

2 - Ancestries

Nine physical ancestry chassis, their lineages, quick packages, and ancestry talent lists.

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2.1 - Human

Hiraeth's humans are the mortal children of Arcana, the god of magic. Every Human carries a small inherited spark of that creation, while nationality and upbringing belong to Heritage and profession belongs to Background.

Hiraeth Context

Arcana created humanity. His mortal children were physically varied, curious, ambitious, and capable of carrying small acts of Magic before any school or profession taught them Ars. Arcana's later death changed Magic throughout Hiraeth, but humanity's first spark predates that wound. Older HAG packages such as North Born, Arcane Born, Imperial, Tropic, Folksy, and Frontier Human remain Heritage inspiration rather than biological subtypes.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 18 years
Lifespan	Usually 80 to 105 years
Height	Usually 5 ft to 6 ft 6 in (152 to 198 cm)
Typical Weight	Usually 120 to 240 lb (54 to 109 kg)
Size	Medium

Humans show the broadest ordinary variation in complexion, hair, build, and facial structure. Regional dress or bearing is cultural rather than inherited.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Medium
Speed	30 feet
Typical Lifespan	Usually 80 to 105 years

Chassis trait	Rule
Adaptable	Gain proficiency in one skill of your choice.
Arcana's Spark	Learn one utility cantrip of your choice. Choose Intelligence, Wisdom, or Charisma as its spellcasting ability. This is a trace of humanity's creation, not spellcaster training.
Human Drive	Once per long rest, after you fail an ability check, you can roll 1d4 and add it to the check, potentially turning the failure into a success.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Resting Rhythm	You can accurately tell how long it has been since you last slept, ate, drank, or finished strenuous exertion.
Motion Memory	After watching a creature walk for 1 minute, you can recognize that creature later by its ordinary gait unless it deliberately disguises its movement.
Sure Hand	You can keep one hand steady during harmless fine work despite ordinary cold, excitement, or fatigue; this grants no proficiency or bonus on a check.
Quick Acclimation	After a long rest in an unfamiliar ordinary climate, identify the single environmental condition placing the most stress on your body.
Arcana's Tell	Choose a harmless sensory trace—an Arcana-blue spark, shifting written mark, brief chord, scent of honey or wine, or another inherited sign—that can accompany your Human cantrips. You can suppress or reveal it when you cast.

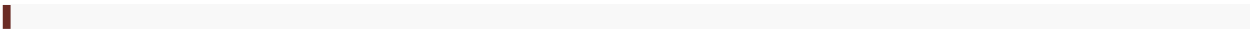
Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Enduring

Your family line is marked by steady growth, hard recovery, and bodies that carry hardship without being defined by one homeland.

Lineage gift: Your Hit Point maximum increases by 1, and it increases by 1 whenever you gain a level.



Quick package: choose **Resting Rhythm** as your Ancestral Detail and **Stubborn Resolve** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Keen-Sensed

Fine attention to motion, expression, and small environmental changes appears reliably in your senses.

Lineage gift: Gain proficiency in Perception. If Adaptable already granted Perception, choose Investigation or Insight instead.

“ Quick package: choose **Motion Memory** as your Ancestral Detail and **Helping Hand** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Quick-Reflexed

Your body responds rapidly to danger or opportunity, whether through training, temperament, or inherited coordination.

Lineage gift: Add half your proficiency bonus, rounded down, to initiative rolls.

“ Quick package: choose **Sure Hand** as your Ancestral Detail and **Stubborn Resolve** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Arcane-Touched

Magic sits close to the surface of your lineage, expressed as a minor working rather than a predetermined vocation.

Lineage gift: Learn a second utility cantrip. Whenever you finish a long rest, you may replace either Human cantrip with another utility cantrip, using the same spellcasting ability.

“ Quick package: choose **Arcana's Tell** as your Ancestral Detail and **Practical Training** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Broad-Built

Your frame is unusually powerful for a human, though stature and muscle do not dictate personality or profession.

Lineage gift: Count as one size larger when determining carrying capacity and the weight you can push, drag, or lift.

“ Quick package: choose **Quick Acclimation** as your Ancestral Detail and **Helping Hand** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Helping Hand	You can take the Help action as a bonus action once per long rest. When helping an ability check, the target must be within 10 feet.
Practical Training	Gain one tool proficiency and one language. You can change the tool proficiency after seven days of downtime training.
Stubborn Resolve	Once per long rest, reroll a failed saving throw. You must use the new roll.

Level 5 Talents

Talent	Rule
Rally the Line	Once per long rest when you roll initiative, choose yourself and one ally within 30 feet. Each gains temporary Hit Points equal to your proficiency bonus.
Learned Flexibility	After a long rest, choose one skill in which you are not proficient. Add half your proficiency bonus to checks with it until your next long rest.

Level 10 Talents

Talent	Rule
Turn Failure into Method	When Human Drive succeeds in changing a failure into a success, you do not expend its use. This can happen once per long rest.

Talent	Rule
Coordinated Effort	Once per long rest when an ally within 30 feet fails an ability check, use your reaction to let the ally reroll it.

Level 15 Talents

Talent	Rule
Veteran Generalist	Choose one skill or tool proficiency you have. You gain expertise with it.
Hold Fast	Once per long rest when you would become frightened, charmed, or stunned, you can delay that condition until the end of your next turn.

Level 20 Talents

Talent	Rule
Defy the End	Once per long rest, when damage would reduce you to 0 Hit Points without killing you outright, drop to 1 Hit Point instead.
Impossible Adaptation	At the end of a long rest, replace one Human talent of level 15 or lower with another Human talent you qualify for.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Overcommitment*: Ambition or responsibility tempts you to promise more than time and safety allow.
- *Restless Adaptation*: Once a routine becomes safe and familiar, you begin looking for a different method, role, or horizon.
- *Visible Tell*: A family habit, expression, or physical response makes one strong emotion difficult to conceal.

Roleplaying This Ancestry

- Which regional or family tradition matters to you even though it is not biological?
- Where does your adaptability become restlessness, ambition, or overcommitment?
- Which skill did your household consider basic adulthood?

Quick Builds

For a resilient generalist, choose Enduring and Stubborn Resolve. Put nationality and upbringing in Heritage, then choose a Background that supports the character's actual profession.

2.2 - Dwarf

Dwarves are dense-boned, stonewise people whose communities include deep delvers, volcanic holds, river forges, and surface nations. Political identities such as Ossurian Old Guard or New Guard are Heritages, not inherited bodies.

Hiraeth Context

Many dwarven holds use sun towers, mirrors, gypsum windows, windcatchers, aquifers, and geothermal or coal-fired hypocausts to make deep settlements livable; Dwarves do not simply see through those depths. Their bodies instead read connected stone and earth through pressure and vibration. Clan, mine, trade, public works, Matrix, and the Magnum Opus festival belong to learned Heritages and histories rather than instincts shared by every Dwarf.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 30 years
Lifespan	Usually 100 to 120 years
Height	Usually 4 ft 2 in to 5 ft 2 in (127 to 157 cm)
Typical Weight	Usually 150 to 260 lb (68 to 118 kg)
Size	Medium

Dwarves are compact and dense-boned. Hair, beard, adornment, and stone or metal ornament can signal family, craft, mourning, office, or nothing beyond personal taste.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Medium
Speed	25 feet; wearing heavy armor does not reduce this Speed

Field	Rule
Typical Lifespan	Usually 100 to 120 years

Chassis trait	Rule
Stonepulse	As a bonus action while touching natural or worked stone or earth, awaken your vibration sense for 1 minute. During it, you have Tremorsense out to 15 feet through the same connected surface. Once you use Stonepulse, you cannot use it again until you finish a short or long rest.
Stout Vitality	You have advantage on saving throws you make to avoid or end the poisoned condition.
Stonecunning	When you examine worked stone, you can identify its approximate age, intended function, and obvious structural instability without a check. A check may reveal hidden or supernatural details.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Pressure Ear	When underground or inside a stone structure, you notice an abrupt natural change in air pressure or ventilation before it becomes painful.
Grounded Stance	You can tell whether the surface supporting you is level, slowly tilting, or carrying an unusual vibration while you remain in contact with it.
Dense Frame	You always know whether a mundane seat, ladder, floor panel, or similar support is obviously too slight for your own weight.
Heat Sense	By holding a hand near stone or metal, you can tell whether its temperature is rising, falling, or stable without touching it.
Stone Echo	By tapping exposed stone, you can tell whether the space immediately behind it is solid or hollow to a depth of 5 feet. Reinforcement, magic, and layered construction can obscure the answer.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Mountain Dwarf

Your body is adapted to steep stone, altitude, and the uneven approaches of high or deep holds.

