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Hiraeth Ancestry System

THIS SYSTEM IS BEING PULLED INTO THE NORMAL RACE DOCUMENTS FOR THE HAG. Ongoing Feedback will be moved to there.

This playtest document presents a new experimental system for character ancestry in our version of fifth edition Dungeons & Dragons in HAG. These game mechanics are in draft form and are a second iteration after a first round 7 months ago. These rules aren't officially part of the game yet and are presented for you to try out and provide feedback on.

Our goal with this system is to offer greater flexibility and customization in representing a character's heritage, allowing players to mix, match, and define their ancestral abilities in new ways.

In this system, your character's ancestry represents their lineage and innate capabilities. Instead of selecting a single race with a fixed set of traits, you'll use **Ancestry Points (AP)** to purchase **Ancestry Traits**, drawing from one chosen ancestries (like Human, Elf, Dwarf, etc.) or two if you choose from one of the two half race options.

Ancestry Traits

Ancestry Traits are the building blocks of this system. They represent specific physiological features, aptitudes, or cultural legacies tied to an ancestry. Think of them as modular components you can select to build the character you envision.

Ability Score Adjustments

When determining your character's ability scores from their Ancestry, you must choose one of the following two options. This choice applies regardless of which Ancestry you select:

- **Option A (The Spread):** Gain the Fixed +1 bonus listed in your Ancestry's Base Traits, choose one additional Ability Score to increase by +1, and choose one Ability Score to decrease by -1; these can not stack with each other or other abilities gained from this system.
- **Option B (The Focus):** Choose any one Ability Score to increase by +1.

Ancestry Points (AP)

You begin character creation with a base pool of 3 Ancestry Points to "buy" Ancestry Traits.

Most traits have a cost (typically 1 to 3 AP), reflecting their mechanical impact. While your base pool is small, you will expand it by defining your character's weaknesses in the Flaws section below.

Gaining Ancestry Points. There are no mechanisms to gain more AP after character creation unless a specific "life event" occurs, such as aging. Your build is defined at the start.

Flaws

Perfection is myth; true heroes are defined as much by their weaknesses as their strengths. In this system, flaws are not just roleplay suggestions—they are mandatory components of your character's identity that fuel their greatest strengths.

The Rule of Two. To ensure every adventurer is grounded and distinct, you are required to select two flaws during character creation.

The Rule of Relevance (The "Anti-Cheese" Clause). A flaw must be a burden, not a background detail. You cannot select a flaw that imposes a penalty on a statistic or situation that your class naturally ignores (e.g., a Wizard taking a penalty to Strength checks). Do not use this system to min-max. If a selected flaw does not present a meaningful mechanical risk or narrative hurdle to your specific character build, it grants 0 Ancestry Points. The GM has final veto power on any flaw that violates this spirit.

The Heritage Requirement. At least one of your two flaws must be selected from your specific Ancestry's Negative Traits list (e.g., Draconic Flaws for Dragonborn, The Price of Divinity for Aasimar). This ensures your weakness is tied to your lineage.

The Universal Option. Your second flaw may be chosen from either your Ancestry list or the Universal Flaws list.

Flaw Value Each flaw grants you additional Ancestry Points (AP) equal to the value listed next to it (usually +1 or +2).

Standard Build. Base (3 AP) + Flaw A (+1 AP) + Flaw B (+1 AP) = 5 Total AP.

High-Risk Build. If you select a severe flaw worth +2 AP (such as Elemental Vulnerability), your total AP will be higher, allowing for more powerful traits at the cost of a debilitating weakness. For every flaw you take past the two required ones they only provide you with 1 AP up to 3 AP then they are worth nothing.

Designer Note: The "Flaw Burden" mechanics (Focus Slip, Restless Blood, etc.) have been removed. You no longer suffer cumulative mechanical penalties for having flaws; you simply suffer the specific effects of the flaws you chose.

Universal Abilites and Flaws

- **Ability Score Increase (2 AP):** (Universal) +1 to one ability score (cannot exceed 20 or be one a racial bonus).
- **Undying (2 AP):** (Universal) Succeed on Death Saves on a roll of 9+.
- **Beacon of Aggression (+1):** 1st Round of combat, enemies have Advantage on attacks vs you.
- **Elemental Vulnerability (+2):** Vulnerable (2x Dmg) to Fire, Cold, or Lightning.
- **Glass Jaw (+1):** Taking a Critical Hit = Stunned until the end of your next turn.
- **Gold-Cursed (+1):** Cannot visually identify value (gold looks like lead to you).
- **Magic-Addict (+2):** If you go more than 24 hours without casting a spell or being targeted by one, you gain 1 level of Exhaustion.
- **Frail (+2):** -Prof Mod Hit Points per Level.
- **Arrogant (+1):** Disadvantage on Insight checks (you assume you know best).
- **Obsessive (+1):** You fixate on details. Disadvantage on Perception checks (you miss the forest for the trees).
- **Gullible (+1):** Disadvantage on Insight checks vs Lies.
- **Lead-Footed (+2):** Disadvantage on Dex Saves/Checks; cannot take the Dash action.
- **Light Sensitivity (+1):** Disadvantage on Attack/Perception in direct sunlight.
- **Mana-Sensitive (+1):** Disadvantage on Spell Saves; Resistance to Spell Damage.

- **Oath of Pacifism (+2):** Dealing lethal damage causes you to gain 1 level of Exhaustion.
- **Weak Constitution (+1):** -1d4 HP per Level. You still gain at least 1 HP per level. You do not die on level up.
- **Honest Face (+1):** You are physically incapable of hiding the truth. You have **Disadvantage on Deception** checks.
- **Short Fuse (+1):** You are easily provoked. You have **Disadvantage on Insight** checks to determine if someone is goading you, and if you fail, you must respond aggressively (verbally or physically).
- **Illiterate (+2):** You cannot read or write any language. You can only speak the languages you know. You are incapable of using Spell Scrolls or reading magical glyphs, even if a spell or class feature would normally allow you to. You have Disadvantage on Investigation checks to find traps, secret doors, or loot if the clue involves patterns, writing, or diagrams.
- **Superstitious (+1):** You fear magic and the unknown. You have **Disadvantage on Saving Throws vs. Fear** effects, and you refuse to knowingly touch magical items (unless forced).
- **Tactless (+1):** You don't understand social cues. You have **Disadvantage on Persuasion** checks with anyone you haven't known for at least 24 hours.
- **Slow Reflexes (+1):** You react poorly to danger. You have **Disadvantage on Initiative** rolls.
- **Weak Stomach (+1):** You are prone to sickness. You have **Disadvantage on Constitution Saving Throws** against Poison and Disease.
- **Night Blindness (+1):** Your eyes require strong light. You cannot see in **Dim Light** (it counts as Darkness to you), and if you have Darkvision, you lose it.
- **Restless Sleeper (+2):** Your body struggles to recover. On a Long Rest, you regain only **half your total Hit Dice** (rounded down) and cannot remove levels of Exhaustion through normal sleep (requires magic or downtime).
- **Loud (+1):** You are naturally noisy or clumsy. You have **Disadvantage on Stealth** checks.
- **Combat Paralysis (+2):** You freeze up when ambushed. If you are **Surprised**, you are **Stunned** until the end of your first turn.
- **Magic Allergy (+2):** Your body violently rejects foreign magic. Whenever you regain Hit Points from a spell, potion, or magical effect, you must make a Constitution Saving Throw (DC 15).
- **Anchor-Bound (+1):** You feel sick when not on solid ground. You have **Disadvantage on all checks and attacks** while swimming, flying, or on a boat.
- **Directionless (+1):** You get lost easily. You have **Disadvantage on Survival** checks for navigation and cannot retrace your steps without a map.
- **Cursed Luck (+2):** Fate conspires against you. Once per Long Rest, the GM can force you to **reroll a Natural 20**. You must use the new roll.
- **Focus Slip (+1):** Whenever you roll a Natural 1, even "just for fun," on an attack roll or ability check, you lose your **Reaction** for that round.
- **Death's Door (+2):** You have one foot in the grave. You have **Disadvantage on Death Saving Throws**. Regardless of whatever abilities or things taken.

