DUALINK

Aeldari

Race



Warhammer 40K Edition

Aeldari

The Aeldari are an ancient and highly advanced species whose civilization once dominated the stars long before the rise of humanity. Though their empire collapsed in a catastrophic fall of excess and psychic devastation, the surviving Aeldari endure through discipline, foresight, and mastery of their formidable psychic potential.

Aeldari are extraordinarily perceptive and swift, often seeming to act moments before danger occurs. By glimpsing fragments of possible futures through psychic intuition, they guide their actions with eerie precision. Yet such foresight is dangerous, for every brush with the future risks drawing the attention of forces best left unseen.

Aeldari Traits

Creature Type. Humanoid (Aeldari)

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence or Wisdom score increases by 1 (your choice).

Age. Aeldari mature at a pace similar to humans but live for many centuries, often reaching 800 years or more if they avoid violence or psychic catastrophe.

Alignment. Aeldari culture values discipline, control, and adherence to rigid traditions meant to prevent the mistakes of their ancient past. Most tend toward lawful or neutral alignments, though individuals who abandon these strict paths may drift toward chaos.

Size. Medium

Speed. 35 ft.

Languages. You can speak, read, and write Common and Aeldari.

Aeldari Features

Heightened Senses. You gain proficiency in the Perception skill.

Aeldari Frailty. You have disadvantage on death saving throws.

Aeldari Foresight. You possess limited control over fate itself. You have 2 Fate Dice, which are d4s. When you or a creature you can see within 30 feet makes an attack roll, saving throw, or ability check, you may expend one Fate Die to add or subtract the number rolled from the result.

- You may decide to use this feature after the roll is made, but before the outcome is determined
- You regain all expended Fate Dice when you finish a long rest

Strain of Destiny. Tampering with fate carries a price. Each time you expend a Fate Die, roll a d20. On a result of 1–5, you take psychic damage equal to your proficiency bonus. This damage ignores resistance and immunity and cannot be reduced or redirected.

Battle Anticipation. When you roll initiative, you may immediately move up to 10 feet to an unoccupied space you can see. This movement does not provoke opportunity attacks and must end before any creature takes its first turn.

Subraces

Choose one of the following subraces.

Craftworld Aeldari

Disciplined survivors bound by rigid tradition.

Runic Discipline. When you expend a Fate Die, you may roll it twice and choose which result to use.

Drukhari (Dark Aeldari)

Cruel raiders who feed on suffering to stave off spiritual collapse.

Power Through Pain. Once per turn, when you deal damage to a creature that is frightened, restrained, or poisoned, you gain temporary hit points equal to your proficiency bonus. These temporary hit points last until the end of your next turn.

