled. Once you use this trait, you cant use it again until you finish a long rest. Light Bearer. You know the Light cantrip. Charisma is your spellcasting ability for it. Celestial Revelation. When you reach 3rd level, choose one of the revelation options below. Thereafter, you can use a bonus action to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your eyes taken to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your eyes taken to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your eyes taken to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your eyes taken to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your eyes taken to unleash the celestial energy within yourself, gaining the benefits of that revelation. 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Creatures other than your allies within 10 feet of you until the end of your next turn. Until the transformation ends, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus. Radiant Consumption. Searing light temporarily radiates from your eyes and mouth. For the duration, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes radiant damage equal to your proficiency bonus. Until the transformation ends, once on each of your turns, you can deal extra radiant damage equals your proficiency bonus. Radiant Soul. Two luminous, spectral wings sprout from your back temporarily. Until the transformation ends, you have a flying speed equal to your walking speed, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus. Languages. Your character can speak, read, and write Common and one other languages to choose from. The DM is free to modify that list for a campaign. Assimar bear within their souls the light of the heavens. They are descended from humans with a touch of the power of Mount Celestia, the divine realm of many lawful good deities. Aasimar are born to serve as champions of the gods, their births hailed as blessed events. They are a people of otherworldly visages, with luminous features that reveal their celestial heritage. An aasimar, except for one who has turned to the power of Mount Celestial heritage. An aasimar, except for one who has turned to the power of the power of Mount Celestial heritage. 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Outcast aasimar are most often neutral or even evil. Size. Aasimar have the same range of height and weight as humans. Your size is Medium. Speed. Your base walking speed is 30 feet. Darkvision. Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness as if it were dim light. You can't discern color in darkness. As an action, you can touch a creature and cause it to regain a number of hit points equal to your spellcasting ability for it. Languages. You can speak, read, and write Common and Celestial. Subraces of assimar exist: protector aasimar, scourge aasimar, and fallen aasimar. Choose one of them for your character. Protector aasimar are charged by the powers of good to guard the weak, to strike at evil wherever it arises, and to stand vigilant against the darkness. From a young age, a protector aasimar receives advice and directives that urge to stand against evil. Ability Score Increase. Your Wisdom score increases by 1. Radiant Soul. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. Scourge Scourge assimar are imbued with a divine energy that blazes intensely within them. It feeds a powerful desire to destroy evil - a desire that is, at its best, unflinching and, at its worst, all-consuming. Many scourge aasimar wear masks to block out the world and focus on containing this power, unmasking themselves only in battle. Ability Score Increase. Your Constitution score increases by 1. Radiant Consumption. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of your turns, you can deal extra radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage equal to half your level (rounded up). level.Once you use this trait, you can't use it again until you finish a long rest. Fallen - a group of aasimar whose inner light has been replaced by shadow. Ability Score Increase. Your Strength score increases by 1. Necrotic Shroud. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8). + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage equals your level. Once you use this trait, you can't use it again until you finish a long rest. Assimar Versions, below), but the celestial influence. They have been through several major design changesover the years (see Assimar Versions, below), but the celestial influence and someof their traits have been through several major design changesover the years (see Assimar Versions, below), but the celestial influence and someof their traits have been through several major design changesover the years (see Assimar Versions, below). remained a constant. The version of the Aasimar published in Volos Guide to Monsters gets threesubraces to choose from. While its never explicitly stated, its implied that the Protector and Scourge are intended to be good-aligned, while the fallen is intended to be evil-aligned. From a more mechanical perspective, the threesubraces provide a different ability score increase and transformation, makingeach viable in difference between the three comes down totheir transformation. The transformation all apply a damage boost which applies to damage you dealon your turn with an attack or a spell. Since the transformation only worksfor one minute per long rest, you want to get as much mileage as possible. If possible, use multi-target effects like AOE damage spells, or make numerousattacks in the same turn. Keep in mind that the damage is reduced byresistances, targets passing saving throws, etc. so if you rely on AOE damagespells youll likely want to apply the bonus