Lineage gift: You are acclimated to high altitude and ignore nonmagical movement penalties from steep natural stone.

“ Quick package: choose **Pressure Ear** as your Ancestral Detail and **Dwarven Armament** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Hill Dwarf

You carry a deep reserve associated in old accounts with terrace-farming and surface-hold lineages.

Lineage gift: Your Hit Point maximum increases by 1, and it increases by 1 whenever you gain a level.

“ Quick package: choose **Grounded Stance** as your Ancestral Detail and **Maker's Eye** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Cave Dwarf

Loose earth and enclosed ground feel legible to you; your build is suited to deliberate excavation.

Lineage gift: You have a burrow Speed of 5 feet through loose earth. You cannot use it through solid stone and leave a usable tunnel behind.

“ Quick package: choose **Stone Echo** as your Ancestral Detail and **Rooted Stance** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Magma Dwarf

Heat and volcanic stone have left a visible or internal mark on your lineage.

Lineage gift: You ignore nonmagical extreme heat. Once per long rest when you take fire damage, reduce it by an amount equal to twice your proficiency bonus.

“ Quick package: choose **Heat Sense** as your Ancestral Detail and **Maker's Eye** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Riverforged Dwarf

Your lineage developed around underground rivers, flooded works, or surface waterways.

Lineage gift: You have a swim Speed of 20 feet and can hold your breath for up to 15 minutes.

“ Quick package: choose **Stone Echo** as your Ancestral Detail and **Maker's Eye** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Dwarven Armament	Gain proficiency with light and medium armor or with three martial weapons of your choice.
Maker's Eye	Gain proficiency with one artisan's tool. Add double your proficiency bonus to checks made to appraise or repair objects created with that tool.
Rooted Stance	Once per long rest when you would be knocked prone or moved against your will, use your reaction to prevent that movement or condition.

Level 5 Talents

Talent	Rule
Dwarven Resilience	You gain resistance to poison damage.
Stonebound Guard	Once per long rest when you take damage, use your reaction to reduce it by your proficiency bonus plus your Constitution modifier.

Level 10 Talents

Talent	Rule
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Deep March	You and companions traveling with you ignore the first level of Exhaustion caused by forced marching or underground travel. This does not remove existing Exhaustion.
Runic Warning	At the end of a long rest, ward one worn object. The first time its wearer fails a saving throw before your next long rest, the wearer adds 1d4 to the roll.

Level 15 Talents

Talent	Rule
Living Bulwark	Allies directly behind you can treat you as half cover when your size and position could reasonably block the threat.
Master Smith	Choose one artisan's tool you have. Gain expertise with it, and mundane crafting with it takes half the normal time.

Level 20 Talents

Talent	Rule
Adamant Soul	Once per long rest when you fail a Constitution or Wisdom saving throw, treat the roll as a success instead.
Unbroken Hold	Once per long rest, as a bonus action, gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Oath Debt*: An inherited promise, craft obligation, clan judgment, or public work can demand service at a terrible time.
- *Stonebound Pride*: Public criticism of work you built, repaired, or swore to protect is difficult to leave unanswered.
- *Hold Habit*: Open, temporary, or poorly engineered shelter leaves you uneasy and prone to overpreparing.

Roleplaying This Ancestry

- Which work, oath, clan, or public structure do you feel responsible for?
- How do you relate to Matrix, Magnum Opus, or a different religious tradition?
- What part of hold culture did you embrace, reject, or never encounter?

Quick Builds

For a traditional defender, choose Hill Dwarf and Rooted Stance. For a volcanic explorer, choose Magma Dwarf and Maker's Eye.

2.3 - Elf

Hiraeth's elves are long-memory people shaped by environment, magic, and community. Their lives are longer than human lives but not the many centuries common to some other settings.

Hiraeth Context

Hiraeth elves are peoples of concentrated memory, environmental adaptation, and specialized tradition. Wood, Sun, Moon, Sea, Snow, Drow, and Ash expressions have distinct histories, but none dictates alignment, profession, or nationality. Moon Elves retain the rare physical wings described in the oldest accounts, while Drow perceive heat rather than possessing generic sight in darkness. Elven adulthood rites may occur far later than physical maturity.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	Physical maturity near 20; some traditions withhold full adult standing until about 80
Lifespan	Usually 100 to 120 years
Height	Usually 5 ft 2 in to 6 ft 4 in (157 to 193 cm)
Typical Weight	Usually 110 to 190 lb (50 to 86 kg)
Size	Medium

Elven features are often fine-boned and visibly shaped by a Lineage's environment or magic. Their famous 'long memory' is learned as well as personal; Hiraeth elves are not millennia-lived.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Medium
Speed	30 feet
Typical Lifespan	Usually 100 to 120 years

Chassis trait	Rule
Fey Ancestry	You have advantage on saving throws you make to avoid or end the charmed condition, and magic cannot put you to sleep.
Trance	You can complete a long rest in 4 hours if you spend those hours in a waking meditation.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Pattern Sensitivity	After watching a place for 10 minutes, identify one recent break in its ordinary natural or social rhythm.
Season Sense	Recognize whether local plants or animals are behaving unusually for the season.
Light Memory	After studying a color, constellation, or pattern of light for 1 minute, preserve its broad arrangement in memory for 30 days.
Fine Balance	You can tell whether a visible branch, rail, narrow surface, or stretched line is stable enough to bear your own weight.
Wakeful Stillness	While resting but still conscious, you can remain physically still enough that an observer can tell you are deliberately resting rather than asleep.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Wood Elf

Your Lineage reads living cover, root, branch, and shifting green paths with practiced ease.

Lineage gift: Nonmagical undergrowth does not cost you extra movement, and you can attempt to Hide when lightly obscured by natural foliage.

“ Quick package: choose **Pattern Sensitivity** as your Ancestral Detail and **Elven Training** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Sun Elf

Solar symbolism, warm climates, or radiant magic mark your Lineage without prescribing status or temperament.

Lineage gift: Learn the light cantrip. Once per long rest, add your proficiency bonus to a Persuasion or Arcana check after rolling.

“ Quick package: choose **Season Sense** as your Ancestral Detail and **Memory Keeper** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Moon Elf

Lunar and air-borne adaptations give your falls and movement an uncanny lightness.

Lineage gift: You have physical wings. When you fall while conscious, you can glide 10 feet horizontally for every 10 feet you descend and reduce the effective fall distance by 20 feet. Once per short or long rest, you can use a bonus action to fly up to your walking Speed during the current turn, but you must end this movement on a surface that supports you. Medium or heavy armor prevents this flight.

