



CHAKARA

Ohma looked out across the battlefield and saw nothing but devastation. The City of Carcen was in ruins. Their iron-clad defenses had fallen, and now all that was left of the ivory towers was ash and rubble. The blighted forces were already flooding the streets, and it would be only a matter of time before their eldritch hounds sniffed out the hiding places of the women and children sealed away in the vault. Leskowel had won, and soon his armies would march upon the Atria and the entire kingdom would be lost.

He turned to Seras - his lonely companion, who had taken him in and taught him the life of an adventurer. This man, who had made him feel like family, giving him a home, so far from the place of his birth. Tears were running down the man's face, and a great sword pierced him through the chest as he bled out from the wounds of battle. There was nothing that could be done to save him, not here, not now. There was but a single path left in the road ahead, and Ohma knew where it must lead. With a solemn light, and a final understanding of his purpose, Ohma pulled the blade from his friend's chest, and plunged it into his own. "I am Sorry, old friend"

As the sacred seals that bound Ohma to this world began to unfurl, there was a strange inner peace that washed over him. This was where he was always meant to be. The entire reason for his existence was to culminate in this moment, and he was ready. The last of the psionic bindings fell from his ethereal form, and a bright white glow flooded out from the core of his being, and he cast his wish.

Seras Lionheart looked across the battlefield with a mixture of pride and relief. The undead armies of Leskowel Von-Deirch had been stopped, and the mad King lay groveling at his feet, about to be beheaded. But as the multicolored light of dawn stretched out across the sky, he felt a pain in his chest, and a tear rolled down his eye. He could not help but feel that something was missing.

THOUGHT GIVEN FORM

There is some debate over the original purpose for which Chakara were created - a secret that the Glowing People seem to have no interest in sharing, if they know at all. Many Scholars still hold the idea that Chakara were originally created as a type of unseen servant, in a similar way that many eastern cultures have crafted constructs such as golems or babbages, but new archeological discoveries suggest that this may not be the case. Ancient scrolls and writings discovered in what may be the ruins of the Chakara birthplace discuss a rite by which powerful mystics would expel the impure portions of their soul, binding them into physical form so that they could not return. Still beyond that, local legends in the area speak of a temple of enlightenment, where monks would transcend their mortal coils, only to return down the mountain as beings of pure light.

Whatever the reason for their creation may be, there seems to be some agreement on the method of their birth. The first Chakara were seemingly born through the deep meditations of ancient psions, and bound to this world only by their creator's will, lasted only so long as their master's meditation. With time, the ancient monks learned to extend this fleeting existence; Using seals empowered through forgotten eastern magics, they bound their astral constructs permanently to the material plane, giving them a solid, humanoid form. Every Chakara in existence today was born through this method, in times now forgotten, as the specific techniques of their creation seem to have been lost to even the Chakara themselves.

THE GLOWING PEOPLE

The Chakara are a strange People, even within the diverse and multiplicative races of Aetheros. Physical beings only in the strictest sense, Chakara are manifestations of pure psionic energy, held together in humanoid form by a collection of magical seals which bind their astral bodies. From a distance, one might mistake a Chakara for some sort of strange glowing mummy, if not for the almost ethereal grace in the way they move, or the way their shimmering forms never quite seem to touch the ground. This ephervescent light has earned the Chakara a name amongst other races: "The Glowing People", and it is a name that they live up to in more ways than one

THE MANY SELVES

Weather by intent or by accident, the Chakara are a people who exist in many states. As beings of pure psionic energy, their personalities and sometimes even their identities can shift wildly with the ebb and flow of their emotional and mental state, Referred to as their Lotus. While most Chakara routinely settle into the same lotus state over and over again, every individual is capable of existing in multiple Lotus States, easily discernible by the color of the light radiating from beneath their sacred bindings.

Some Chakara take these Lotus States to represent different versions of the same self, but others consider each state in which they may reside as a different person entirely, with it's own unique name. These rapid shifts in personality and even identity can often be disorienting to those unfamiliar with the glowing people, and this, combined with their relatively small number, mean that most Chakara live in isolation, away from other races. Often taking up residence in quiet, solemn places where they can meditate on the meaning of their existence.

CHAKARA NAMES

Chakara Naming Conventions can vary wildly, especially with some individuals choosing different names for each of their Lotus States. In General, However, Chakara choose names that are descriptive, or that reflect specific meditations of the mind and body.