damage to a target that fails itssave. The updated version of the Aasimar published in Monsters, but with a Bonus Action activation and severely reduced damage. The core concepts of the transformations are the same, but Radiant Consumption no longer hurts you, so all three options are at least worth considering for any class. The DMG version of the Aasimar, often overlooked by most groups, is still aperfectly functional race. It shares the original Protector Aasimar, often overlooked by most groups, is still aperfectly functional race. It shares the original Protector Aasimar, often overlooked by most groups, is still aperfectly functional race. Transformation, the variant Aasimar just gets someinnate spellcasting. Table of ContentsRPGBOT uses the color coding scheme which has become common among Pathfinder build handbooks, which is simple to understand and easy to read at a glance. Red: Bad, useless options, or options whichare extremely situational. Nearly never useful. Orange: OK options, or useful optionsthat only apply in rare circumstances. Useful sometimes. Green: Good options. Useful often. Blue: Fantastic options, often essential ontent from DMs Guild, in handbooks for official content because we cant assume that your game will allow 3rd-party content or homebrew. We also wont cover Unearthed Arcana content because its not finalized, and we cant guarantee that it will be available to you in your games. The advice offered below is based on the current State of the 2014 DnD 5e Character Optimization Meta as of when the article was last updated. Keep in mind that the state of the meta periodically changes as new source materials are released, and the article will be updated accordingly as time allows. The Assimar, and no one can faultyou for getting them mixed up. The first version of the Aasimar was published in the Dungeon Masters Guide as an example how to create your own homebrew race. This version is typically referred to as the Variant Aasimar, which is confusing because its not a variant of anything. This version of Aasimar was somewhat flashier than many of the core races, so in 5es early years most people didn't thematic similarities and some overlapping traits, the official Aasimaris technically). This versionintroduced three Aasimar subraces with their now-signature transformationtrait. Tashas Cauldron of Everything gave us two more versions when the customorigin rules were introduced, affecting both pre-existing versions of the Aasimar. Most recently, Monsters of the Multiverse gave us the 5th version of the Aasimar uses the new ability score increase mechanics (+2/+1 or three +1s) and has a few other big changes. Healing Hands now uses apool of d4s, so the The activation action was reduced to aBonus Action and the damage was reduced to your Proficiency Bonus, so whileits much less impactful. RadiantConsumption also no longer hurts you. This section assumes that youre using the option Customizing Your Origin rules presented in Tashas Cauldron of Everything action assumes that your Proficiency Bonus, so whileits much less impactful. RadiantConsumption also no longer hurts you. This section assumes that your Proficiency Bonus, so whileits much less impactful. If youre not using those rules, scroll down to the next section. Artificer Healing Hands can take some pressure off of you to select healing spells, and Celestial Resistance provides damage resistances that the Artificer Cantprovide on their own. Radiant Consumption is good for melee builds, and Radiant Soul provides temporary flight if youre not high enough level toinfuse Winged Boots. Barbarian Two damage resistances, a minor healing option, and Darkvision provide a lotof things that barbarians dont usetheir Bonus Action on every turn. Radiant Consumption is likely your bestCelestial Revelation option since barbarians struggle to handle crowds. Thedamage isnt massive and the AOE isnt very big, but I wouldstill learn Healing Word because its such a good spell. Celestial Revelationoffers some helpful utility options but the damage boost is often difficultbecause so many of the Bards best options dont deal damage. Necrotic Shroudcan be helpful for melee bards, especially if combat is getting too intensefor you, but any bard can make good use of Radiant Spirits temporaryflight. ClericHealing Hands will save you a spell slot, and Celestial Resistance willprotect you from damage types which many clerics need to worry about fromother clerics and from undead. Necrotic Shroud is good for clerics built formelee, and works very well alongside things like Word of Radiance and SpiritGuardians. For less durable clerics, Radiant Souls flight provides a greatflight option which clerics often cant match. DruidThe Aasiman works for the Druid for the same reasons that it works for the Cleric. Radiant Consumption is really only useful for Circle of Spores, but Radiant Soul is still the best for the majority of druids. Im not certain which of the Assimars traits work while using Wild Shape, and the answer to that determines whether or not this is useful for Circle of the Moon Whatever the answer is, I think Celestial Resistance and Celestial Revelation would follow the same rule. I love the idea of a bear suddenly glowing and growing angelic wings, but I have no idea if its allowed. As a DM I would allow it, but talk to your own DM before you settle on the character concept. Fighter Radiant Soul provides easy flight that works in heavy armor, and even if you dont need the flight, the damage boost is nice. If you dont care about flight, Radiant Consumption is great for handling crowds. Healing Hands is nice for sharing (you have Second Wind for yourself), and Celestial Resistance provides resistances that