“ Quick package: choose **Fine Balance** as your Ancestral Detail and **Fey Step** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Sea Elf

Your body belongs comfortably to air and water, reflecting generations shaped by coast or sea.

Lineage gift: You have a swim Speed equal to your walking Speed and can breathe both air and water.

“ Quick package: choose **Fine Balance** as your Ancestral Detail and **Elven Training** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Snow Elf

Cold, snow, and ice are ordinary terrain to your lineage rather than proof of any single northern culture.

Lineage gift: You ignore nonmagical difficult terrain caused by snow or ice and ignore nonmagical extreme cold.

Quick package: choose **Wakeful Stillness** as your Ancestral Detail and **Memory Keeper** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

High Drow

Your eyes are built for deep darkness, often paired with communities that preserved formal magic and rank belowground.

Lineage gift: You have Thermal Sight out to 60 feet. Once per long rest, you can study a visible exposed surface for 1 minute and determine whether a living creature passed within 5 feet of it during the previous 10 minutes.

“ Quick package: choose **Light Memory** as your Ancestral Detail and **Memory Keeper** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Low Drow

Your Lineage emphasizes quiet movement and practical survival in dim or subterranean places.

Lineage gift: You have Thermal Sight out to 30 feet and gain proficiency in Stealth.

“ Quick package: choose **Pattern Sensitivity** as your Ancestral Detail and **Elven Training** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Deep Drow

Extreme depths shaped your senses and spatial instincts more strongly than surface light.

Lineage gift: You have Thermal Sight out to 90 feet and always know your depth below the nearest surface. You have disadvantage on sight-based Perception checks in direct sunlight.

“ Quick package: choose **Wakeful Stillness** as your Ancestral Detail and **Memory Keeper** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ash Elf

Smoke, ash, dimness, and the aftermath of fire create the concealment your body reads best.

Lineage gift: Once per long rest, you can take the Hide action as a bonus action while in dim light, smoke, ash, or similar obscurity.

“ Quick package: choose **Fine Balance** as your Ancestral Detail and **Fey Step** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Elven Training	Gain proficiency in Perception or one finesse weapon and one ranged weapon.
Memory Keeper	Gain proficiency in History. After 1 minute studying a location or written page, you can accurately recall its broad layout or wording for 30 days.
Fey Step	Once per long rest, as a bonus action, teleport up to 15 feet to a space you can see.

Level 5 Talents

Talent	Rule
Unclouded Mind	Once per long rest when you fail an Intelligence, Wisdom, or Charisma saving throw, reroll it.
Path Without Trace	You can move at a normal travel pace while using Stealth, and tracking you requires a successful Wisdom (Survival) check.

Level 10 Talents

Talent	Rule
Greater Fey Step	Requires Fey Step. Its range becomes 30 feet. After teleporting, you can move 5 feet without provoking opportunity attacks.

Talent	Rule
Dreamless Watch	While completing a long rest through Trance, you remain aware of your surroundings and cannot be surprised.
Awakened Moon Wings	Requires Moon Elf. Once per long rest, as a bonus action, gain a Fly Speed equal to your walking Speed for 1 minute. You cannot hover, carry another creature while flying, or use this flight in medium or heavy armor. If the flight ends while you are aloft, you glide normally.

Level 15 Talents

Talent	Rule
Ancient Recollection	Once per long rest, when you make an Intelligence check, treat a d20 roll of 9 or lower as a 10.
Fey Passage	Once per long rest, you can cast misty step without a spell slot or components. This is separate from Fey Step.

Level 20 Talents

Talent	Rule
Perfected Trance	At the end of Trance, end one level of Exhaustion in addition to the normal benefits of a long rest.
Between Moments	Once per long rest when a creature you can see targets you with an attack, use your reaction to teleport up to 30 feet. If this moves you out of the attack's reach or range, the attack misses.
Unfettered Moon Wings	Requires Awakened Moon Wings. You gain a permanent Fly Speed equal to your walking Speed while not wearing medium or heavy armor. You cannot hover or carry another creature while flying.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Memory Burden:* A preserved memory, recitation, or grievance is difficult to set aside even when the present needs you.
- *Light Unease:* Choose harsh sunlight, total darkness, deep water, or another environment opposed to your Lineage; it makes you visibly uncomfortable.
- *Ritual Patience:* You resist rushing a decision your tradition would normally approach through reflection, witness, or ceremony.

Roleplaying This Ancestry

- Which memory or recitation are you expected to preserve?

- When did your community consider you an adult, and did you agree?
- Which environmental adaptation do outsiders mistake for cultural behavior?

Quick Builds

For a mobile scout, choose Wood Elf or Ash Elf and Fey Step. For an undersea character, choose Sea Elf and Memory Keeper.

2.4 - Gnome

Gnomes are compact, detail-focused people whose traditions range from living forests to crystal workshops and deep settlements. Technocratic education belongs to Heritage or Background rather than blood.

Hiraeth Context

Gnomes are small, curious, and frequently underestimated, with Lineages shaped by forest, stone, deep places, snow, sand, crystal, and mire. BI? Technocrat was historically presented as a gnomish subtype; v4.0 treats BI? education and industry as Heritage or Background material any ancestry can enter.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 20 years
Lifespan	Usually 100 to 120 years
Height	Usually 3 ft to 4 ft (91 to 122 cm)
Typical Weight	Usually 35 to 65 lb (16 to 29 kg)
Size	Small

Gnomes are small and varied, often retaining an ageless-looking adulthood late in life. Crystalline growth, winter fur, or other unusual signs belong to particular heritages.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Small
Speed	25 feet
Typical Lifespan	Usually 100 to 120 years

Chassis trait	Rule
Clever Mind	Once per long rest, after you fail an Intelligence, Wisdom, or Charisma saving throw, roll 1d4 and add it to the save, potentially changing the result.
Detail Focus	You can examine a Tiny or larger object for 1 minute to learn whether it has moving parts, hidden seams, or obvious magical alteration.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Detail Focus	After studying an object for 1 minute, identify moving parts, hidden seams, or obvious magical alteration.
Mechanism Rhythm	After touching a working mundane mechanism for 1 minute, notice when its repeated motion becomes faster, slower, or irregular.
Color Acuity	Distinguish small differences among ordinary pigments, mineral colors, smoke, and reflected light when illumination permits.
Compact Reach	You can accurately judge whether your body can pass through a visible narrow space before entering it.
Quick Fingers	You can manipulate Tiny harmless objects in one hand without dropping them during ordinary movement; this grants no tool proficiency or combat benefit.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Forest Gnome

Your lineage developed an intuitive rapport with small beasts and layered natural cover.

Lineage gift: You can communicate simple ideas to Small or smaller Beasts through sounds and gestures, and can Hide when lightly obscured by natural foliage.

“ Quick package: choose **Detail Focus** as your Ancestral Detail and **Minor Wonder** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Rock Gnome

Fine mechanisms and worked materials are comfortable extensions of your small, precise hands.

Lineage gift: Gain proficiency with Tinker's Tools. During a long rest, you can repair one damaged mundane object that fits within a 5-foot cube.

“ Quick package: choose **Mechanism Rhythm** as your Ancestral Detail and **Pocket Specialist** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Deep Gnome

Sound and darkness carry more useful detail to you than they do to most surface folk.

Lineage gift: While underground and not deafened, you know the direction of a repeated audible sound within 30 feet and have advantage on hearing-based Perception checks made to distinguish it from surrounding echoes.

“ Quick package: choose **Mechanism Rhythm** as your Ancestral Detail and **Scurry** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Snowme

Dense fur, compact movement, or another winter adaptation lets you travel through snow rather than merely across it.