Races

AASIMAR

Aasimar descend from mortals infused with divine power during the recent celestial conflict between Pythia and Malchor. As stars fell from the sky where they passed, their divine heritage manifests through glowing birthmarks and a symbol of celestial virtue appearing during moments of divine expression.

Base Traits: Medium Size, 30ft Speed.

Fixed Ability Score: +1 Charisma.

Free: Healing Hands (Action: Touch heal HP = Lvl+Con+Prof | 1/LR).

Default Packages (5 AP)

- **Fallen (Crowd Control):** Wings of Grace (1), Rev: Necrotic Shroud (1), Celestial Grace (2), Truth Seeker (1).
- **Guardian (Tank):** Wings of Grace (1), Rev: Lunar Shield (1), Seraphic Endurance (1), Virtue of Mercy (1), Aura of Warmth (1).
- **Seraphim (Radiant DPS):** Wings of Grace (1), Rev: Solar Flare (1), Celestial Resistance (2), Lightbearer (1).
- **Stormbringer (Mobile Striker):** Wings of Grace (1), Rev: Storm Fury (1), Divine Ward (2), Holy Fire (1).

Core Traits

- **Wings of Grace (2 AP):** Permanent Fly Speed 30ft.
- **Celestial Revelation (1 AP):** (Subrace) (Prof Mod)/Long Rest, Bonus Action, 1 Minute Duration. Choose ONE option below. *Note: While Transformed, you gain Resistance to the Primary Type and Vulnerability to the Weakness Type.*
 - *Dawn's Light:* Emit Soft Light (20ft). Allies starting turn in light heal HP equal to your Proficiency Bonus. [Res: Radiant / Vuln: Necrotic]
 - *Earthen Guard:* Skin takes on a bark-like texture. Gain Resistance to Poison and +1 to AC when unarmored. [Res: Poison / Vuln: Fire]
 - *Lunar Shield:* On Transform: Gain Temp HP (Lvl+Prof). Enemies in 10ft have Disadvantage on Attacks vs You. [Res: Force / Vuln: Psychic]
 - *Necrotic Shroud:* On Transform: 10ft AoE Fear (Cha Save). Your eyes turn into voids. Hit: +Prof Necrotic Dmg per attack. [Res: Necrotic / Vuln: Radiant]
 - *Radiant Consumption (Devour):* **Cost:** You must expend 1 Hit Die to activate this. Emit Searing Light (10ft). End Turn: You and all creatures in range take Radiant Dmg equal to your Level (no save). Hit: +2x Prof Radiant Dmg 1/turn. [Res: Radiant / Vuln: Necrotic]
 - *Radiant Soul (Classic):* Gain Fly Speed (or +20ft if you have wings). Hit: +Prof Radiant Dmg per attack made. [Res: Radiant / Vuln: Necrotic]
 - *Solar Flare (Lathander):* Emit Blinding Sunlight (30ft). Enemies ending their turn in the light take Fire damage equal to your Prof Mod. [Res: Fire / Vuln: Cold]
 - *Starfall (Shar):* Create a 15ft radius of Magical Darkness centered on you (you can see through it). Enemies in the darkness move at half speed. [Res: Cold / Vuln: Radiant]
 - *Storm Fury (Thor):* You crackle with energy. Once per round, when you damage a target, you can push them 10ft. Hit: +Prof Lightning Dmg per attack. [Res: Lightning / Vuln: Acid]
 - *Twilight Veil (Dusk):* You become blurred and indistinct. You have Advantage on Stealth checks and Attackers have Disadvantage to hit you if they are further than 10ft away. [Res: Psychic / Vuln: Fire]

Expanded Traits

- **Angelic Language (1 AP):** Speak Celestial; understood by any creature with a language.
- **Aura of Warmth (1 AP):** Allies in 10ft have Advantage vs Cold/Fear saves.
- **Beacon of Hope (1 AP):** Reaction: Ally rerolls failed Save. 1/LR.
- **Celestial Grace (1 AP):** Advantage vs Charm/Frightened.
- **Celestial Resistance (2 AP):** Permanent Resistance to Radiant and Necrotic.
- **Celestial Sight (3 AP):** Darkvision 120ft plus *Detect Magic* as sight.
- **Chorus of One (1 AP):** When you speak with the intent to command or intimidate, your voice echoes as if three people are speaking at once. You gain Advantage on Intimidation checks prof mod per short rest.
- **Celestial Tongue (1 AP):** Speak Celestial. Adv on History/Religion regarding Divine.
- **Divine Guide (1 AP):** Know Guidance cantrip.
- **Be Not Afraid (2 AP):** As a Bonus Action, you reveal your true celestial form for a split second. Creatures of your choice within 30 feet must succeed on a Wisdom save or be Stunned until the start of your next turn. Once used, you cannot use this again until you finish a Long Rest.
- **Divine Presence (1 AP):** Advantage on Social checks vs religious folk.
- **Divine Ward (2 AP):** Reaction: Grant Resistance to an ally against 1 attack.
- **Guardian Spirit (2 AP):** You remain mentally alert while asleep. Cannot be surprised.
- **Holy Fire (1 AP):** Weapon attacks deal +1 Radiant damage.
- **Incorruptible (1 AP):** Immune to Disease and Adv on saves related to corruption.
- **Lightbearer (1 AP):** You glow (5ft). Undead/Fiends have Disadvantage on attacks vs you.
- **Luminous Recovery (1 AP):** Gain Temp HP (Lvl+Con) when healed by magic.
- **Merciful Dealer (1 AP):** You can deal non-lethal damage with Spells and Ranged attacks.
- **Radiant Pulse (1 AP):** 1/Combat: If you are reduced to 0 HP, You can use a reaction to heal 2 x Prof Mod in HP to allies in 20ft 1/SR.
- **Sacred Legacy (1 AP):** Cast one 1st-level Cleric/Paladin spell 1/LR (Cha based).
- **Seraphic Endurance (1 AP):** Adv vs Exhaustion. Remove 1 Exhaustion on Short Rest.
- **Truth Seeker (1 AP):** Detect lies (Insight check vs DC 15 identifies lie automatically).
- **Virtue of Mercy (1 AP):** Stabilizing (Action) a creature heals them HP = Prof + 1/2 Level.
- **Virtuous Symbol (0 AP):** Golden birthmarks glow when casting (Flavor).

