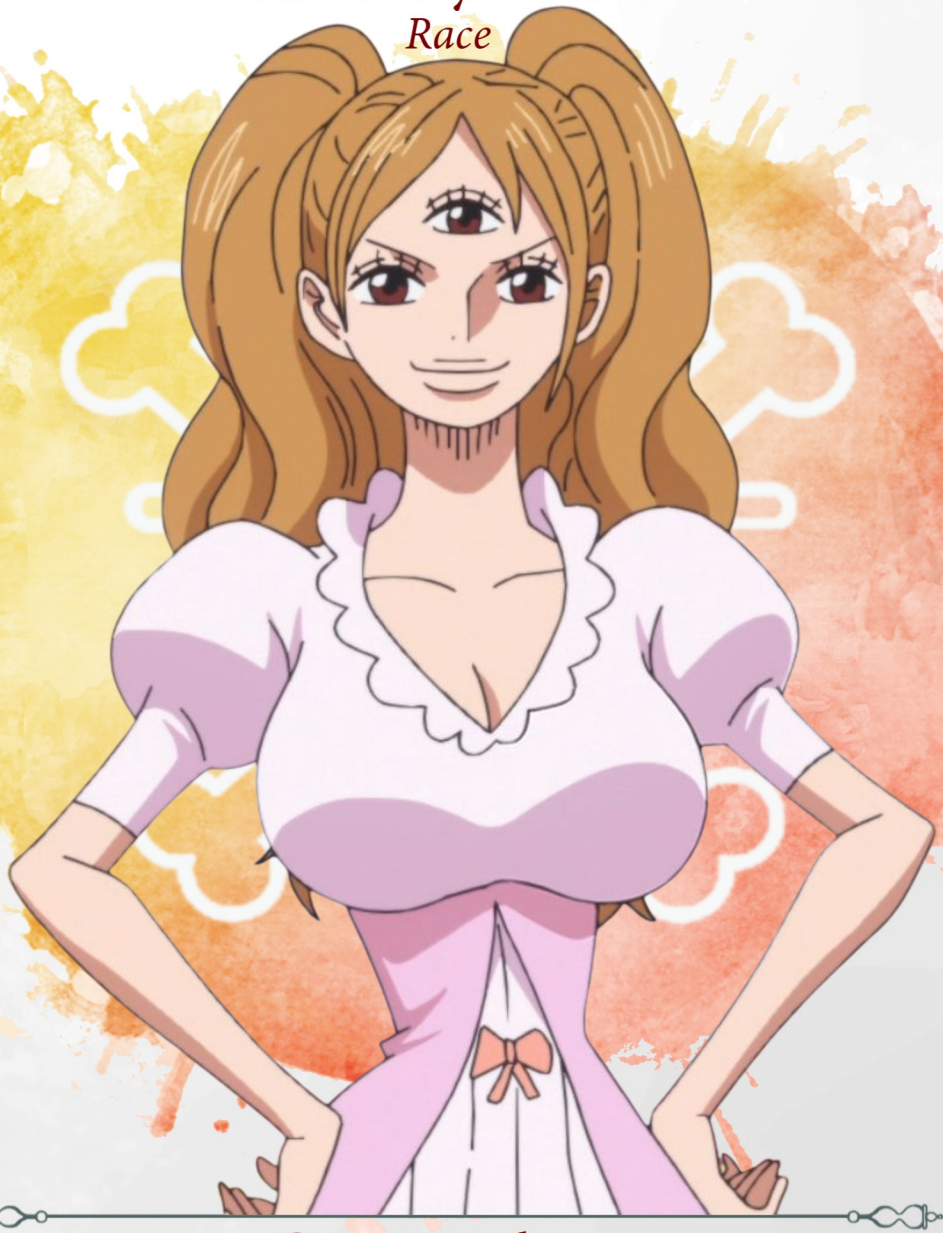
DUALINK

Three-Eye Tribe

Race



One Piece Edition

Three-Eye Tribe

Members of the Three-Eye Tribe resemble humans, distinguished by a third eye set in the center of their foreheads. This eye is no vestigial organ. It sees, focuses, and closes in sleep and in some members of the tribe, it eventually perceives things ordinary eyes cannot.

Their gifts first manifest as uncanny awareness. A hesitation in someone's expression, an altered inscription, or an inconsistency in a disguise can draw their attention when others notice nothing. Yet perception alone doesn't grant understanding. Recognizing a clue and discovering its meaning remain different accomplishments.

Stories tell of those whose third eye truly awakens. Invisible creatures become perceptible, false appearances begin to unravel, and unfamiliar symbols suggest patterns that others cannot recognize.

The Third Eye

The appearance of a third eye varies as widely as that of ordinary eyes. Some possess unusual colors, concentric patterns, or pupils unlike those of their other eyes.

Some members display their third eye proudly. Others conceal it beneath hair, hats, bandages, or jewelry. Those who habitually keep it closed can appear entirely ordinary until all three eyes turn toward someone.

