



Art Credit: Portal by JasonTN

## SHARDMIND

KUAYA CLOSED HIS EYES AND PULLED FROM HIS memory the silhouette of a massive crystalline construct, towering over the hills and mountains around it. It gleamed in the light of the stars, and from it emanated the psionic energies of the most powerful mind in existence. The mind that could forge the bridge between the worlds and reconnect the universe anew.

*Kuaya's earliest memory was being a part of the construct, when it shattered into a thousand pieces. Each of those pieces held a thought, and each thought grew into a new being. Kuaya was one of those thoughts, and every day since the first, he has strived to find the others. Now, the leader of a tribe of over a hundred of his kin, it is time for him to rebuild the wondrous being that they were before the Fracturing. It was time to become whole again.*

Beings of ancient age and mysterious origin, Shardminds are mental constructs held together by the power of their own thoughts. Although incredibly rare, they wander the world seeking new knowledge and sometimes other Shardminds to share in their experiences.

### CRYSTALLINE CONSTRUCTS

Shardminds are beings made of tiny crystal fragments held together by intense focus. This focus allows them to shape their bodies to look humanoid, but must be maintained at all times. Some are so skilled at controlling tiny crystal

fragments that their skin appears to be almost human-like. When a Shardmind is stunned or unconscious, some fragments float away into orbit around him until he has the chance to regain control.

### ECLECTIC MINDS

The psionic power that a Shardmind possesses comes from the fact that, in essence, he is a fragment of pure thought. Some of them can be very rational and calculating, but others are empathetic, timid, or hot-tempered. However, at the same time they all approach life like newborn babes, embracing the experiences around them and attempting to incorporate the vast stores of knowledge now open to them.

### PIECES OF A WHOLE

Although there are various tales of the origin of Shardminds, one thing that they all agree on is that they all came from the same entity, an ancient construct of great power that fell to pieces in a catastrophe that they have dubbed The Fracturing. Some say that they were once part of a great gate that was created to connect across unknown worlds. Others believe they were an entity created by the gods to deliver justice. Whatever they believe about their origin, they all know that each Shardmind is a piece of the thought of that construct, and all of them have a longing to see themselves become whole again.

## SHARDMIND NAMES

As Shardminds are constructs given life through psionic power, they aren't bound by gender the way that most races are. Therefore, all of their names are gender-neutral.

**Shardmind Names:** Amata, Arshaka, Arwia, Balashi, Bashanu, Belessunu, Dipana, Erishti, Eshunu, Hunzu, Iltani, Ishmae, Kuaya, Kubaba, Kuri, Manishtu, Naran, Nuraya, Seluku, Tabni, Ubashu, Utau, Zakiti

## SHARDMIND TRAITS

As a Shardmind, you have the following racial traits.

**Ability Score Increase.** Your Intelligence score increases by 2.

**Age.** No one knows the the exact time of The Fracturing, when all Shardminds were born, but many speculate that it was several centuries ago. A Shardmind's body can be replenished with new crystals, and therefore does not age. However, their consciousness can grow old and decay. Depending on how well they keep their minds, they can live anywhere between a few centuries, to several millennia.

**Alignment.** Most Shardminds maintain neutrality, focusing on the experiences to be had rather than on the moral consequences of their decisions.

**Size.** Ranging from 5 to 7 feet tall, Shardminds can weigh anywhere between 150 to 300 pounds. Your size is Medium.

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



Art Credit: Azshatur by Demitsorou

**Crystalline Mind.** You have resistance to psychic damage.

**Living Construct.** You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive 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.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Telepathy.** You can communicate with any creature within 30 feet of you that you share a language with.

Art Credit: Floating stone things, GO! by theDURRRRIAN