Negative Traits (The Price of Divinity)

- **Burden of Legacy (+1):** Your birthmarks glow/hum. Disadvantage on Stealth.
- **Divine Expectation (+1):** Disadv on rolls to defy authority/tradition.
- **Overwhelming Radiance (+1):** Cannot take Hide action (unless Invisible).
- **Marked by Destiny (+1):** Disadvantage on your first Death Save each session.
- **Celestial Isolation (+1):** Disadvantage on Social checks vs Commoners/Non-Religious.
- **Heaven's Burden (+1):** Long Rest requires 8 hours of sleep (trance/Sentinel/etc does not work).

DRACONIC ANCESTRY TABLE

The main Race article has been updated.

This table is used by both Dragonborn and Kobolds. You must select ONE lineage. You cannot mix types.

The Chromatic Family

Lineage	Damage Type	Breath Shape
Black	Acid	Line (5ft x 30ft)
Blue	Lightning	Line (5ft x 30ft)
Green	Poison	Cone (15ft)
Red	Fire	Cone (15ft)
White	Cold	Cone (15ft)
Brown	Acid	Line (5ft x 30ft)
Gray	Acid	Cone (15ft)
Purple	Psychic	Cone (15ft)
Yellow	Lightning	Line (5ft x 30ft)

The Metallic Family

Lineage	Damage Type	Breath Shape
Brass	Fire	Line (5ft x 30ft)
Bronze	Lightning	Line (5ft x 30ft)
Copper	Acid	Line (5ft x 30ft)
Gold	Fire	Cone (15ft)
Silver	Cold	Cone (15ft)
Platinum	Radiant	Cone (15ft)
Mercury	Poison	Line (5ft x 30ft)
Lead	Necrotic	Cone (15ft)
Electrum	Lightning	Line (5ft x 30ft)

The Ferrous Family

Linage	Damage Type	Breath Shape
Iron	Lightning	Cone (15ft)
Chrome	Cold	Line (5ft x 30ft)
Cobalt	Force	Line (5ft x 30ft)
Tungsten	Fire	Cone (15ft)

Lineage	Damage Type	Breath Shape
Nickel	Acid	Cone (15ft)
Steel	Poison	Cube (10ft)

The Gem Family

Lineage	Damage Type	Breath Shape
Amethyst	Force	Cone (15ft)
Crystal	Radiant	Cone (15ft)
Emerald	Psychic	Cone (15ft)
Sapphire	Thunder	Cone (15ft)
Topaz	Necrotic	Cone (15ft)
Obsidian	Fire	Cone (15ft)
Diamond	Radiant	Line (5ft x 30ft)
Moonstone	Radiant	Cone (15ft)
Ruby	Fire	Line (5ft x 30ft)

The Esoteric Family

Lineage	Damage Type	Breath Shape
Deep	Psychic	Cone (15ft)
Shadow	Necrotic	Cone (15ft)
Mist	Cold	Cone (15ft)
Cloud	Thunder	Cone (15ft)

Lineage	Damage Type	Breath Shape
Faerie	Radiant	Cone (15ft)

DRAGONBORN

The main Race article has been updated.

Base Traits: Medium Size, 30ft Speed.

Fixed Ability Score: +1 Strength.

Mandatory Core Trait

- **Draconic Ancestry (0 AP):** Choose your lineage from the **Master Draconic Ancestry Table**. This determines your Damage Type and Breath Shape.

Default Packages (5 AP)

- **Chromatic Conqueror (Aggressive):** Breath Weapon (2), Draconic Resistance (2), Intimidating Prowess (1).
- **Metallic Guardian (Defensive):** Breath Weapon (2), Scale Hardening (2), Draconic Protection (1).
- **Gem Mystic (Psionic):** Breath Weapon (2), Psionic Mind (1), Gem Flight (2).
- **Ferrous Juggernaut (Tank):** Breath Weapon (2), Natural Armor (1), Heavy Plating (1), Siege Monster (1).
- **Worm-Lord (Commander):** Frightful Presence (3), Kobold Commander (1), Ancient Wisdom (1).

Expanded Traits (Build Your Own)

- **Breath Weapon (2 AP):** Action: Exhale destructive energy (Damage Type). 2d10 Damage (scales w/ level). Dex or Con Save for half. Uses = Proficiency Bonus/Long Rest.
- **Draconic Resistance (2 AP):** Permanent Resistance to your Ancestry's Damage Type.
- **Element Eater (2 AP):** Reaction: When you take damage of your Ancestry Type, take 0 damage and heal HP equal to your Con mod. 1/Long Rest.
- **Elemental Aura (2 AP):** Bonus Action: Surround yourself in energy for 1 minute. Enemies starting their turn within 5ft take 1d4 damage (Ancestry Type). 1/Long Rest.
- **Concussive Breath (1 AP):** Your Breath Weapon pushes failed save targets 10ft away.
- **Lingering Breath (1 AP):** Your Breath Weapon leaves a hazard for 1 round. Creatures entering the area take 1d6 damage.
- **Second Breath (1 AP):** You regain one use of your Breath Weapon on a Short Rest.
- **Dying Breath (1 AP):** Reaction: If reduced to 0 HP, immediately use your Breath Weapon (if available) before falling unconscious.
- **Draconic Flight (2 AP):** You sprout wings. Gain Fly Speed 30ft (Cannot wear Heavy Armor).

