



# Riftrent

## Basic Rules

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Riftrents are beings caught between two locations, constantly being pulled by either side.

### Lineage Traits

+2 Constitution, +1 to One Other Ability Score, Ancestral Legacy, Faltering Control, Rift's Escape

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## Riftrent Lineage Details

Riftrents live with their existence divided, partially existing in one location and in another at the same point in time. Their presence is focused on one of these locations, but even the slightest lapses in their focus can result in their existence being shifted to their secondary location. Riftrents are identifiable by their flickering visages, their entire bodies seeming to fade out of existence and back in from one moment to the next.

The process of their existence dragged from one location to the other is often extremely mentally taxing. While some riftrents accept their situation and try to make the best of it, most spend their lives seeking to unite their two existences, attempting to make themselves whole again. Many riftrents find themselves as adventurers to achieve this mission.

## Torn Between

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The spaces between which a riftrent is torn varies, but most locations make reassembling their person inconvenient. The distance between their locations can span across planes depending on the riftrent.

Your character is torn between their primary location and another, far separated location. Roll on or choose an option from the Riftrent Locations table to determine where your character's secondary existence is located.

### Riftrent Locations

d8	Location
1	A far-off location on the same world
2	A different world on the Material Plane
3	The Ethereal Plane
4	The Astral Plane
5	One of the Elemental Planes
6	One of the Upper Planes
7	One of the Lower Planes
8	A specialized demiplane

## Riftrent Origins

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A disastrous run in with transportation magic split your character's existence. The Riftrent Origins table provides suggestions for how your character gained their lineage.

### Riftrent Origins

d8	Origin
1	A botched experiment resulted in your existence being split in half.
2	A spellcaster's attempt to banish you to another plane only half-succeeded.
3	Your portal spell failed as you passed through it.
4	A misadventure in a demiplane ended with part of your existence being trapped.
5	Your world brushed too closely with another, and part of your existence was pulled away.
6	Your existence was split and separated to protect you from death.
7	A massive explosion of magical energy rent your existence in two.
8	Creatures from another plane tried to capture you but failed to completely seize you.

### Riftrent Traits

Your riftrent character has certain traits deriving from your riftrent lineage.

**Ability Score Increase.** Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

**Type.** You are a Humanoid.

**Size.** You are Medium or Small. You choose the size when you gain this lineage.

**Speed.** Your base walking speed is 30 feet.

**Ancestral Legacy.** If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gain from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

**Faltering Control.** Whenever you take damage, you must make a Constitution saving throw. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.

On a failed save, you are shifted to your secondary space until the end of your next turn. When you reappear, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

**Rift's Escape.** When an attacker that you can see hits you with an attack, you can use your reaction to negate the attack's damage against you. Once you use this trait, you can't use it again until you finish a long rest.