Ajna, Anahata, Aumu, Hamon, Laam, Muladhara, Manipura, Rami, Rha, Sahasrara, Svadhisthana, Vami, Vishuddha.



CHAKARA TRAITS

A living manifestation of powerful psionic energy, you gain the following traits

Ability Score Increase. Your Wisdom score increases by 2

Age. Chakara are composed entirely of psionic energy, contained by powerful seals. So long as these seals remain unbroken, it's life continues on indefinitely, but if damaged or allowed to degrade, the energy which makes up their body escapes out into the world. As such, a Chakara's life-span can vary wildly from hundreds of thousands of years, to only a few short decades.

Alignment. Willful manifestations of long dead monks, Chakara lean towards lawful alignments, and are generally good or neutral. However it is not unheard of for a Chakara to become corrupted over the course of it's journey.

Size. Chakaram are modelled in physical form off of their creators, but weigh only as much as the paper seals which bind them; your size is medium

Speed. No faster than an average human, your speed is 30 feet.

Psionic Being. Chakara are formed of pure energy, bound into humanoid form by psionically infused seals. You have resistance to psychic damage and advantage on saving throws against spells or effects such as Modify Memory, which would directly affect your mind. However the bindings which hold your form together are fragile, and you are considered vulnerable to slashing and fire damage.

Living Construct. You are immune to poison and disease, and do not eat or breathe. Instead of sleeping, you must enter a meditative state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Ethereal Step. A Chakara's feet rarely touch the earth, perpetually hovering a few inches above the ground. You to ignore most forms of difficult terrain and have advantage on saving throws against being knocked prone. You can float no higher than 6 inches, and fall to the ground if reduced to 0 hit points or fewer.

Inner Light. Chakara naturally glow with a soft light from within their paper bindings, and the color of this light reflects their current Lotus State. As an action on your turn, you can vary the strength of this light from a barely perceptible glow to a brilliant radiance that sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Antimagic Vulnerability. Your body is made up of psionic energy, and reacts to antimagic fields in a similar way as spells and other magical effects. While in the area of an antimagic field, you are considered vulnerable to all damage except psychic damage. If targeted by dispel magic, you must succeed on a Constitution saving throw against the caster's spell save DC or be incapacitated until the end of your next turn.

Shifting Lotus. As beings of psionic energy, a Chakara's meditative Lotus has a profound effect on how they interact with the world. Each time you complete a long rest through meditation, you may choose one of the 6 Lotus states listed below, and gain it's associated benefit until you complete another long rest.

Languages. Common, and your choice of two others.

LOTUS STATES

Manifestations of pure psionic energy, Chakara exist in a state of ever flowing motion, cycling through meditative alignments known as Lotus States. These States represent the force and direction of a Chakara's will and self, and as a Chakara transitions from one lotus state to another, their entire personality often shifts as well.

Each Lotus State is characterized by a specific color, along with a mental and emotional focus, which alters how the Chakara interacts with the world. While a total of 7 Lotus States exist, Chakara generally only experience 6, the 7th, Crown Lotus representing a sort of enlightenment, and marking the end of a Chakara's existence on the material plane

ROOT LOTUS

Associated with the color Red, the Root Lotus represents a grounded state of stability and rational thinking. Chakara in this state are often focussed on the basics of survival, and find peace within the natural world.

Grounded Form. While in this state, you are considered proficient in survival checks if you do not already have proficiency. In addition, when you regain hit points through the use of a spell, class feature or other effect such as spending a hit dice, you regain additional hit points equal to your proficiency bonus.

SACRAL LOTUS

Glowing with a fiery Orange, the Sacral Lotus is a state of emotional passion and creativity. Chakara in this state are innovative and clever, often finding themselves caught daydream or flights of fancy.

Creative Passion. While in this state you have advantage on checks made using artisan's tools in which you are proficient. In addition, You may use the energy within your body to create small palm-sized illusions of things you have seen or imagined. These illusions can include motion or sound, but are lightly transparent, and easily recognizable as illusions. You may have a number of these illusions active at one time equal to your proficiency bonus.

NAVAL LOTUS

Resonating in a golden Yellow, the Core Lotus reflects a state of wilful determination and agency. Chakara in this state are driven and self-assured, rarely allowing others to hinder their progress.

Forceful Will. While in this state, you have advantage on saving throws against charm and fear effects. In addition, you gain access to the *True Strike* cantrip and may and may cast it as a bonus action a number of times between long rests equal to your proficiency bonus.