- **Gem Flight (2 AP):** (Gem) You hover using telekinesis. Fly Speed 30ft (Hover).
- **Scale Hardening (2 AP):** Reaction: Harden your scales against one attack, gaining +3 AC.
- **Natural Armor (1 AP):** Your scales are thick. AC = 13 + Dex Modifier (when not wearing heavy armor).
- **Heavy Plating (1 AP):** (Ferrous/Metallic) You count as wearing Heavy Armor for the purpose of class features, but do not suffer penalties for sleeping in it. +1 AC.
- **Draconic Vitality (2 AP):** Your HP maximum increases by +2 per Level.
- **Sharp Claws (1 AP):** Climb Speed 20ft. Unarmed strikes deal 1d6 Slashing damage.
- **Tail Lash (1 AP):** Bonus Action Attack: Reach 10ft, 1d6 Bludgeoning damage.
- **Siege Monster (1 AP):** (Ferrous) Your attacks deal double damage to objects and structures.
- **Hoard Sense (1 AP):** You can smell gold and gems within 100ft. Advantage on Investigation checks to find loot.
- **Ancient Wisdom (1 AP):** Proficiency in History. Advantage on checks recalling lore about dragons.
- **Psionic Mind (1 AP):** (Gem) You have Telepathy 30ft.
- **Intimidating Prowess (1 AP):** You can use Strength instead of Charisma for Intimidation checks. Proficiency in Intimidation.
- **Draconic Diplomat (1 AP):** Advantage on Persuasion checks when dealing with Dragons or Kobolds.
- **Kobold Commander (1 AP):** Kobolds naturally view you as a superior leader and will follow non-suicidal commands.
- **Frightful Presence (3 AP):** Action: Each enemy within 30ft must make a Wis Save or be Frightened for 1 minute. Save ends at end of turn. 1/Short Rest.
- **Dragon Lord (3 AP):** When you reduce a creature to 0 HP, you gain Temporary HP equal to your Level + Cha Mod.
- **Energy Immunity (3 AP):** Action: You become Immune to your Ancestry Damage Type for 1 round. 1/Long Rest.
- **Gem Facet (3 AP):** (Gem) You can cast Misty Step and Detect Thoughts 1/Long Rest.

Negative Traits (Draconic Flaws)

- **Hoard Mania (+1):** You have Disadvantage on Wisdom Saves to resist stealing or keeping gold/gems you find.
- **Cold Blooded (+1):** Disadvantage on Initiative rolls. You become lethargic in extreme cold (unless White/Silver).
- **Arrogant (+1):** Disadvantage on Insight checks (you assume you are the superior being).
- **Rust Susceptibility (+1):** (Ferrous) You take double damage from Rust Monsters or acid damage caused by corrosion spells.
- **Elemental Vulnerability (+2):** (Universal) You are Vulnerable to the opposite element.

DWARF

The main Race article has been updated.

Base Traits: Medium Size, 25ft Speed.

Fixed Ability Score: +1 Constitution.

Vision: No Darkvision. Replaced by Seismic Sense (or standard vision if Seismic Sense is not taken).

Default Packages (5 AP)

- **Ossurian New Guard (The Anvilwrights):** Imperial Drill (2), Blackpowder Training (1), Soot-Lung (1), Mass Production (1).
- **Ossurian Old Guard (The Traditionalists):** Ancestral Whisper (1), Grave-Warden (2), Oathbound (2).
- **Ironbash:** Iron Stomach (1), Thick-Skinned (1), Dwarven Combat (1), Stubborn (2).
- **Auroran:** Mind of Iron (1), Deep Delver (2), Psionic Resilience (2).
- **Mountain:** Mountaineer (2), Stormborn (1), Armor Training (2).
- **Hill:** Tough (1), Mercantile Mindset (2), Ale Connoisseur (1), Friendly Rivalry (1).
- **Cave (Stealth):** Seismic Sense (3), Stone Camouflage (1), Tunnel Fighter (1).
- **Magma (Crafting):** Forge Fire (1), Lavawalking (2), Forgemaster's Guild (2).

Expanded Traits (Build Your Own)

- **Seismic Sense (3 AP):** (Cave/Universal) You have Tremorsense with a range of 50 feet. You can pinpoint the origin of vibrations within range, provided that you and the source are touching the same surface. You cannot detect flying or incorporeal creatures.
- **Gold Sense (1 AP):** You can smell gold within 30 feet of you. This sense is blocked by 1 foot of stone or 1 inch of common metal.
- **Stonecunning (1 AP):** (Universal) Double Proficiency on History checks related to stonework. Advantage on Investigation checks to find secret stone doors.
- **Mineral Scent (1 AP):** (Universal) You can smell gold, gems, and refined metal within 30ft.
- **Tunnel Vision (1 AP):** (Cave/Universal) You gain Darkvision 30ft, but have Disadvantage on Perception checks to see things more than 60ft away.
- **Imperial Drill (2 AP):** (New Guard) Trained with the Beccin Empire. Proficiency in Light/Medium Armor and Athletics. You can march for 12 hours without checking for Exhaustion.
- **Blackpowder Training (1 AP):** (New Guard) Proficiency with Firearms and Crossbows. You can ignore the "Loading" property of these weapons.
- **Soot-Lung (1 AP):** (New Guard) Adapted to the smog of Dûr-Gromthal. Advantage on Saves against poison gas, inhaled toxins, and spells like *Cloudkill*.
- **Mass Production (1 AP):** (New Guard) You craft non-magical metal items in 1/4th the normal time and magical in 1/2 the time.
- **Imperial Arsenal (1 AP):** (New Guard) Proficiency with Firearms (or Crossbows) and Smith's Tools.
- **Clockwork Heart (2 AP):** (New Guard) You are partly artificial. You have Advantage on Death Saving Throws and do not need to eat or breathe (though you must still rest).
- **Ancestral Whisper (1 AP):** (Old Guard) The spirits guide you. 1/Short Rest: Roll 1d4 and add it to a Skill Check or Saving Throw.
- **Grave-Warden (2 AP):** (Old Guard) Resistance to Necrotic damage. Undead have Disadvantage on attacks against you.
- **Oathbound (2 AP):** (Old Guard) Advantage on Wisdom Saving Throws. Immune to being Charmed while you are conscious.
- **Bone-Carver (1 AP):** (Old Guard) Proficiency with Artisan's Tools (Bone). Weapons you craft from bone count as magical for overcoming resistance.
- **Tough (1 AP):** (Universal) +1d4 Hit Point per Level.
- **Iron Stomach (1 AP):** (Universal) Advantage on Saving Throws against Poison and Disease. Resistance to Poison damage.