you cant get from most magic items or from spells that your allies can cast. MonkRadiant Consumption is good if you worry about crowds and Radiant Soulprovides flight that most monks simply cant match. Two damage resistances are great on the monk since monks are relatively frail compared to otherfront-line martial classes, and most monks dont have built-in healingoptions, so Healings Hands is useful if your allies go down. Paladin Radiant Consumption is great for crowds and Radiant Soul gets you flight inheavy armor. Necrotic Shroud is an option since paladins have decent Charisma, but the fear effect isnt great unless youre going for Oath of Conquest. Ranger Melee rangers should consider Radiant Consumption and ranged rangers should go for Radiant Soul. Healing Hands removes the temptation to learn Cure Woundsas an emergency healing option, leaving room in you limited spells known formore interesting things. RogueMelee builds might take Radiant Consumption to handle crowds, but crowds arenot a great situation for rogues unless youre hiding in them. More likelyyoull go for Radiant Spirit. SorcererRadiant Spirit is your best option. Necrotic Shroud looks tempting becausethe DC is Charisma-based, but the range is tiny and if youre stuck in meleeits probably not going to save you. You either need to Disengage orteleport. WarlockFor hexblades, Necrotic Shroud and Radiant Consumption are both options. Imhesitant to recommend Radiant Consumption as a way to handle crowds becauseeven hexblades are fairly frail, so wading into a crowd is dangerous. Itstypically best to pull back and cast Hunger of Hadar. Necrotic Shrouds fearoption isnt great, but the DC is Charisma-based so if anyones going to useit successfully its a hexblade. For other warlocks, Radiant Spirit is your best option by far. Wizard Radiant Soul gets you flight and a damage boost without Concentration. But ifthats all youre here for, a flying race like the Fairy or the Owlin isprobably a better choice. The Aasimars damage resistances are difficult forthe Wizard to replicate, and with nearly no healing options Healing Hands is agood way to save a dying ally. This section assumes that youre using the option Customizing Your Origin rules, scroll down to the next section. With the addition of Everything. If youre not using those rules, scroll down to the next section. With the addition of the Customizing Your Origin rules, and only thing which distinguishes assimar subraces is the subraces transformations, and the next section. With the addition of the Customizing Your Origin rules, the only thing which distinguishes assimar subraces is the subraces transformations, and the next section. and the Paladin. Protectoris great for spellcasters and ranged attackers because it offers flightwithout Concentration, allowing you to stay in the air even if you take a fewhits. Artificer The Fallen Aasimar works for melee artificers and the Protector Aasimar works for melee artificers, though the Fallen Aasimar works for melee artificers and the Protector Aasimar works for melee artificers. problem. The Scourge is too risky with the Artificers and anything that the Artificer needs and cant alreadyprovide. Barbarian the Protector Assimar gives the Barbarian easy access to flight, and thedamage bonus will be reliable thanks to Bardscapabilities, and the damage resistances are nice for a fairly frail class. For melee bards, the Fallen Assimars Necrotic Shroud is a great crowd controloption with a Charisma-based DC. For bards focusing on spellcasting, Protectoris an easy choice. The DMG Variant Assimars additional spellcasting istempting, but doesn't add anthing that the Bard cant already do. ClericThe Assimars innate spellcasting is redundant with the Clerics features, especially for the DMG Variant Assimar. Even so, the Scourge Assimars innate spellcasting is redundant with the Clerics features, especially for the DMG Variant Assimar. Even so, the Scourge Assimars innate spellcasting is redundant with the Clerics features, especially for the DMG Variant Assimar. for clerics to find.DruidThe Aasimars innate spellcasting is redundant with the Druidss features, especially for the DMG Variant Aasimar. Its unclear which, if any, of the Aasimars racial traits work whilewildshaped. The Aasimar draws their unique racial traits from their celestiallineage, so it makes sense that they wouldnt work in a different form, butyou could also argue that things are more spiritual than biological. Talk toyour DM about it. Fighter frompowerful foes like celestials and undead. Fallen is a tempting option, butmost fighters wont have the Unarisma to make Necrotic Shrouds DC reliable. Scourge can work, but the self-inflicted damage from Radiant Consumption isdifficult to manage without a lot of built-in healing. Protector is probablythe easiest choice, allowing melee builds to get into melee with flying foesand allowing ranged builds to get out of reach. Monki he Aasimars inhate spellcasting does little to help the Monk, but thedamage resistances are just as useful as they are for other martial classes, and Transformation offers an enticing damage option for a class which can make omany attacks right from level 1. With no dependency on Charisma, the Fallen Aasimars Necrotic Shroud wonthave a reliable DC. The Protector Aasimars flight may be useful, and Unarmored Movements speed bonus will apply to the flight speed. Scourge lookstempting on a melee class, but with few healing options its a hard choice. Itmay work for Way of Mercy, provided that yourself repeatedly in combat. Paladin Every variety of assimar works for the Paladin. Fallen works great for ahigh-Charisma build, so Blessed Warrior builds are an excellent choice, allowing you to handly