DUALINK

Lunarian

Race



One Piece Edition

Lunarian

Lunarians are an ancient and enigmatic race, deeply connected to the celestial bodies and the elemental power of fire. Often considered myth or legend by other races, Lunarians possess the unique ability to manipulate and generate flames, drawing their strength from the stars. They live in secluded enclaves, hidden away in high mountains or secret valleys, where they maintain their connection to the celestial energies that fuel their abilities.

As guardians of the Eternal Flame, Lunarians embody both the destructive and nurturing aspects of fire, striving to protect the balance of the world. Their society values strength, wisdom, and endurance, preparing each Lunarian from a young age to fulfill their roles as warriors, protectors, and bearers of celestial flames.

Celestial Flamebearers

Lunarians are closely tied to the celestial bodies, with their abilities reflecting the fiery essence of the stars. Legends speak of Lunarians descending from the heavens, bringing both destruction and renewal with their control over flames. They are seen as both protectors and harbingers, embodying the dual nature of fire. Lunarians live in secluded enclaves, often atop high mountains or within hidden valleys, where they can maintain their connection to the celestial energies that fuel their abilities.

Guardians of the Eternal Flame

Lunarians serve as guardians of the Eternal Flame, a mystical source of power believed to be a fragment of the sun itself.

This flame is not only the source of their abilities but also a sacred symbol of their heritage and duty. From a young age, Lunarians are trained to harness their flame powers, learning to balance their destructive potential with the need to protect and nurture life. Their society values strength, wisdom, and the ability to withstand and control the powerful flames within them. Rituals and ceremonies often involve the use of their flame abilities, reinforcing their bond with the Eternal Flame and their role as its protectors.

Lunarian Names

Lunarian names often reflect their celestial heritage and fiery nature. They tend to be lyrical and evocative, serving as a reminder of their duty and their connection to the celestial flames

Names are chosen to inspire strength, wisdom, and a connection to their ancient lineage.

Male Names: Azrael, Kael, Orion, Solon, Theros.
Female Names: Aria, Celeste, Elara, Lyra, Seraphina.
Unisex Names: Astra, Blaze, Ember, Phoenix, Sol.

Lunarian Traits

Ability Score Increase: Your Constitution score increases by 1, and your Strength or Intelligence score increases by 1 (your choice).

Type of creature: Humanoid.

Age: Lunarians mature at the same rate as humans but can live significantly longer, often up to 500 years.

Alignment: Lunarians are diverse in their alignments, but many tend toward neutral or chaotic alignments.

Size: Lunarians are typically tall and robust, ranging from 6 to 8 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light.

Flame Resilience: You have resistance to fire damage.

Flame Control: You can manipulate and generate flames. You can use this in the following ways:

- ***Flame Burst:*** As an action, you can unleash a burst of flame in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). On a failed save, a creature takes 2d6 fire damage and is ignited, taking 1d6 fire damage at the start of each of its turns until it uses an action to extinguish the flames. On a successful save, the creature takes half as much damage and is not ignited. You can use this ability a number of times equal to your proficiency bonus per long rest.
- ***Shape Fire:*** You can cast the Shape Fire cantrip. Which is the same as Shape Water only that it affects fire.

Natural Endurance: Your robust physiology grants you advantage on saving throws against exhaustion and the poisoned condition.

Eternal Flame: Starting at 5th level, you can enter a state where your flames burn brighter and hotter.

As a bonus action, you can ignite yourself in an aura of flames for 1 minute. While in this state, you gain the following benefits:

- You can manifest wings made of flame, granting you a flying speed of 30 feet for 1 minute
- You emit bright light in a 30-foot radius and dim light for an additional 30 feet.
- Any creature that touches you or hits you with a melee attack while within 5 feet of you takes fire damage equal to your Intelligence modifier (minimum of 1).

Once you use this feature, you can't use it again until you finish a long rest.

