

Chapter 9

The Vivacious hot tempered Eva'Din

Origins

The Eva'din come from the Plane of Vestros, where their planet was slightly closer to their central star. Due to a stronger ozone of cloud canopy, the planet maintained a global overgrown rainforest. Due to the higher levels of radiation, they developed a resistance to it, and their physical forms reflected it. Though they were less interested overall in industry, their planet was more susceptible to climate change, and so while they developed later, it became an issue more quickly. Being further from Orin in the Planar map, they temporarily shifted to the Ethereal Plane before finding Orin.

Known History

Not much is known of the Eva'din history, as their peoples as a whole were not judicious about keeping a written record. What is known is that at some point there was a global war, in which men led the world powers. After that war ended, it was decided collectively that there would be a global shift in how governments were run, and how nations would be founded, which continues culturally even with Orin.

1. Each nation would be ruled by a Queen Monarch
2. No nation would have more than 3 cities.
3. No official military would be founded. Each citizen is responsible for the defense of their peoples.

As these rules continued to take hold, Two interesting cultural change happened within the Eva'Din.

1. Above all else, beauty became the top priority. It is said that everything from the architecture of a building, to the cultivation of food, to the presentation of their physical forms became the highest priority. As time continued, social status and governmental positioning was directly connected to lineage as much as physical beauty.
2. Because of the lack of actual warfare, duels became a regular part of the culture amongst the noble caste. This attitude spread to the lower castes as well. As this became popular, the peoples became hotter tempered, and the slightest insult would lead to duels. While death was not common, it was also not unheard of. It is believed that the tradition of assassination attempts against the noble caste started from this internal aggression. As these assassinations became more regular, it became a belief that it was part of life, and if a ruler was assassinated, it was not to be mourned, but rejoiced, because she was not strong enough to rule.

It is not known what exactly led to the planet to start to become uninhabitable, but the migration to Orin became necessary. Because of them being further away from Orin, they ended up migrating to the Ethereal Plane for a time. Some say it altered them further, making them even more beautiful and otherworldly, while others say that it made them even more volatile.

Eva'Din Lore within Orin

The Eva'din quickly found themselves beloved by much of the new races within Vendrosa. Renown for their beauty and passionate lifestyles, the Eva'din have found their way into many of the major Guilds. While not having any monopoly on trades and goods like other races, their natural persuasive talents and alluring physique make them highly sought after as a sales force, in the performance arts, and court intrigue. It is often said that "If an Eva'Din sells you something, make sure you leave with at least your dignity, because your Bekkr is already gone."

The Eva'Din continued their culture of female rulership and the fierce levels of aristocrat lifestyle. They made their primary home in the southern hemisphere on the Continent of Dohkra. They quickly became a nearly united culture with the Raxian people that live within the mountains to the east of them. Their Country is named Manna'Ecla, and their 2 major cities are Manna'Ami and Manna'Sola. Their country is small and is made up primarily of deep and intense rainforests and 2 peninsulas. The far end East of their lands meets up with the Deja'Ord Mountain ranges.

Player Character Information

• Appearance

Eva'Din are human in appearance with a slightly smaller frame than average, ranging in height of between 4'7" and 6 feet tall. They are significantly more attractive than most other races, and on average the most plain of Eva'Din will still outshine what is attractive in another race. They do have the following differences to humans.

- **Skin tone:** The Eva'Din skin can vary from a deep red to a light pink but it is always vibrant in shade.
- **Hair Color:** The Eva'Din hair color is anything from a vibrant blonde to shock white or silver in color.
- **Milky Eyes:** Eva'Din eyes are almost completely white. When looking into their eyes, one can see the coloration of iris and pupil.
 - Move Speed: 30/60
 - Vision: No bonuses
 - Languages: Common, Sha'Ree
 - Lifespan: Eva'din live into their early 100's. With the advancement of genetics however, Eva'din do not start to show signs of any aging until their 90s.

- **Vibrant in Life**

Eva'din have a passion for life, and for living it to the fullest. Because of their native plane, they have developed a strong resistance to radiation, and a deep understanding of convincing others into giving them what they want. Because of their love of duels of all sorts, they learn from a young age how to handle light and fast weapons for duels, like daggers, rapiers, and even pistols.

- **Ability Score Increase:** +1 to Dexterity and +2 to Charisma
- **Bonus Skills:** Persuasion
- **Bonus Proficiency:** Proficient in 1 finesse-based weapon or single-handed Firearm.
- **Radiation Resistance:** Because of their native planes high Radiation levels, the Eva'Din have resistance to Radiant damage.
- **Charming:** While making any Charisma based skill check against someone that would be sexually attracted to them, the Eva'din roll with advantage. Additionally, Eva'Din have built up a resistance to the effects of "Charm" on themselves. They have advantage against Charm effects.

NPC Character Information