Lineage gift: You have a burrow Speed of 5 feet through snow and ignore difficult terrain caused by snow.

“ Quick package: choose **Compact Reach** as your Ancestral Detail and **Minor Wonder** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Sand Gnome

Heat, blowing sand, and scarce shelter shaped your body's ordinary tolerances.

Lineage gift: You ignore nonmagical extreme heat and have advantage on checks to navigate during blowing sand.

Quick package: choose **Quick Fingers** as your Ancestral Detail and **Pocket Specialist** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Crystal Gnome

A crystalline growth, resonance, or clarity marks your lineage and sharpens your response to illusion.

Lineage gift: Once per long rest when you make a saving throw against an illusion, add your proficiency bonus to the roll.

“ Quick package: choose **Detail Focus** as your Ancestral Detail and **Scurry** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Mire Gnome

Mud, marsh water, and long periods without clean air are familiar physical conditions.

Lineage gift: Mud and shallow marsh do not cost you extra movement, and you can hold your breath for 15 minutes.

“ Quick package: choose **Mechanism Rhythm** as your Ancestral Detail and **Minor Wonder** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Minor Wonder	Learn one utility cantrip.

Trait	Rule
Pocket Specialist	Gain proficiency with one artisan's tool or Thieves' Tools. You can use a compact improvised kit without penalty when a full kit is unavailable.
Scurry	Once per long rest, take the Disengage action as a bonus action and move 10 feet.

Level 5 Talents

Talent	Rule
Gnomish Cunning	Clever Mind's die becomes 1d6, and you can use it after seeing the roll but before the outcome is declared.
Rapid Prototype	At the end of a long rest, create one Tiny prototype. Once before your next long rest, its bearer can add 1d4 to one ability check, after which it breaks.

Level 10 Talents

Talent	Rule
Slip the Pattern	Once per long rest when you are targeted by a spell, use your reaction to gain advantage on its saving throw or impose disadvantage on its spell attack roll.
Impossible Container	Your containers hold twice their normal volume, though not extra weight. Retrieving a stored item still follows the normal object-interaction rules.

Level 15 Talents

Talent	Rule
Master of Small Mechanisms	Gain expertise with one tool. You can open, disable, or repair a nonmagical mechanism in half the usual time.
Vanishing Scurry	Requires Scurry. When you use it, you become invisible until the end of the current turn or until you attack or cast a spell.

Level 20 Talents

Talent	Rule
Perfect Countermeasure	Once per long rest when you or an ally within 30 feet fails a saving throw against magic, use your reaction to turn it into a success.
Wonderworker	At the end of a long rest, create two Rapid Prototypes instead of one; a creature can benefit from only one prototype per roll.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Compulsive Detail*: A small inconsistency can hold your attention after everyone else is ready to move on.
- *Prototype Loyalty*: You struggle to abandon a device, theory, specimen, or plan simply because it has failed once.
- *Curiosity Gap*: Sealed mechanisms, unexplained magic, and things built at the wrong scale tempt you to investigate.

Roleplaying This Ancestry

- Which category of mistakes does your community treat as unforgivable?
- What tiny detail do you notice that others routinely overlook?
- Does your curiosity build, repair, classify, cultivate, or disrupt?

Quick Builds

For an inventor, choose Rock Gnome with Pocket Specialist. For an elusive caster, choose Crystal Gnome with Minor Wonder.

2.5 - Dragonborn

Dragonborn bear a strong draconic inheritance expressed through scale families rather than moral alignment. Choose a lineage from the Draconic Variant table when you choose this ancestry.

Hiraeth Context

Dragonborn origin stories disagree. Some say their ancestors hatched from dragon eggs, some that dragon gods blessed those eggs, and others that dragons made them without divine sanction. V4.0 preserves that disagreement. Scale family identifies an inherited resonance, never a moral alignment. Most Dragonborn need light to see; only a narrow Umbral adaptation reaches into dimness.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 15 years
Lifespan	Usually 75 to 110 years
Height	Usually 5 ft 8 in to 7 ft (173 to 213 cm)
Typical Weight	Usually 170 to 320 lb (77 to 145 kg)
Size	Medium

Dragonborn are horned, bright-eyed, thick-boned draconic humanoids. Scale family and individual variant influence color and texture without dictating morality or allegiance.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Medium
Speed	30 feet
Typical Lifespan	Usually 75 to 110 years

Chassis trait	Rule
Draconic Lineage	Choose a Lineage, then choose one resonance from that Lineage family in the Draconic Variant table below. Record the family and resonance as one answer, such as Red Chromatic or Moonstone Gem. It determines your damage type, breath shape, and saving throw. You have resistance to the chosen damage type.
Breath Weapon	When you take the Attack action, you can replace one attack with an exhalation in the area listed for your variant, originating from you. Creatures in the area make the listed save against $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$, taking 1d8 damage on a failure or half on a success. Damage becomes 2d8 at level 5, 3d8 at level 11, and 4d8 at level 17. You can use this a number of times equal to your proficiency bonus per long rest.

Draconic Variant Table

Family	Variant	Damage Type	Breath Shape	Save
Chromatic	Black	Acid	5-by-30-foot line	Dexterity
Chromatic	Blue	Lightning	5-by-30-foot line	Dexterity
Chromatic	Green	Poison	15-foot cone	Constitution
Chromatic	Red	Fire	15-foot cone	Dexterity
Chromatic	White	Cold	15-foot cone	Constitution
Chromatic	Brown	Acid	5-by-30-foot line	Dexterity
Chromatic	Gray	Acid	15-foot cone	Dexterity
Chromatic	Purple	Psychic	15-foot cone	Wisdom
Chromatic	Yellow	Lightning	5-by-30-foot line	Dexterity
Metallic	Brass	Fire	5-by-30-foot line	Dexterity
Metallic	Bronze	Lightning	5-by-30-foot line	Dexterity
Metallic	Copper	Acid	5-by-30-foot line	Dexterity
Metallic	Gold	Fire	15-foot cone	Dexterity
Metallic	Silver	Cold	15-foot cone	Constitution
Metallic	Platinum	Radiant	15-foot cone	Constitution
Metallic	Mercury	Poison	5-by-30-foot line	Constitution
Metallic	Lead	Necrotic	15-foot cone	Constitution
Metallic	Electrum	Lightning	5-by-30-foot line	Dexterity
Ferrous	Iron	Lightning	15-foot cone	Dexterity
Ferrous	Chrome	Cold	5-by-30-foot line	Constitution
Ferrous	Cobalt	Force	5-by-30-foot line	Strength
Ferrous	Tungsten	Fire	15-foot cone	Dexterity
Ferrous	Nickel	Acid	15-foot cone	Dexterity
Ferrous	Steel	Poison	Adjacent 10-foot cube	Constitution

Family	Variant	Damage Type	Breath Shape	Save
Gem	Amethyst	Force	15-foot cone	Strength
Gem	Crystal	Radiant	15-foot cone	Constitution
Gem	Emerald	Psychic	15-foot cone	Wisdom
Gem	Sapphire	Thunder	15-foot cone	Constitution
Gem	Topaz	Necrotic	15-foot cone	Constitution
Gem	Obsidian	Fire	15-foot cone	Dexterity
Gem	Diamond	Radiant	5-by-30-foot line	Constitution
Gem	Moonstone	Radiant	15-foot cone	Constitution
Gem	Ruby	Fire	5-by-30-foot line	Dexterity
Umbral	Deep	Psychic	15-foot cone	Wisdom
Umbral	Shadow	Necrotic	15-foot cone	Constitution
Umbral	Mist	Cold	15-foot cone	Constitution
Umbral	Cloud	Thunder	15-foot cone	Constitution
Umbral	Faerie	Radiant	15-foot cone	Constitution
Prismatic	Aurora	Radiant	15-foot cone	Constitution
Prismatic	Eclipse	Necrotic	5-by-30-foot line	Constitution
Prismatic	Spectrum	Force	5-by-30-foot line	Strength

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Element Trace	Identify whether a visible object or space was recently exposed to your lineage's damage type.
Scale Memory	You can describe the color, pattern, and damage on a dragon, Dragonborn, or Kobold scale you examined.
Resonant Voice	Choose whether your voice carries a faint elemental, metallic, crystalline, shadowed, or many-toned quality when you wish.
Breath Tell	You always know whether your Breath Weapon is available and which visible or sensory sign—heat, vapor, light, static, scent, or another tell—precedes it.
Scale Set	You can voluntarily raise, flatten, brighten, dull, warm, cool, or otherwise cosmetically alter a small patch of your scales.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Chromatic

Your scale family resonates with one of the chromatic and expanded chromatic dragon lineages.