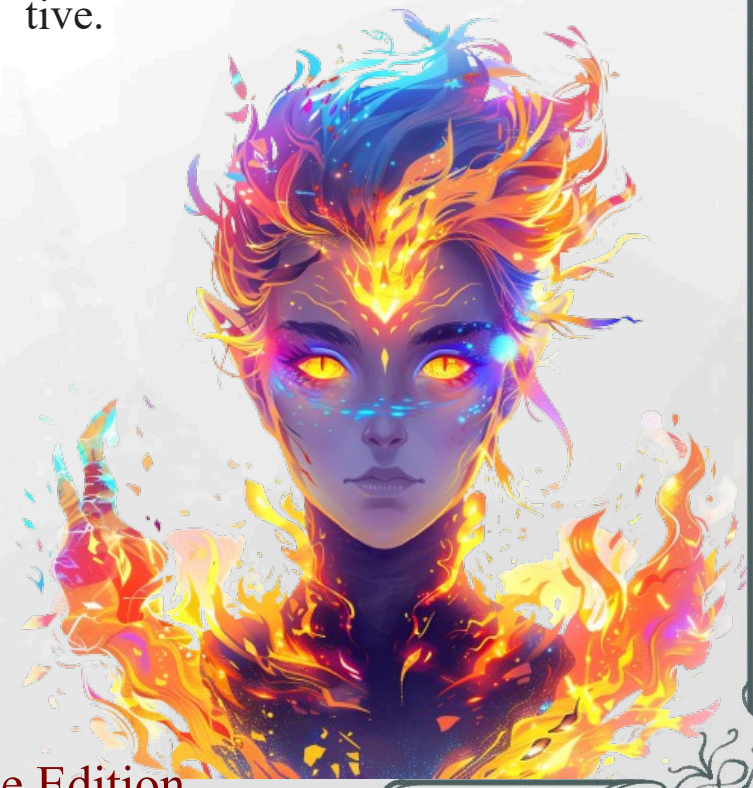
Languages: You can speak, read, and write Common and one other language of your choice.

Sunfire Lunarian

Ability Score Increase: Your Dexterity score increases by 1.

Solar Resilience: You have resistance to radiant damage.

Blazing Radiance: Any fire or radiant spells deal an additional 1d6 damage while Eternal Flame is active.



Sunlit Vision: Accustomed to the bright light of the sun, you have advantage on saving throws against being blinded by bright light and can see through areas obscured by bright light or sunlight as if they were clear.

Starlight Lunarian

Ability Score Increase: Your Wisdom score increases by 1.



Celestial Concealment: You can turn invisible as part of casting Eternal Flame. The invisibility lasts until you attack or cast a spell.

Luminous Resilience: Your connection to the stars grants you resistance to radiant damage and advantage on saving throws against being charmed.

Starry Eyes: You have advantage on Wisdom (Perception) checks that rely on sight in dim light or darkness.

Volcanic Lunarian

Ability Score Increase: Your Strength score increases by 1.

Molten Fury: Your melee weapon attacks deal an additional 1d6 fire damage while Eternal Flame is active.

Lava Body: You have resistance to both fire and bludgeoning damage.



Lava Walk: You can walk across lava or molten rock without taking damage.

Aurora Lunarian

Ability Score Increase: Your Charisma score increases by 1.

Luminous Grace: You have advantage on Charisma (Performance) checks and resistance to cold damage.

Flame Burst Exclusion: Aurora Lunarians do not have access to the Flame Burst feature of the main class. Instead of generating intense flames, their innate connection to the ethereal auroras allows them to manipulate light and cold energies. This unique affinity replaces their ability to produce Flame Bursts, focusing their power on dazzling and enchanting light displays.

Dazzling Light: As a reaction to being hit by an attack, you can cause a burst of dazzling light to erupt from your body. The attacker must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be blinded until the end of its next turn. You can use this trait onces and you can use it again when you finish a short rest. Starting at level 11th, you can use this trait twice every short rest.

Ethereal Radiance: You can create a mesmerizing light display that charms creatures. As an action, you can force all creatures within 20 feet of you to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, a creature is charmed by you until the end of your next turn or until it takes damage.

"My power is forged in the heart of the earth"
- Volcanic Lunarian

"I am a symphony of the celestial skies."
- Aurora Lunarian



"With each sunrise, I am reborn in flames."
- Sunfire Lunarian

"In the silence of the night, the stars speak their secrets to me."
- Starlight Lunarian