



**Speed:** Your speed is 30 feet per round and you have an equal flight speed.

**Languages:** You can speak, read, and write Common and Primordial.

**Darkvision:** accustomed to the darkness of night, you have superior vision in the dark and dim conditions. 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 colour in darkness, only shades of grey.

**Primordial Resistance:** Due to their elemental nature, Primordials are resistant to a number of elemental damage types. However, these often change due to their chaotic nature.

Roll	Effect	
1	No Resistance	Whenever you regain consciousness, finish a long or short rest or awaken from a sleep your Primordial Resistance changes.
2	Cold Resistance	
3	Fire Resistance	
4	Lightning Resistance	
5	Acid Resistance	
6	Roll twice, Rerolling any 6	

When you are asleep or unconscious, you do not have any resistance.

## Affinities

Primordials have a number of chromatic affinities: Red, Blue, Green, Yellow, Purple and White

Roll	Affinity	
1	Red	At the end of a long rest, a primordial's affinity can change.
2	Blue	
3	Green	Due to the chaotic nature this can be slightly random. At the end of a long rest, roll a d20. On a 1, your affinity is changed at random.
4	Yellow	
5	Purple	
6	White	

## Red

Red Primordials have red colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Strength score is increased by 1.

**Flame:** You know the Firebolt cantrip. If you do not have another spell casting ability, use wisdom.

## Blue

Blue Primordials have blue colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Dexterity score is increased by 1.

# Primordial

Primordials are beings of ancient descent. Spawning from a time before the Elemental planes broke apart from the Elemental chaos.

Primordials are chaotic in nature, their very being representing the chaos that first summoned the fabric of the universe.

Primordials were the first life to arise, before even the gods.

## Primordial Traits

**Ability Score Increase:** An ability score of your choice is increased by 2.

**Age:** Primordials do not have a set lifespan. Instead they can live indefinitely, given good health. They have three stages of life, which they transition between in an instant. The three stages are called Pupi, Pupilescent, and Primordite.

A Primordial spends the first part of it's life as a Pupi. This stage lasts for 1d4+2 years. While a Pupi, your Strength score is decreased by 2.

A Pupilescent is the second stage of life for a primordial. This stage lasts for 1d6+2 years. While a Pupilescent your Strength score is decreased by 1.

A Primordial's last stage of life, lasts until it's death. Only a Primordite can bear children.

**Alignment:** Due to their nature Primordials are always Chaotic. They are known to be either Good or Evil but stray away from extremes.

**Size:** Your size is medium. You weigh 3d12 pounds and your height is 1d4+2 feet, 1d12 inches.



**Fast:** Your movement speed, flying and walking, is increased by 10 feet.

## Green

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Green Primordials have Green colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your constitution score is increased by 1.

**Sturdy:** Your hitpoint maximum is increased by an amount equal to two times your total level.

## Yellow

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Yellow Primordials have Yellow colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Intelligence score is increased by 1.

**Psychic:** You know the Message cantrip. If you do not have another spell casting ability, use Intelligence.

## Purple

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Purple Primordials have Purple colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Wisdom score is increased by 1.

**Energy:** You know the Eldritch Blast cantrip. If you do not have another spell casting ability, use Wisdom.

## White

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White Primordials have White colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Charisma score is increased by 1.

**Illusive:** You know the Minor Illusion **Or** Prestidigitation cantrip. If you do not have another spell casting ability, use Charisma.