- **Thick-Skinned (1 AP):** (Universal) Your skin is tough as hide. When you aren't wearing armor, your AC equals 12 + Dexterity modifier + Constitution modifier (Max +2 from Con). (Or just Natural Armor 13+Dex).
- **Stubborn (2 AP):** (Universal) Advantage on Saving Throws against being Charmed,
- **Psionic Resilience (2 AP):** (Auroran Only) Resistance to Psychic damage.
- **Reactive Skin (2 AP):** (Universal) Reaction: When you take non-magical damage, you gain Resistance to that damage type until the start of your next turn. 1/Long Rest.
- **Dwarven Combat (1 AP):** (Universal) Proficiency with Battleaxes, Handaxes, Light Hammers, and Warhammers.
- **Armor Training (2 AP):** (Universal) Proficiency with Light and Medium Armor. (Or Heavy if you already have Medium).
- **Tunnel Fighter (1 AP):** (Universal) Creatures do not get Advantage on attacks against you as a result of flanking/Pack Tactics while you are adjacent to a wall.
- **Stormborn (1 AP):** (Mountain Only) Resistance to Thunder or Lightning damage.
- **Ancestral Guardian (2 AP):** (Old Guard/Universal) 1/Long Rest: Cast *Spiritual Weapon* (appears as a floating ancestor/weapon).
- **Grudgebearer (1 AP):** (Universal) 1/Short Rest: As a Bonus Action, vow enmity against an enemy. You have Advantage on Attack rolls against them for 1 minute.
- **Mountaineer (2 AP):** (Mountain Only) Climb Speed 25ft. You ignore difficult terrain caused by rubble or steep slopes.
- **Lavawalking (2 AP):** (Magma Only) Resistance to Fire damage. You can walk on cooled lava without taking damage.
- **Forge Fire (1 AP):** (Magma Only) Your touch can heat metal. Your melee weapon attacks deal +1 Fire damage.
- **Forgemaster's Guild (2 AP):** (Magma/New Guard) Proficiency in Smith's Tools. You can craft metal items in half the normal time.
- **Deep Delver (2 AP):** (Auroran Only) Advantage on Saving Throws against spells and effects created by Aberrations. You know Deep Speech.
- **Mind of Iron (1 AP):** (Auroran Only) You can communicate telepathically with any creature you can see within 30ft.
- **Stone Melding (2 AP):** (Universal) 1/Long Rest: You can cast *Meld into Stone*.
- **Rune Carver (2 AP):** (Universal) You can scribe a rune onto a weapon or armor. It becomes magical (+0) and glows 10ft.
- **Ale Connoisseur (1 AP):** (Hill Only) Advantage on Constitution checks to handle alcohol. Proficiency with Brewer's Supplies.
- **Mercantile Mindset (2 AP):** (Hill Only) Proficiency in Insight and Persuasion.
- **Friendly Rivalry (1 AP):** (Hill Only) When an ally within 30ft crits, you gain Advantage on your next attack roll.

Negative Traits (Dwarven Flaws) *Counts as Universal Flaws (+1 AP each).*

- **Agoraphobia (+1):** You are uneasy in open skies. Disadvantage on Wisdom Saves when you cannot see a ceiling/roof.
- **Sinking Stone (+1):** You cannot swim. You sink in water and have Disadvantage on Athletics checks to stay afloat.
- **Grudge-Bound (+1):** If an enemy harms you, you must make a Wis Save to attack a different enemy.
- **Oathbound (+1):** If you give your word/make a promise, you physically cannot break it without taking 1 level of Exhaustion.
- **Soul-Stained (+1):** (New Guard) Traditional healing magic is less effective on you. When you regain HP from a spell, reduce the amount by your Level.

- **Traditionalist (+1):** (Old Guard) You refuse to use technology (firearms/complex machines). Disadvantage on checks to use them.
- **Gold Fever (+1):** Disadvantage on Insight/Perception if gold is visible, as you are distracted by greed.

ELF

The main Race article has been updated.

New Text: Base Traits: Medium Size, 30ft Speed.

Fixed Ability Score: +1 Dexterity.

Free Minor Trait: Trance (Long Rest takes 4 hours; Magic cannot put you to sleep).

Default Packages (5 AP) *Select one Legacy or build your own.*

- **Wood Elf (Forest/Scout):** Fleet of Foot (2), Mask of the Wild (2), Elf Weapon Training (1).
- **Sun Elf (Tropical/High):** Sun-Blade (2), Cantrip (1), Tropical Resilience (2).
- **Moon Elf (Lunar/Winged):** Moonlight Wings (2), Moon Magic (1), Low-Light Vision (1), Meditative Focus (1).
- **Sea Elf (Aquatic):** Child of the Sea (2), Aquatic Combat (2), Friend of the Deep (1).
- **Snow Elf (Arctic):** Winter's Child (2), Snow Stride (1), Resilient Senses (2).
- **High Drow (Noble/Magic):** Drow High Magic (3), Superior Darkvision (2). *(Usually takes Sunlight Sensitivity Flaw).*
- **Low Drow (Scout/Rogue):** Drow Scout Magic (1), Poisoner (1), Shadow Stealth (2), Superior Darkvision (2). *(Takes Flaw).*
- **Deep Drow (Falmer/Feral):** Grimlock Sight (2), Tunneling (2), Skittering Climb (1).

Expanded Traits (Build Your Own)

Movement & Environment

- **Fleet of Foot (2 AP):** (Universal) Movement Speed increases by 10ft (to 40ft).
- **Moonlight Wings (2 AP):** (Moon Elf Only) Gain Fly Speed 30ft (No Heavy armor).
- **Child of the Sea (2 AP):** (Sea Elf Only) Swim Speed 30ft. Can breathe air and water.
- **Snow Stride (1 AP):** (Snow Elf Only) Ignore difficult terrain caused by snow or ice.
- **Forest Dweller (1 AP):** (Wood Elf Only) Climb Speed 30ft.
- **Canopy Stride (2 AP):** (Wood Elf Only) You have Advantage on Acrobatics checks while in trees or high places. You are not slowed by non-magical plant growth.
- **Ice Skater (1 AP):** (Snow Elf Only) You can Dash as a Bonus Action if you are on ice or snow.
- **Web Walker (1 AP):** (Drow Only) You ignore movement restrictions caused by webbing.
- **Mask of the Wild (2 AP):** (Wood Elf Only) You can attempt to Hide even when only lightly obscured by natural phenomena (rain, leaves, mist).
- **Skittering Climb (1 AP):** (Deep Drow Only) You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

