



Wayward

Basic Rules

Waywards are beings lost to the mind of reality, their previous identities erased beyond recovery.

Lineage Traits

+2 Dexterity, +1 to One Other Ability Score, Ancestral Legacy, Incognito, Soon Forgotten

Wayward Lineage Details

Sometimes, a creature becomes so forgotten that even the folds of reality cease to recognize them. Waywards are beings whose identity as creatures have been reduced to a mere haze, their past and their person having been swallowed by the void of thoughts unremembered. Appearing as vaguely humanoid forms, their presences are weak to the point that some might forget their existence as soon as they are out of sight.

Many waywards accept their new lack of role in the world, further retreating into solitude, but others choose to defy their nature, striking out against a world that refuses to acknowledge their presence. Some of these wayward simply want to lash out, becoming criminals and thieves. Most become adventurers, seeking to carve their names into the annals of history, so they may never be forgotten again.

Forgotten Past

All waywards had identifies before they were forgotten and maintain fragmented knowledge of their experiences. However, they are unable to attach any personal details or meaning to them. Any memories they have are akin to watching the memories of someone else or reading a biography. Those who knew of a wayward's past can seldom recall that the previous identity existed. For all purposes and as far as reality is concerned, the events of previous lives may have never even occurred.

Wayward Origins

Waywards occasionally come to be from simple coincidence, but there are many ways your character's original identity could have been erased, some incidental, some intentional. The Wayward Origins table provides suggestions for how your character gained their lineage.

Wayward Origins

d8	Origin
1	A powerful spell erased all traces of you from minds and records.
2	A life of solitude and seclusion led to your being completely forgotten.
3	You were ousted, ignored, and abandoned by all those who knew you.
4	You never did anything of note and simply faded into obscurity.
5	A spellcaster cursed you to be forgotten by everyone you knew.
6	After a perilous battle, you were left for dead, alone and forgotten.



7	A politician you offended banned and burned any mention of you.
8	The unfortunate machinations of fate caused you to suddenly be wholly forgotten.

Wayward Traits

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

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score of your choice increases 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.

Nonentity. When you hide, all creatures that are not actively searching for you forget your presence.

Soon Forgotten. You can use your action to weaken your presence even further. This state lasts for 1 minute or until you end it as a bonus action. Creatures that see you in this state must succeed on an Intelligence saving throw. The DC for this saving throw equals 8 + your Dex mod + your proficiency bonus.

On a failed save, when the state ends, the creature forgets your actions performed following the start of the state. They assume that effects caused by your actions were the result of another entity or coincidence.

Once you use this trait, you can't use it again until you complete a long rest.