

Racial: Cherubs!

You play as not a troll, not a human, but a Cherub! (Please note this is my first race I've made, and may or may not be unbalanced, and is meant to be played by one person, but can be played by two.)

Racials

You start off with the effects of Lucid Dreamer, which does not count as your level 1 specialization, have Psionic Resistance, and have the racial: Opposition.

Opposition: Predominance

- You start off predominated, and do not have another personality
- You have +2 to a stat of choice, +1 to a different stat of choice, and -1 to any SoC
- You have expertise on one skill of your choice, but it has to be from one of the stats that you put a bonus in

Opposition: Siblinghood

- You have 2 different people in you! The two Cherubs are brothers and/or sisters, depending on either Cherub's gender. The two go on separate character sheets, but share the same (or mostly same) backstory and have Opposition: Siblinghood. They also share XP, but are not required to share steps, pillars, milestones, etc.
- Both Cherubs are on different Dream Moons, but if one Cherub's Dreamself dies, they die and the other Cherub predominates.
- Each Cherub has +2 to a Stat of choice, and +1 to a different stat of choice, but they cannot be the same for each cherub (For example, both Cherubs can't have +2 to Strength, one must have +2 in something else), and both have -1 to any SoC.
- Each Cherub has Expertise in one skill, and it has to use a stat they put either of the SoC in. Whichever skill one Cherub put it in, the other has disadvantage in using due to their differences (So if Cherub A has expertise in Persuasion, Cherub B has disadvantage when using Persuasion)