- **Tropical Resilience (2 AP):** (Sun Elf Only) Resistance to Fire damage. Advantage vs Extreme Heat.
- **Winter's Child (2 AP):** (Snow Elf Only) Resistance to Cold damage. Advantage vs Extreme Cold.
- **Superior Darkvision (2 AP):** (Drow Only) See in Dim/Dark 120ft. Can see thermal vision.
- **Grimlock Sight (2 AP):** (Deep Drow Only) You are Blind beyond 5ft, but have Blindsight 60ft. You are immune to the Blinded condition from visual sources. They also gain **Echolocation**: You can perceive your surroundings perfectly within 60ft as long as you can hear. You cannot use this if Deafened.
- **Tunneling (2 AP):** Gain burrowing speed 10ft speed.
- **Resilient Senses (2 AP):** (Snow/Sea Elf Only) You can see through heavy precipitation (including sand or snowstorms) without penalty. Advantage on Saves vs Blindness.
- **Starlight Vision (1 AP):** (Moon/Sun Elf Only) You treat non-magical darkness as Bright Light if you can see the stars, moon, or sun.
- **Keen Senses (1 AP):** (Universal) Proficiency in Perception.
- **Echo Sense (1 AP):** (Universal) You can hear through thin walls (1ft thick). Advantage on Perception (Hearing).
- **Low-Light Vision (1 AP):** (Universal) You treat Dim Light as Bright Light, but Darkness is still Darkness.
- **Drow High Magic (3 AP):** (High Drow Only) Know Dancing Lights. Cast Faerie Fire and Darkness 1/LR. (Cha based).
- **Drow Scout Magic (1 AP):** (Low Drow Only) Know Dancing Lights. Cast Faerie Fire 1/LR.
- **Moon Magic (1 AP):** (Moon Elf Only) Know Minor Illusion or Light. Cast Sleep 1/LR.
- **Sun Cantrip (1 AP):** (Sun Elf Only) Know one Wizard Cantrip (Int based).
- **Tidal Caller (2 AP):** (Sea Elf Only) You know the Shape Water cantrip. You can cast Create or Destroy Water 1/LR.
- **Web Spinner (2 AP):** (Drow Only) You can cast Web 1/Long Rest.
- **Lunar Guidance (1 AP):** (Moon Elf Only) You know the Guidance cantrip, but it appears as silvery moonlight.
- **Nature's Veil (2 AP):** (Wood Elf Only) You can cast Pass Without Trace 1/Long Rest.
- **Solar Flare (2 AP):** (Sun Elf Only) Reaction: When attacked, you can emit a blinding flash. The attacker has Disadvantage on the attack. 1/Short Rest.
- **Fey Step (2 AP):** (Universal) Bonus Action: Teleport 30ft to an unoccupied space you can see. 1/Short Rest.
- **Spirit-Touched (3 AP):** (Universal) You can see into the Ethereal Plane out to 30ft. Advantage on Arcana checks regarding spirits.
- **Meditative Focus (1 AP):** (Universal) If you spend 10 minutes meditating, you can regain one expended 1st-level Spell Slot or 1 Hit Die. 1/Short Rest.
- **Ancestral Knowledge (1 AP):** (Universal) Proficiency in History. You immediately identify the age/origin of elven artifacts.
- **Elf Weapon Training (1 AP):** (Universal) Proficiency with Longsword, Shortsword, Shortbow, and Longbow.
- **Aquatic Combat (2 AP):** (Sea Elf Only) Proficiency with Tridents and Nets. Attacking underwater imposes no penalties on you.
- **Guerrilla Archery (2 AP):** (Wood Elf Only) If you make a ranged attack, you can Hide as a Bonus Action.
- **Glacial Strike (2 AP):** (Snow Elf Only) Once per turn when you hit with a weapon attack, you can deal an extra 1d4 Cold damage.
- **Elven Accuracy (3 AP):** (Universal) Whenever you have Advantage on an attack roll using Dex, Int, Wis, or Cha, you can reroll one of the dice. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

- **Poisoner (1 AP):** (Drow or Wood Only) Proficiency with Poisoner's Kit. You can apply poison to a weapon as a Bonus Action.
- **Refined Duelist (1 AP):** (Universal) +1 bonus to Attack rolls with Finesse weapons if you move at least 10ft before attacking.
- **Ambush Predator (3 AP):** (Universal) You score a critical hit on a roll of 19 or 20 on attack rolls against any creature that is Surprised or has not yet acted in the current combat.
- **Sun-Blade (1 AP):** (Sun Elf Only) You can use a Bonus Action to make your weapon shed bright light. While lit, it deals Prof Mod Radiant damage.
- **Ancient Tongue (2 AP):** (Universal) Learn 2 extra languages. Advantage on History checks regarding ancient empires.
- **Friend of the Deep (1 AP):** (Sea Elf Only) You can communicate simple ideas to any Beast that has a swimming speed.
- **Noble Bearing (1 AP):** (Sun Elf Only) Proficiency in Persuasion. Advantage on interactions with nobility.

Negative Traits (Elf Flaws)

- **Sunlight Sensitivity (+1):** (Drow/Deep) Disadvantage on Attack rolls and Perception checks that rely on sight in direct sunlight.
- **Fey-Banned (+1):** You have been exiled from the Feywild. Fey creatures start with a hostile attitude toward you.

FELIS (Catfolk)

The main Race article has been updated.

Base Traits: Small or Medium Size, 30ft Speed.

- **Fixed Ability Score (Small):** +1 Dexterity.
- **Fixed Ability Score (Medium):** +1 Strength.

Vision: Darkvision 30ft (Monochromatic).

Default Packages (5 AP)

- **Pride Lord (Leonin/Big Cat):** Apex Predator (2), Roar (2), Claws (1).
- **Swift Paw (Cheetah/Tabaxi):** Feline Agility (2), Cat's Claws (1), Land on Your Feet (1), Sprinter (1).
- **Alley Cat (Urban/Rogue):** Streetwise (1), Nine Lives (2), Cat Burglar (1), Night Eyes (1).
- **Grimalkin (Magical/Fey):** Bad Luck Curse (2), Fey Touched (1), Familiar Spirit (2).
- **Jungle Stalker (Tiger/Panther):** Ambush Hunter (2), Camouflage Coat (1), Pounce (2).

Expanded Traits (Build Your Own)

- **Feline Agility (2 AP):** (Universal) When you move on your turn in combat, you can double your speed until the end of the turn. Recharge on 0 movement turn.
- **Blur of Motion (2 AP):** (Swift Paw Only) You can take the Dash action as a Bonus Action.