Lineage gift: Choose Black, Blue, Green, Red, White, Brown, Gray, Purple, or Yellow. Once per long rest when you roll your Breath Weapon damage, reroll any number of 1s. You must use the new rolls.

“ Quick package: choose **Element Trace** as your Ancestral Detail and **Claws of the First Brood** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Metallic

Your scales and breath carry the ordered resonance of metallic and rare metallic dragons.

Lineage gift: Choose Brass, Bronze, Copper, Gold, Silver, Platinum, Mercury, Lead, or Electrum. Once per long rest, a creature that fails its save against your Breath Weapon is also pushed 5 feet or cannot take reactions until the start of its next turn.

“ Quick package: choose **Scale Memory** as your Ancestral Detail and **Draconic Presence** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ferrous

Dense ferrous scales favor defensive hardening and industrial-looking coloration.

Lineage gift: Choose Iron, Chrome, Cobalt, Tungsten, Nickel, or Steel. Once per long rest when an attack hits you, use your reaction to gain +2 AC against that attack, potentially causing it to miss.

“ Quick package: choose **Resonant Voice** as your Ancestral Detail and **Hoard Sense** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Gem

Crystalline resonance opens a narrow, language-bound form of telepathy.

Lineage gift: Choose Amethyst, Crystal, Emerald, Sapphire, Topaz, Obsidian, Diamond, Moonstone, or Ruby. You can communicate telepathically with a creature you can see within 30 feet if it knows at least one language.

“ Quick package: choose **Breath Tell** as your Ancestral Detail and **Claws of the First Brood** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Umbral

Deep, shadow, mist, cloud, or faerie resonance changes how your senses meet darkness and light.

Lineage gift: Choose Deep, Shadow, Mist, Cloud, or Faerie. You gain Low-Light Vision out to 30 feet. Once per long rest while in dim light, smoke, mist, or magical shadow, you can take the Hide action as a bonus action.

“ Quick package: choose **Element Trace** as your Ancestral Detail and **Draconic Presence** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Prismatic

Your lineage refracts among several resonances rather than remaining fixed to one visible spectrum.

Lineage gift: Choose Aurora, Eclipse, or Spectrum. At the end of a long rest, you may change to either of the other Prismatic variants, changing damage type, shape, and save together.

“ Quick package: choose **Element Trace** as your Ancestral Detail and **Hoard Sense** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Claws of the First Brood	Your claws are natural weapons that deal 1d6 slashing damage.
Draconic Presence	Gain proficiency in Intimidation or Persuasion. Once per long rest, add your proficiency bonus to one check with the chosen skill after rolling.
Hoard Sense	You can identify the approximate value and material of mundane gems, precious metals, and coinage after handling them for 1 minute.

Level 5 Talents

Talent	Rule
Concussive Breath	Once per long rest, creatures that fail the save against your Breath Weapon are pushed 10 feet away from you.
Winged Burst	Once per long rest, as a bonus action, manifest physical or spectral wings and leap up to 20 feet horizontally or 10 feet vertically without provoking opportunity attacks. You must end this movement on a surface that supports you.

Level 10 Talents

Talent	Rule
Wingborne Momentum	Requires Winged Burst. Once per long rest, as a bonus action, manifest your wings for 1 minute. Once on each of your turns during it, you can make Winged Burst's leap as part of your movement, but you must still end every turn supported.
Breath Mastery	Once per turn when you roll Breath Weapon damage, treat one damage die showing 1 as though it showed its maximum value.

Level 15 Talents

Talent	Rule
Frightful Aspect	Once per long rest, as an action, creatures of your choice within 15 feet make a Wisdom save against your Ancestry Save DC or become frightened of you until the end of your next turn.
Element Eater	Once per long rest when you take your Draconic Lineage damage type, use your reaction to gain immunity to that instance of damage.

Level 20 Talents

Talent	Rule
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Ancient Pinions	Requires Wingborne Momentum. You can use Wingborne Momentum twice per long rest. While its wings are present, you can glide 20 feet horizontally for every 10 feet you descend and reduce your effective falling distance by 30 feet.
Cataclysmic Breath	Once per long rest when you use Breath Weapon, maximize one-half of its damage dice, rounded down, instead of rolling them.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Draconic Pride*: A public challenge to your competence, lineage, or courage is difficult to ignore.
- *Hoarding Instinct*: Choose knowledge, promises, trophies, coin, art, or another treasure that is emotionally difficult to surrender.
- *Elemental Tell*: Strong emotion produces a visible trace of your breath element, making calm or secrecy harder.

Roleplaying This Ancestry

- Which origin story about Dragonborn do you believe?
- How does your scale family mark achievement, grief, or public failure?
- What do others wrongly assume from your color or breath?

Quick Builds

For the classic durable dragonborn, choose Chromatic with Draconic Presence. For a future aerial character, choose Gem or Metallic with Winged Burst.

2.6 - Kobold

Kobolds are small draconic people organized around found family, practical ingenuity, and scale lineages. Their draconic variants influence color and magic without duplicating a Dragonborn breath weapon.

Hiraeth Context

Kobolds claim draconic descent and have only recently returned to broad notice in many parts of Hiraeth. Their societies often emphasize found family, warning signals, salvage, tunnels, and collective survival, but no kobold is required to embody those traditions. Scale family supplies a draconic echo without copying the Dragonborn breath weapon, and tunnel familiarity does not grant every Kobold supernatural night vision.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 8 years
Lifespan	Usually 55 to 80 years
Height	Usually 2 ft 4 in to 3 ft 4 in (71 to 102 cm)
Typical Weight	Usually 30 to 55 lb (14 to 25 kg)
Size	Small

Kobolds are small draconic people whose scales, crests, muzzles, and tails vary by family. Gear is frequently repaired, inherited, repurposed, and marked by the group that maintains it.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Small
Speed	30 feet
Typical Lifespan	Usually 55 to 80 years

Chassis trait	Rule
Kobold Cunning	Gain proficiency in Investigation, Sleight of Hand, or Stealth.
Pack Cry	Once per long rest, as a bonus action, distract enemies within 10 feet. Until the start of your next turn, you and your allies have advantage on the first attack each makes against one affected enemy that can hear you.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Tunnel Count	Keep an accurate mental count of junctions and vertical changes while moving underground.
Scent Map	Recognize a location you have visited within the last 30 days by its ordinary mixture of earth, air, water, smoke, and inhabitants.
Heat Trace	At close range, tell whether an unattended object or surface was held by a warm living body within the last minute.
Flexible Frame	Accurately judge whether your body can squeeze through a visible opening before entering it.
Tail Balance	If you have a tail, you can use it to balance or signal emotion during ordinary movement; if not, choose another visible balancing adaptation.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Chromatic Scale

Chromatic color and elemental signs appear in your scales without granting a Dragonborn's breath.