HEART LOTUS

A warm and inviting Green, the Heart Lotus is a state of compassion and connection to others. Chakara in this state value the friendships and connections they make, and are eager to help share the burdens of others.

Kindred Heart. While in this state, You can sense the emotions of those around you. As an action on your turn, you may touch a creature and gain insight into their emotional state. You learn your choice of one of the following:

- Something that Troubles or worries the Creature
- Something that makes the Creature Happy or Excited
- How the creature perceives yourself or another creature you are aware of.
- If the creature has recently told a lie or been dishonest

You may use this ability a number of times equal to your proficiency bonus, after which you must complete a long rest before using it again.

THROAT LOTUS

A deep to brilliant Blue in color, the Voice Lotus represents a state of openness and expression. Chakara in this state are talkative, and often far more persuasive than usual, able to present themselves with a confident energy almost magical in nature.

Infectious Personality. While in this state, you are considered proficient in persuasion checks if you do not already have proficiency. In addition, you gain access to the *friends* cantrip and may use it to affect a number of creatures at one time equal to your proficiency bonus.

THIRD-EYE LOTUS

Visible as a deep Purple, the Third Eye Lotus is a state centered around intuition and perception. Chakara in this state enjoy being passive observers, content to watch the world around them and appreciate it's beauty

Grounded. While in this state, you are considered proficient in insight and perception checks if you do not already have proficiency. In addition, you have advantage on saving throws against illusions or illusion spells, and on checks made to recognize illusions.

THE 7TH LOTUS

In addition to the 6 Lotus States listed above, there exists a 7th, final Lotus, which a Chakara is said to only experience when they are ready to take the final steps beyond the material plane. This enlightened state, referred to as the Crown Lotus, comes to Chakara Only in their final moments, before they leave this world forever. When you are reduced to 0 hit points and killed outright or after failing your final death saving throw, your binding seals dissolve and enter your final Lotus and gain the following benefits. This Lotus State lasts for a Number of rounds Equal to your proficiency bonus, during which you continue to act as if you were alive. When the Final Lotus ends, you immediately die and cannot be resurrected by any means short of a *Wish* spell.

Enlightened. You Immediately gain the benefits of a long rest, and your hit points return to their maximum value. You have resistant to all damage types, and gain the benefits of all 6 Lotus states listed above



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To My friends and players, who have helped me playtest and fine-tune my content.

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EMOTION ELEMENTALS

The Chakara are a race I did on commission for a dear friend, and contain a wide mismatch of elements from several different cultures to help imagine something unique. In chatting here and there one day, we hit upon the idea of a race of emotion elemental which either represented a single distinct emotion, or physically showed their emotional state through drastic changes in their body. It seemed like a fun idea, and I had been toying with the idea of some sort of energy-being race for some time, so I decided to take on the project myself.

As I delved deeper into the idea I struggled for a little while over what they might look like, and how one could physical represent pure emotion. Should they be similar to the Genasai in Core, with physical bodies which showed their emotional element by way of runic markings or glowing features? Were they simply pure light, intangible and ghostlike? How would that affect their ability to function as a playable race? What would the Mechanics be? Eventually, I hit on a few key problems with the original concept, but in discovering those limits, I was able to nail down what the Race would inevitably become.

IMAGES IN ORDER

Ember Weaver Psychopomp - ©Piazo Publishing
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Background - Unknown
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Mandalas - various royalty free vector art

Firstly, emotions run an entire spectrum of mental experience, and while some are easy to define, such as sadness, anger, and happiness, others are more difficult to describe, if no less meaningful. Whatever my solution, I had to limit the number of elements this race would represent. Secondly, a being of pure energy was too intangible to function well as a player race, but I didn't want to create just another subset of genasai. My solution had to have a physical presence that was whisplike, but clearly defined.

I wound up finding inspiration in the study of Chakras and meditation, something I have practiced since my youth. While Chakras don't exactly correlate directly with emotions, they represent a similar idea of metaphysical energies, and this gave me a framework to build off of.

For the appearance of the race, i took inspiration from Japanese Ofuda, or paper talismans, and the vague memory of race called the Ethereals I remember being frustratingly non-playable back in my World of Warcraft days. Oddly Enough, even with examples of the aesthetic in a game as widespread as WoW, tracking down art for this race was nigh impossible