- **Cat's Claws (1 AP):** (Universal) Climbing Speed 20ft. Unarmed strikes deal 1d4 + Str/ Dex Slashing damage.
- **Tree-Dweller (2 AP):** (Jungle Stalker Only) You have a Climb Speed equal to your Walking Speed.
- **Land on Your Feet (1 AP):** (Universal) Resistance to Falling damage. You never land Prone after a fall of less than 60ft.
- **Sprinter (1 AP):** (Swift Paw Only) Your base walking speed increases by 5ft.
- **Pounce (2 AP):** (Universal) If you move at least 20ft straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed on a Strength Save or be knocked Prone.
- **Skitter (1 AP):** (Small Only) You can move through the space of any creature larger than you.
- **Acrobatic Master (1 AP):** (Universal) Proficiency in Acrobatics. You can use Dexterity for Jumping distance.
- **Apex Predator (2 AP):** (Medium Only) You are proficient in Athletics and Intimidation. You count as one size larger for lifting/dragging.
- **Roar (2 AP):** (Pride Lord Only) Action: Enemies within 10ft must make a Wisdom Save or be Frightened until the end of your next turn. 1/Short Rest.
- **Killer Instinct (3 AP):** (Jungle Stalker/Pride Lord) If you attack a Surprised creature, you score a Critical Hit on a roll of 19 or 20.
- **Throat Biter (2 AP):** (Universal) You deal +1d6 damage against Prone targets.
- **Ambush Hunter (2 AP):** (Universal) Proficiency in Stealth. If you surprise a creature, your first attack deals +2d6 damage.
- **Night Eyes (3 AP):** (Universal) Upgrade Darkvision to 60ft.
- **Camouflage Coat (1 AP):** (Universal) Advantage on Stealth checks in a specific terrain (Jungle, Snow, or Urban).
- **Keen Smell (1 AP):** (Universal) Advantage on Perception checks that rely on smell.
- **Nine Lives (2 AP):** (Universal) Reaction: When you are hit by a Critical Hit, you can turn it into a normal hit. OR When you fail a Death Saving Throw, you can choose to succeed instead. 1/Long Rest.
- **Bad Luck Curse (2 AP):** (Grimalkin Only) Reaction: When a creature you can see within 30ft makes an attack roll, ability check, or saving throw, you can force them to roll with Disadvantage. 1/Short Rest.
- **Cheshire Step (2 AP):** (Grimalkin Only) You can cast *Misty Step* 1/Long Rest. When you arrive, you fade in slowly like a grin.
- **Push Your Luck (3 AP):** When you miss an attack roll or fail a Saving Throw, you can choose to succeed/hit instead. If you do, you immediately suffer one level of Exhaustion.
- **Cat Nap (1 AP):** (Universal) You can gain the benefits of a Short Rest in 10 minutes. 1/Long Rest.
- **Familiar Spirit (2 AP):** (Grimalkin Only) You can cast Find Familiar (Fey spirit only) 1/Long Rest. You can communicate telepathically with other cats.
- **Streetwise (1 AP):** (Alley Cat Only) Proficiency in Insight or Survival. Advantage on checks to find safe shelter in cities.
- **Cat Burglar (1 AP):** (Alley Cat Only) Proficiency with Thieves' Tools. You can pick locks using one hand (or tail).
- **Purr of Influence (1 AP):** (Universal) Advantage on Persuasion checks when interacting with Humanoids who are not currently hostile.
- **Urban Parkour (1 AP):** (Alley Cat Only) You ignore difficult terrain caused by urban obstacles (rubble, crowds, furniture).

Negative Traits (Feline Flaws) *Counts as Universal Flaws (+1 AP each).*

- **Hydrophobia (+1):** You despise water. Disadvantage on Athletics (Swimming) and Wisdom Saves if submerged.

- **Distractible (+1):** Disadvantage on Saving Throws against Illusions or effects that create moving patterns (e.g., Hypnotic Pattern).
- **Lazy (+1):** You require 10 hours of sleep for a Long Rest.
- **Predatory Fixation (+1):** If a Small creature (like a rat or bird) runs from you, you must make a Wisdom Save to not chase it.
- **Finicky Eater (+1):** You cannot eat rations. You must eat fresh food (hunted or bought daily) or gain Exhaustion.
- **Curiosity Killed the Cat (+1):** You have Disadvantage on Saves against traps or hazards you trigger while investigating something new or shiny.

GOLIATH

The main Race article has been updated.

Base Traits: Medium Size, 30ft Speed.

Fixed Ability Score: +1 Strength.

Mandatory Core Trait

- **True Giant (2 AP):** You have **Powerful Build** (count as Large for carrying/pushing). You are also naturally adapted to **High Altitudes** (do not suffer from thin air) and **Cold Climates**. You gain a +1 bonus to Armor Class. You also gain adv on grapple.

Default Packages (5 AP)

- **Cloud Giant:** Cloud Jaunt (2), Fog Weaver (1). (Leaves 2 AP for True Giant). Total 5.
- **Fire Giant (Smith/Soldier):** Fire's Burn (2), Forge Skin (1). (Leaves 2 AP for True Giant).
- **Frost Giant (Raider):** Frost's Chill (2), Winter Walker (1). (Leaves 2 AP for True Giant).
- **Hill Giant (Brute):** Hill's Tumble (2), Iron Stomach (1). (Leaves 2 AP for True Giant).
- **Stone Giant (Artisan/Monk):** Stone's Endurance (2), Rock Thrower (1). (Leaves 2 AP for True Giant).
- **Storm Giant (Oracle/King):** Storm's Thunder (2), Oracle Sight (1). (Leaves 2 AP for True Giant).
- **Fomorian (Cursed/Underdark):** Evil Eye (2), Twisted Limb (1). (Leaves 2 AP for True Giant).
- **Rune Giant (Arcane):** Rune Carver (2), Ancient Tongue (1). (Leaves 2 AP for True Giant).
- **Death Giant (Necrotic):** Soul Keeper (2), Grave Sight (1). (Leaves 2 AP for True Giant).
- **Sun Giant (Desert):** Mirage Skin (2), Sand Stride (1). (Leaves 2 AP for True Giant).

Expanded Traits (Build Your Own)

- **Stone's Endurance (2 AP):** (Stone Only) Reaction: When you take damage, reduce it by 1d12 + Con Mod (reduced by 1d6 + Con Mod if half Goliath). Uses = Proficiency Bonus/Long Rest.
- **Strone Growth (2 AP):** You can grow one size larger for one minute once per long rest.
- **Cloud Jaunt (3 AP):** (Cloud Only) Bonus Action: Teleport up to 30ft to an unoccupied space you can see. Uses = Proficiency Bonus/Long Rest.