Lineage gift: Learn one utility cantrip. Its visible effect resembles acid, frost, flame, poison vapor, or static energy.

“ Quick package: choose **Tunnel Count** as your Ancestral Detail and **Trapwise** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Metallic Scale

Metallic resonance reinforces the cooperative acts by which many kobold groups survive.

Lineage gift: Once per long rest when you take the Help action, the helped creature also gains temporary Hit Points equal to your proficiency bonus.

“ Quick package: choose **Scent Map** as your Ancestral Detail and **Scrapcraft** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ferrous Scale

Your scales have the weight, hue, or magnetic feel of worked ferrous material.

Lineage gift: You have advantage on checks to locate, appraise, or work common metal, and count as one size larger when carrying metal objects.

“ Quick package: choose **Heat Trace** as your Ancestral Detail and **Skitter** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Gem Scale

Crystal resonance carries thought between willing, language-using minds.

Lineage gift: You can communicate telepathically with a willing creature you can see within 30 feet if it knows a language.

“ Quick package: choose **Flexible Frame** as your Ancestral Detail and **Trapwise** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Umbral Scale

Darkness is the natural visual environment of your scale family, while hard sunlight remains difficult.

Lineage gift: You gain Low-Light Vision out to 30 feet. You can attempt to Hide while lightly obscured by dim light, smoke, mist, or a creature larger than you.

Quick package: choose **Tunnel Count** as your Ancestral Detail and **Trapwise** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Prismatic Scale

Your scales change tone or sheen as their limited elemental defense shifts.

Lineage gift: After a long rest, choose acid, cold, fire, lightning, or poison. Once before your next long rest when you take that damage, reduce it by twice your proficiency bonus.

“ Quick package: choose **Tunnel Count** as your Ancestral Detail and **Skitter** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Trapwise	Gain proficiency with Thieves' Tools. You have advantage on checks made to identify a trap's trigger after observing it for 1 minute.
Scrapcraft	Gain proficiency with Tinker's Tools. During a long rest, create one piece of mundane adventuring gear worth 5 GP or less from available scrap.
Skitter	Once per long rest, take the Disengage action as a bonus action and move up to 10 feet.

Level 5 Talents

Talent	Rule
Draconic Spark	Choose acid, cold, fire, lightning, or poison. Once per turn when you hit with an attack, you can deal extra damage of that type equal to your proficiency bonus. You can do this once per long rest.

Talent	Rule
Tunnel Runner	Gain a climb Speed of 20 feet. You can squeeze through spaces sized for a Tiny creature, though each foot costs 1 extra foot of movement.

Level 10 Talents

Talent	Rule
Perfect Ambush	Once per long rest when you roll initiative while hidden or unseen, add your proficiency bonus to the roll and move 10 feet.
Pack Escape	When you use Pack Cry, choose one ally within 10 feet. That ally can use its reaction to move 10 feet without provoking opportunity attacks.

Level 15 Talents

Talent	Rule
Voice of the Great Wyrn	Once per long rest, cast command without a spell slot. Choose Intelligence, Wisdom, or Charisma when you gain this talent.
Master Trapper	During a short or long rest, prepare one portable snare. As an action, place it in an adjacent space. The first Large or smaller creature entering makes a Dexterity save against your Ancestry Save DC or becomes restrained until it uses an action to escape. The snare expires at your next long rest.

Level 20 Talents

Talent	Rule
Dragon's Shadow	Once per long rest, as a bonus action, become invisible for 1 minute. The effect ends after you attack, deal damage, or cast a spell.
Unbreakable Pack	Once per long rest when an ally within 30 feet would drop to 0 Hit Points, use your reaction to let it drop to 1 Hit Point instead.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Pack Alarm:* When isolated from trusted companions, you become cautious, noisy, controlling, or eager to reunite.
- *Authority Reflex:* Dragons, Dragonborn, powerful patrons, or domineering leaders trigger an old pattern of deference or defiance.
- *Scrap Attachment:* You keep a visibly useless object because it belongs to a communal repair, memory, or future plan.

Roleplaying This Ancestry

- Who belongs to your found family or working group?
- Which signal means danger, welcome, or 'this is mine'?
- How do you feel about dragons and Dragonborn claiming authority over kobolds?

Quick Builds

For a scout, choose Umbral Scale with Trapwise. For a party-supporting kobold, choose Metallic Scale with Skitter.

2.7 - Goliath

Goliaths carry giant legacies without being bound to one climate or social tradition. Choose a giant Lineage for the supernatural expression of that legacy.

Hiraeth Context

Beccan traditions trace the Goliaths to Beccarack, conqueror of the North, and the Gu-Li-Oth from whom his many children descended. Whether every detail is literal history, political myth, or both is disputed. After Beccarack vanished, his descendants were driven back toward the mountains and later spread into many clans and cities.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 17 years
Lifespan	Usually 90 to 120 years
Height	Usually 6 ft 6 in to 8 ft (198 to 244 cm)
Typical Weight	Usually 220 to 380 lb (100 to 172 kg)
Size	Medium

Goliaths are massive humanoids whose giant legacies may show through skin, eyes, temperature, voice, shadow, or stature. These signs do not prescribe clan or temperament.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Medium
Speed	30 feet
Typical Lifespan	Usually 90 to 120 years

Chassis trait	Rule
Powerful Build	Count as one size larger when determining carrying capacity and the weight you can push, drag, or lift.
Mountain-Born	You are acclimated to high altitude and ignore nonmagical penalties caused solely by thin air.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Load Sense	Accurately judge the weight category and obvious leverage risk of a visible mundane load.
Altitude Sense	Recognize ordinary symptoms of thin air and abrupt pressure change.
Weather Bones	Recognize when a major nonmagical temperature or pressure change is approaching within the next hour.
Sure Grip	You can tell whether a visible handhold is obviously too weak, sharp, hot, cold, or slick for your bare hand before committing your weight.
Long Measure	Using only your own reach, stride, or height as reference, accurately estimate the rough height or length of a nearby Large or smaller object.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Cloud Giant

Cloud legacy appears through lightness, mist, altitude, or a body that seems slow to fall.

Lineage gift: Once per long rest when you fall, use your reaction to reduce the fall distance by 60 feet and move 10 feet horizontally.

“ Quick package: choose **Load Sense** as your Ancestral Detail and **Giant's Endurance** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Fire Giant

Heat, forge color, and sudden burning force mark this giant legacy.

Lineage gift: Ignore nonmagical extreme heat. Once per long rest when you deal damage, deal extra fire damage equal to your proficiency bonus.

“ Quick package: choose **Altitude Sense** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Frost Giant

Cold follows your breath or skin, and your blows can carry winter's slowing weight.

Lineage gift: Ignore nonmagical extreme cold. Once per long rest when you hit a creature, reduce its Speed by 10 feet until your next turn.

“ Quick package: choose **Weather Bones** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Hill Giant

This legacy expresses blunt endurance and immense, straightforward force.

Lineage gift: Once per long rest when you fail a Strength check or saving throw, reroll it.

“ Quick package: choose **Sure Grip** as your Ancestral Detail and **Giant's Endurance** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Stone Giant

Natural stone feels climbable and concealing to a body that shares its tones and stillness.

Lineage gift: Gain a climb Speed of 20 feet on natural stone and proficiency in Stealth while among stone.