Hidden Knowledge

The third eye isn't a universal translation device. Members of the

tribe don't automatically understand forgotten languages, ancient inscriptions, or coded documents.

Instead, they excel at recognizing that something deserves further study. They might notice that several symbols share a common structure, that a seal has been altered, or that a line was added to an older inscription. Discovering what those observations mean can still require research, expertise, or exploration.

Three-Eye Tribe Names

Members of the Three-Eye Tribe use names drawn from many cultures. Some families preserve ancient names whose meanings have been forgotten, while others adopt the naming customs of the societies in which they live.

Three-Eye Tribe Traits

Your Three-Eye Tribe character has the following racial traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Intelligence score increases by 1.

Age. Members of the Three-Eye Tribe mature at approximately the same rate as humans and have similar lifespans.

Alignment. Members of the Three-Eye Tribe have no inherent inclination toward any alignment. Their unusual perception shapes their experiences, but it doesn't determine their morality.

Size. Members of the Three-Eye Tribe have heights and builds

similar to those of humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Threefold Perception. You gain proficiency in the Perception skill. In addition, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight to discern visual disguises, detect alterations to writing or symbols, or determine whether a visual illusion is false. This trait doesn't automatically reveal a disguise or illusion, nor does it remove any requirement to examine or interact with an illusion before making a check to discern it.

Difficult to Blind. You have advantage on saving throws against effects that would impose the blinded condition on you. This trait provides no protection against blindness caused by an effect that doesn't allow a saving throw.

Read the Face. You gain proficiency in the Insight skill. Your awareness of subtle changes in expression, posture, and focus helps you interpret the behavior of others. This trait doesn't reveal thoughts or automatically determine whether a statement is true or false.

Echoes of Meaning. When you spend at least 1 minute examining writing, symbols, diagrams, maps, heraldry, or similar visual information, you notice obvious repeated patterns and visible evidence of alteration or internal inconsistency without making an ability check. Discovering subtle,

concealed, or ambiguous details can still require an appropriate ability check, as determined by the DM. This trait doesn't translate unknown languages, decipher codes, reveal concealed messages, or explain the meaning of unfamiliar symbols.

Third Eye Awakening. Starting at 5th level, you can use a bonus action to awaken the supernatural perception of your third eye. This awakening lasts for 1 minute. It ends early if you are incapacitated or if you end it as a bonus action.

While your third eye is awakened, you gain the following benefits:

- **Beyond the Veil.** You can see invisible creatures and objects within 30 feet of you, provided they aren't behind total cover. They appear translucent to you. A creature you can see in this way gains no benefit from the invisible condition against you. This sight doesn't allow you to see into another plane of existence or through darkness or obscurement that would otherwise prevent you from seeing.
- **Perfect Attention.** You have advantage on Wisdom (Perception), Wisdom (Insight), and Intelligence (Investigation) checks that rely primarily on sight.
- **Eyes Open.** You can't be surprised while you are conscious.

Once you use this trait, you can't use it again until you finish a long rest. Starting at 11th level, you can

use it twice between long rests. Starting at 17th level, the range of Beyond the Veil increases to 60 feet.

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

Three-Eye Tribe Characteristics

You can use the following table to help develop your character's habits and personality.

1. When concentrating, I close my ordinary eyes and look only through the third.
2. I become irritated when someone says, "Nobody could have noticed that."
3. I habitually remember where everyone stood during important conversations.
4. I dislike paintings whose eyes appear to follow the viewer. I insist they are amateur work.
5. I keep my third eye covered so people forget it exists.
6. When someone lies badly, my third eye opens before I consciously notice the deception.
7. I frequently stare at ancient writing I cannot understand. Something about it feels familiar.
8. I find the phrase "right before my eyes" unnecessarily imprecise.

Awakened Third Eye

Prerequisite: Three-Eye Tribe, 8th level or higher

Your third eye perceives hidden appearances and patterns beyond the reach of ordinary sight. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- The duration of your Third Eye Awakening increases to 10 minutes, and the range of its Beyond the Veil benefit increases by 30 feet.
- While your Third Eye Awakening is active, you can use an action to scrutinize one creature, object, or visual phenomenon you can see within the range of Beyond the Veil. If its visible appearance is altered by an illusion or magical transformation, make an Intelligence (Investigation) check against the effect's spell save DC. If the effect has no spell save DC, the DM determines an appropriate DC. On a success, you recognize the appearance as false and perceive the visible appearance concealed by that effect until your Third Eye Awakening ends. If no such effect is present, you learn nothing further.

Scrutinizing a target doesn't end an illusion or transformation. It doesn't reveal the target's identity, thoughts, statistics, or information concealed by other effects.

Once you use the scrutiny benefit of this feat, you can't use it again until you finish a short or long rest, whether the check succeeds or fails.