flying enemies withoutrelying on allied spellcasters or magic items. Scourge is great for handlingcrowds, which is normally hard for the Paladin due to their almost completelack of area damage options. The DMG Variant Aasimar provides early access tospellcasting options which paladins dont normally get until well into their slow spellcasting progression. Ranger protectors flight is great for the Ranger. Scourge may also work, but the Ranger provides early access tospellcasting options are very limited, so be cautious about your hitpoints. RogueThe Aasimar provides some magical options not normally available to the Rogue, but subclass options are difficult. Protector is almost certainly yourbest choice. Sorcerer Can normally only get from Divine Soul. Fallen looks tempting due to Necrotic Shrouds Charisma-based DC, but most sorcerers dont want to be in melee to use it, sostick to the Protector Assimar for flight or the DMG Variant Assimar for access to Lesser Restoration. Warlock The Warlock offers a lot of great options for the Assimar for flight or the Protector is a greatoption for caster warlocks looking to get off the ground occasionally. Scourgemay be hard due to the Warlocks d8 hit dice and lack of healing options. The DMG Variant Assimar may work for celestial warlocks looking to serve as their partys healer, offering access to Lesser Restoration so you can do more than just restore hit points. Wizard The Protectors access to flight is an easy option for the Wizard, but few ofthe Assimars other traits directly benefit the Wizard. This section assumes that youre not using the option Customizing Your Origin rules presented in Tashas Cauldron of Everything or the updated version of the race published in Mordenkainens Monsters of the Multiverse. If you are using those rules, scroll up to the previous section. Artificer Bad ability spread. The damage boosts from Transformation would work great, but without and Intelligence increase youll lag behind other artificers most of the time. Barbarian the Fallen Assimars other subraces and the core racial traits do very little for the Barbarian. BardA +2 Charisma increase is a great start for a bard, and Healing Hands and Light Bearer provide magic options which will open up space in your cantripsand spells known. Your choice of subrace will likely depend on your subclass. Fallen Aasimarmight work as Sword or Valor bards, but Strength is generally a poor choicefor bards planning to use weapons. Scourge Aasimar works great offensively, but youll fall behind expected attack bonus and damage with weapons until youpick up at least one Ability Score Increase, and the Bard doesnt have enoughlit points for the Scourge Aasimars Transformation to be safe. Protector Aasimar offers access to flight, making it a safe option for bards focused onspellcasting. ClericDespite their Charisma increase offering very little to clerics, the Aasimarstill makes a decent cleric. Resistance to necrotic and radiant damage isgreat for a class which frequently confronts celestials and/or undead, and Healing Hands is a useful complement to your healing spells. Protector Aasimar is the go-to option for aasimar clerics because of theirWisdom increase, and Radiant Soul allows you to fly and deal a bunch of extradamage for one minute per day. Scourge and Fallen Aasimar can both workdepending on your choice of domain and your role in the party, but yourspellcasting may lag behind at low levels until you pick up some Ability ScoreIncreases. If you dont want to deal with Transformation, the DMG VariantAasimars innate spellcasting could be a good option. DruidThe Protector Aasimar provides a Wisdom increase and access to flight whenyou need it in combat, plus the innate spellcasting nicely complements the Druids spellcasting. Its unclear which, if any, of the Aasimars racial traits work whilewildshaped. The Aasimar draws their unique racial traits from their celestiallineage, so it makes sense that they wouldnt work in a different form, butyou could also argue that things are more spiritual than biological. Talk toyour DM about it. Fighter Purple Dragon Knight is the only archetype where Aasimar is a truly good fit, especially for a Fallen Aasimar. Scourge Aasimar are fine, but their lack of aStrength or Dexterity increases. MonkAlmost nothing useful for the Monk. Paladin features, and Blessed Warrior makes a Charisma-heavy build not just possible but also veryeffective. Scourge assimar are a great option for durable paladins, and fallenaasimar typically work better as clerics, butthe flight is still very appealing. The DMG Variant Assimars innatespellcasting offers access to Lesser Restoration long before the Paladin wouldnormally get it, making it a tempting option in a party without a cleric or adruid. Ranger. RogueBad ability spread. Sorcerer Charisma increase is the most important part of your race selection for the Sorcerer, but the Aasimar also gives you resistance to two damage types and anoption for healing which arcane spellcasters usually cant replicate. Protector is an easy choice for spellcasters because it provides access toflight without Concentration. Scourge may be an option for spellcasters because it provides access toflight without Concentration. points very quickly. Warlock Like the Sorcerer, the Warlock needs Charisma first and foremost. Protector is an easy choice for spellcasters because it provides access toflight without Concentration. Scourge may be an option for sorcerers worried about being pulled into close quarters, but Radiant Consumption will burnthrough your hit points very quickly. WizardBad ability spread. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

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