Quick package: choose **Long Measure** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Storm Giant

Your body carries a storm's pressure and answers violence with lightning.

Lineage gift: Once per long rest when a creature within 30 feet hits you, use your reaction to deal lightning damage equal to your proficiency bonus.

“ Quick package: choose **Load Sense** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Fomorian

A distorted or uncanny giant legacy grants dark sight and an imposing presence without dictating evil.

Lineage gift: Gain proficiency in Intimidation. Once per long rest after a creature you can see within 30 feet makes a d20 roll, subtract 1d4 from the roll before the outcome is declared.

“ Quick package: choose **Long Measure** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Rune Giant

Runes, old speech, and minor magic appear as inherited giant resonance.

Lineage gift: Learn one utility cantrip and one additional language.

“ Quick package: choose **Weather Bones** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Death Giant

You carry an awareness of death and the Undead that need not imply worship or corruption.

Lineage gift: You have advantage on saving throws against being frightened by Undead, and always know whether a visible corpse died within the last 24 hours.

“ Quick package: choose **Sure Grip** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Sun Giant

Light, desert heat, and courage-bearing radiance mark this giant legacy.

Lineage gift: Learn the light cantrip. Once per long rest, creatures of your choice within 10 feet have advantage on their next save against fear before your next turn.

“ Quick package: choose **Long Measure** as your Ancestral Detail and **Giant's Endurance** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Tide Giant

Your giant inheritance is expressed through water, breath, and powerful swimming.

Lineage gift: Gain a swim Speed equal to your walking Speed and can hold your breath for 30 minutes.

“ Quick package: choose **Load Sense** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
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Giant's Endurance	Once per long rest when you take damage, use your reaction to reduce it by your proficiency bonus plus your Constitution modifier.
Long Stride	Your walking Speed increases by 5 feet.
Titanic Grip	You have advantage on checks made to initiate or escape a grapple. You do not gain this advantage against creatures two or more sizes larger than you.

Level 5 Talents

Talent	Rule
Hurling Arm	Thrown weapons you use have their normal and long ranges increased by 20 feet. Once per turn, drawing a thrown weapon requires no object interaction.
Giant's Reprisal	Once per long rest after a creature within your reach damages you, use your reaction to shove it.

Level 10 Talents

Talent	Rule
Towering Advance	Once per long rest, as a bonus action, become Large for 1 minute if space permits. Your reach does not increase, but Powerful Build counts you as Huge. You can end this early as a bonus action.
Unyielding Footing	You have advantage on saving throws and ability checks against being knocked prone or moved against your will.

Level 15 Talents

Talent	Rule
Earthshaker	Once per long rest, as an action, creatures of your choice on the ground within 10 feet make a Strength save against your Ancestry Save DC or fall prone.
Giant's Recovery	When you use Giant's Endurance, gain temporary Hit Points equal to your proficiency bonus after reducing the damage.

Level 20 Talents

Talent	Rule
Titanic Form	Requires Towering Advance. It lasts 10 minutes, and your reach increases by 5 feet while it is active.
World-Bearer	Once per long rest when you fail a Strength or Constitution saving throw, treat the roll as a success.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Oversized Ego*: Retreating from a smaller or visibly weaker challenger feels like a public humiliation.
- *Heavy Presence*: Furniture, roads, clothing, mounts, and social spaces often fail to accommodate you gracefully.
- *Ancestral Reputation*: Others connect your giant legacy to Beccarack, conquest, or an elemental danger you did not choose.

Roleplaying This Ancestry

- Do you treat the story of Beccarack as ancestry, warning, propaganda, or myth?
- What contest or public challenge does your community use to settle conflict?
- How has your giant legacy shaped how strangers read your body?

Quick Builds

For a defender, choose Stone Giant or Hill Giant with Giant's Endurance. For a mobile striker, choose Cloud Giant with Long Stride.

2.8 - Aerimpi

Aerimpi are small, wind-associated people sometimes compared to halflings in other realms. Their heritages express aerial, hearth, gliding, and cliff-running adaptations.

Hiraeth Context

Aerimpi are closely associated with the Ravine's chasms, suspended settlements, light flying gondolas, aerial trade, festivals, music, and dance. Their bodies excel at leaps, falls, glides, and reading wind without becoming ordinary self-powered flight. Hillhome and woodland-descended Aerimpi broaden that inheritance beyond a single aerial stereotype. An Aerimpi can be from elsewhere; Ravine identity is represented through Heritage.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 18 years
Lifespan	Usually 80 to 120 years
Height	Usually 2 ft 10 in to 3 ft 8 in (86 to 112 cm)
Typical Weight	Usually 30 to 55 lb (14 to 25 kg)
Size	Small

Aerimpi are slender smallfolk adapted to balance and motion. Earlier accounts describe complexions from sun-gold to deep olive and hair in dark, blue, silver, or sky-like hues.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Small
Speed	30 feet
Typical Lifespan	Usually 80 to 120 years

Chassis trait	Rule
Brave	You have advantage on saving throws you make to avoid or end the frightened condition.
Nimble	You can move through the space of a creature at least one size larger than you. Its space remains difficult terrain.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Wind Read	Estimate the direction of local drafts, cliff winds, and ordinary airborne instability.
Fall Sense	You always know the direction and approximate distance of your own last uncontrolled drop.
Light Step	You can tell whether a visible narrow perch, line, or branch can bear your weight before stepping onto it.
Draft Memory	After moving through a space, remember the direction of its strongest ordinary air current for 24 hours.
Far Motion	Against an open sky, you can distinguish whether a distant visible speck is rising, falling, approaching, or receding.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Sky Dancer

You inherit the leap, timing, and fearless gaps associated with the Ravine's aerial festivals.

Lineage gift: Once per long rest, as a bonus action, leap up to 15 feet horizontally or 10 feet vertically without provoking opportunity attacks.

“ Quick package: choose **Wind Read** as your Ancestral Detail and **Aerimpi Luck** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Wind Warden

Your body and reflexes answer falling air in time to protect another traveler.

Lineage gift: Once per long rest when you or an ally within 10 feet takes falling damage, use your reaction to reduce that damage by five times your proficiency bonus.

“ Quick package: choose **Fall Sense** as your Ancestral Detail and **Underfoot** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Hillhome

Hillhome Aerimpi preserve a grounded smallfolk expression built around hearth, slope, and climbing.

Lineage gift: Gain a climb Speed of 15 feet. Standing from prone costs you only 5 feet of movement while you are on natural earth or stone.

“ Quick package: choose **Light Step** as your Ancestral Detail and **Hearthwise** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Glimmergrove

Woodland and glimmering air currents let you turn a fall into a controlled glide.

Lineage gift: When falling, glide 20 feet horizontally for every 10 feet descended and reduce effective falling distance by 20 feet.

“ Quick package: choose **Draft Memory** as your Ancestral Detail and **Aerimpi Luck** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Riftrunner

Rope, scree, rain, and narrow crossings are the ordinary footing of your lineage.

Lineage gift: Rain, scree, rope sway, and narrow ledges do not impose disadvantage on your Athletics or Acrobatics checks.

Quick package: choose **Far Motion** as your Ancestral Detail and **Underfoot** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Aerimpi Luck	Once per long rest when you roll a 1 on a d20 test, reroll the die. You must use the new roll.
Underfoot	Once per long rest when a creature misses you with a melee attack, use your reaction to move 5 feet without provoking opportunity attacks.
Hearthwise	Gain proficiency in Insight or Survival, and can identify whether mundane food or water has spoiled.

Level 5 Talents

Talent	Rule
Wind-Carried	Once per long rest, as a bonus action, increase your Speed by 15 feet until the end of the turn and ignore nonmagical difficult terrain.
Shared Luck	Requires Aerimpi Luck. When you use it, you can instead let an ally within 30 feet reroll its natural 1.

Level 10 Talents

Talent	Rule
Dance on Air	Once per long rest, as a bonus action, leap up to your walking Speed horizontally or half that distance vertically without provoking opportunity attacks. You must end on a supporting surface unless another feature lets you glide to one.
Slip the Giant	Creatures larger than you have disadvantage on opportunity attacks against you.

Level 15 Talents

Talent	Rule
Windbreak	Once per long rest when you and allies within 10 feet make a Dexterity saving throw against the same effect, grant those creatures half cover for that save.
Hero of the Hearth	When you finish a short rest, choose up to six creatures who rested with you. Each gains temporary Hit Points equal to your proficiency bonus.

Level 20 Talents

Talent	Rule
Fortune's Favorite	Aerimpi Luck can reroll any d20 result of 5 or lower.
Open Sky Mastery	Requires Dance on Air. You can use Dance on Air twice per long rest. During its leap you can change direction once, and if you have a gliding Lineage you can begin gliding rather than landing.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Guest-Right Obligation*: Once you accept or offer formal hospitality, abandoning its duties feels intolerable.
- *Edge Confidence*: Height, wind, speed, and narrow footing tempt you to treat a genuine risk as familiar.
- *Grounded Restlessness*: Long periods underground, indoors, or unable to see an open route make you visibly unsettled.

Roleplaying This Ancestry

- Which guest-right custom is sacred to you?
- What festival, song, or journey first taught you courage?
- Are you tied to the Ravine, a Hillhome community, a woodland settlement, or somewhere else?

Quick Builds

For a classic lucky traveler, choose Riftrunner with Aerimpi Luck. For an aerial specialist, choose Glimmergrove with Wind-Carried.

2.9 - Felis

Felis are catfolk with varied builds, coats, and movement adaptations. Pride, alley, jungle, and snow identities can carry both inherited and learned meanings; this page uses Lineage only for physical or supernatural expressions.

Hiraeth Context

Earlier HAG material presented Pride Lords, Swift Paws, Alley Cats, Grimalkin, Jungle Stalkers, and Snow Prowlers as distinct Felis packages. V4.0 retains their bodily or supernatural elements as Lineages while leaving territory and community to Heritage and occupation to Background.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 16 years
Lifespan	Usually 70 to 100 years
Height	Usually 3 ft 6 in to 6 ft 8 in (107 to 203 cm)
Typical Weight	Usually 40 to 210 lb (18 to 95 kg)
Size	Small or Medium, chosen when you select this ancestry

Felis may be Small or Medium, with coats, tails, ears, muzzles, manes, and builds reminiscent of many feline forms. Lineage affects adaptation, not personality.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Small or Medium, chosen when you select this ancestry
Speed	30 feet
Typical Lifespan	Usually 70 to 100 years

Chassis trait	Rule
Low-Light Vision	You have Low-Light Vision out to 60 feet.
Claws	Your claws are natural weapons that deal 1d4 slashing damage. You also have a climb Speed of 15 feet.
Sure Landing	Reduce any falling damage you take by an amount equal to twice your level.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Predator Focus	After observing a moving creature, identify an obvious limp, hesitation, or change of pace.
Keen Smell	Recognize a familiar creature, food, or common substance by scent at close range.
Territory Read	Recognize visible scratch, scent, marker, or arrangement used to claim ordinary territory.
Balance Habit	Accurately judge whether a visible ledge or branch is broad enough to support your size.
Ear and Tail Speech	If you have expressive ears, a tail, or similar features, choose which simple emotional states companions can learn to recognize from them.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Pride Lord

Large-cat build and presence make you physically imposing without assigning you authority over others.

Lineage gift: Count as one size larger for carrying capacity and gain proficiency in Intimidation.

“ Quick package: choose **Predator Focus** as your Ancestral Detail and **Feline Agility** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Swift Paw

Long stride, flexible spine, and explosive motion distinguish this Lineage.

Lineage gift: Your walking Speed increases by 5 feet.

“ Quick package: choose **Keen Smell** as your Ancestral Detail and **Predator's Focus** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Alley Cat

A compact, flexible body is adapted to crowded structures, narrow gaps, and close urban movement.

Lineage gift: Gain proficiency in Stealth or Sleight of Hand. You can move through a space only 1 foot narrower than you without squeezing.

“ Quick package: choose **Territory Read** as your Ancestral Detail and **Soft Step** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Grimalkin

Fey or uncanny magic appears in your eyes, shadow, voice, coat, or impossible luck.

Lineage gift: Learn one utility cantrip and choose Intelligence, Wisdom, or Charisma as its spellcasting ability.

“ Quick package: choose **Balance Habit** as your Ancestral Detail and **Feline Agility** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Jungle Stalker

Powerful climbing limbs and foliage-adapted movement mark this Lineage.

Lineage gift: Your climb Speed equals your walking Speed, and nonmagical foliage does not cost extra movement.

Quick package: choose **Ear and Tail Speech** as your Ancestral Detail and **Predator's Focus** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Snow Prowler

Wide paws, insulating coat, and a hunter's read of tracks suit deep snow.

Lineage gift: Ignore nonmagical difficult terrain from snow and have advantage on checks to track creatures across snow.

“ Quick package: choose **Predator Focus** as your Ancestral Detail and **Soft Step** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
Feline Agility	Once per long rest, as a bonus action, double your Speed until the end of the turn.
Predator's Focus	Gain proficiency in Perception. Once per long rest, add your proficiency bonus to one sight- or hearing-based Perception check after rolling.
Soft Step	Moving at half Speed does not impose disadvantage on your Stealth checks because of noisy natural ground.

Level 5 Talents

Talent	Rule
Pouncing Start	Once per long rest when you roll initiative, move up to 10 feet without provoking opportunity attacks.
Raking Claws	Your Claws deal 1d6 damage and can use Dexterity instead of Strength for attack and damage rolls.

Level 10 Talents

Talent	Rule
Impossible Balance	You have advantage on checks and saving throws made to keep your footing, and standing from prone costs only 5 feet of movement.
Nine-Lived	Once per long rest when you fail a Dexterity saving throw, reroll it.

Level 15 Talents

Talent	Rule
Vanishing Prowl	Once per long rest, as a bonus action while in dim light or natural cover, become invisible until the start of your next turn or until you attack or cast a spell.
Perfect Climber	Your climb Speed equals your walking Speed, and you can climb difficult surfaces without a check unless they are magically slick or offer no purchase.

Level 20 Talents

Talent	Rule
Refuse the Fall	Once per long rest when damage would reduce you to 0 Hit Points without killing you outright, drop to 1 Hit Point and move up to 10 feet without provoking opportunity attacks.
Predator Between Heartbeats	Requires Feline Agility. When you use it, you can take the Dash or Hide action as part of the same bonus action.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Water Unease*: Deep immersion, heavy rain, or water that hides the ground provokes avoidance or overreaction.
- *Predatory Fixation*: Sudden fleeing movement or a small elusive target can capture your attention at the wrong moment.
- *Finicky Need*: Choose a food, sleeping arrangement, grooming routine, or sensory comfort that is hard to replace while traveling.

Roleplaying This Ancestry

- What behavior do you treat as a territorial intrusion?
- How do you signal trust, comfort, warning, or play?

- Which stereotype about your feline form do you deliberately contradict?

Quick Builds

For a climber, choose Jungle Stalker with Soft Step. For a fast skirmisher, choose Swift Paw with Feline Agility.