- **Fire's Burn (2 AP):** (Fire Only) When you hit with an attack, deal extra 1d10 Fire damage. Uses = Proficiency Bonus/Long Rest.
- **Frost's Chill (2 AP):** (Frost Only) When you hit with an attack, deal extra 1d6 Cold damage and reduce the target's speed by 10ft. Uses = Proficiency Bonus/Long Rest.
- **Storm's Thunder (2 AP):** (Storm Only) Reaction: When a creature hits you, deal 1d8 Thunder damage to them. Uses = Proficiency Bonus/Long Rest.
- **Hill's Tumble (2 AP):** (Hill Only) When you hit a Large or smaller creature, you can knock them Prone. Uses = Proficiency Bonus/Long Rest.
- **Evil Eye (2 AP):** (Fomorian Only) Bonus Action: Curse a creature within 30ft. They have Disadvantage on their next Saving Throw. 1/Short Rest.
- **Soul Keeper (2 AP):** (Death Only) Reaction: When a creature dies, of CR 1 or higher, within 30ft, you gain Temporary HP equal to your Con Mod + Proficiency.
- **Mirage Skin (2 AP):** (Sun Only) Bonus Action: Blur your outline. Attacks against you have Disadvantage until the start of your next turn. 1/Short Rest.
- **Elemental Heritage (1 AP):** (Universal) Choose one: Fire, Cold, Lightning, Acid, or Necrotic. You have Resistance to that damage type.
- **Forge Skin (1 AP):** (Fire/Stone) AC = 13 + Con Modifier (when not wearing heavy armor).
- **Rock Thrower (1 AP):** (Stone/Hill) Proficiency with Thrown weapons. You can throw rocks (1d8 Bludgeoning, Range 30/90).
- **Heavy Lifter (1 AP):** (Universal) You can wield a Two-Handed weapon in one hand, but you have Disadvantage on Attack rolls with it (unless you have 20 Strength).
- **Crushing Grip (1 AP):** (Hill/Fomorian) Advantage on Athletics checks to Grapple. Grappled enemies take 1d4 + Athletics Mod damage at the start of your turn.
- **Iron Stomach (1 AP):** (Hill Only) Advantage on Saves against Poison and Disease. You can eat spoiled food safely.
- **Winter Walker (1 AP):** (Frost Only) You ignore difficult terrain caused by ice or snow.
- **Sand Stride (1 AP):** (Sun Only) You ignore difficult terrain caused by sand.
- **Twisted Limb (1 AP):** (Fomorian Only) One of your arms is massively oversized. Your unarmed strikes deal 1d6 damage.
- **Magic Resistance (2 AP):** (Rune Only) Advantage on Saving Throws against Spells.
- **Rune Carver (2 AP):** (Rune Only) You know one Rune (Fire, Frost, Stone, etc.). 1/Long Rest, you can trace it on an object to grant a minor magical benefit (e.g., +1 damage) for 1 hour.
- **Oracle Sight (1 AP):** (Storm Only) 1/Long Rest: Cast *Identify* or *Augury* without components.
- **Fog Weaver (1 AP):** (Cloud Only) You can cast *Fog Cloud* 1/Long Rest.
- **Grave Sight (1 AP):** (Death Only) You can see invisible creatures/spirits within 30ft, but only if they are Undead.
- **Ancient Tongue (1 AP):** (Universal) You speak Giant and Primordial. Advantage on History checks regarding the Age of Giants.
- **Majestic Presence (1 AP):** (Storm/Cloud) Proficiency in Intimidation or Persuasion. You count as one size larger when determining who you can Intimidate.

Negative Traits (Giant Flaws) *Counts as Universal Flaws (+1 AP each).*

- **Clumsy (+1):** Disadvantage on Stealth and Acrobatics checks.
- **Oversized Ego (+1):** You must make a Wis Save to retreat from a fight with a creature smaller than you.
- **Heavy Riser (+1):** Standing up from Prone costs all your movement.
- **Elemental Vulnerability (+2):** (Universal) Vulnerable to the opposite element of your heritage.

Base Traits: Small Size, 25ft Speed.

Fixed Ability Score: +1 Intelligence.

Default Packages (5 AP)

- **Blu Technocrat:** Cog in the Machine (2), Alchemical Blood (1), Factory Mind (1), Efficiency (1).
- **Forest Gnome:** Natural Illusionist (1), Small Talk (1), Gnome Cunning (2), Stealthy (1).
- **Rock Gnome:** Tinker (1), Artificer's Lore (1), Fire Starter (1), Gadgeteer (2).
- **Deep Gnome:** Stone Camouflage (1), Svirfneblin Magic (2), Nondetection (2).
- **Snowme:** Snow Burrow (2), Ice Magic (1), Winter's Fur (2).
- **Sand Gnome:** Heat Adapt (1), Sand Shaper (1), Mirage Maker (2), Scavenger (1).
- **Crystal Gnome:** Resonance Crystal (2), Light Weaver (1), Mental Clarity (2).

Expanded Traits (Build Your Own)

- **Cog in the Machine (2 AP):** (Blu Only) When you use the Help action, the creature you aid adds your Proficiency Bonus to their roll.
- **Alchemical Blood (1 AP):** (Blu Only) You have Resistance to Acid or Poison damage.
- **Factory Mind (1 AP):** (Blu Only) Proficiency in Investigation. Advantage on checks to understand how a machine works or how to disable it.
- **Efficiency (1 AP):** (Blu Only) You can craft potions, alchemical items, or tinker devices in half the normal time and for half the gold cost.
- **Soothing Spores (2 AP):** (Forest/Deep Only) You can release a cloud of restorative spores as a Bonus Action. Allies within 5ft of you regain **1d4 Hit Points**. 1/Short Rest.
- **Needle-Point Precision (1 AP):** (Universal) You can use your Intelligence modifier instead of Wisdom for Medicine checks.
- **Mental Fortress (2 AP):** (Deep/Universal) You have Resistance to Psychic damage. If you succeed on a Save against a charm or fear effect, you can use your Reaction to deal **1d6 Psychic damage** to the caster.
- **Reality Glitch (2 AP):** (Universal) Reaction: When a creature attacks you, you can momentarily flicker out of existence, causing the attack to roll with disadvantage. 1/Short Rest.
- **Encyclopedic Knowledge (2 AP):** (Universal) Choose a specific subject (e.g., Dragons, Clockwork, Ancient History). You have **Expertise** (double proficiency) on checks related to that subject.
- **Linguistic Mind (1 AP):** (Universal) You learn 3 additional languages. You can create a cipher that only you (and those you teach) can read.
- **Quick Study (1 AP):** (Universal) You can copy a spell into your spellbook (if you have one) or learn a new ritual in half the time and cost.
- **Sacred Geometry (2 AP):** (Universal) You can cast *Detect Magic* and *Identify* as Rituals (Int based).
- **Gemstone Affinity (2 AP):** (Deep/Rock Only) You can use a gem worth at least 1,000gp as a spellcasting focus. When you do, your spell attacks score a Critical Hit on a 19-20.
- **Cerebral Overdrive (2 AP):** You can supercharge your mental processing. As a **Bonus Action**, you can take the **Search**, **Use Object**, or **Disengage** action. Additionally, once per Long Rest, if you fail a **Intelligence** or **Dexterity** Saving Throw, you can choose to succeed

instead. If you do, your speed is reduced to 0 until the end of your next turn (System Cooldown).

- **Tinker (1 AP):** (Rock Only) You can create small clockwork devices (Toys, Lighters, Music Boxes) using Tinkerer's Tools.
- **Artificer's Lore (1 AP):** (Rock Only) Double Proficiency on History checks related to technology, magic items, or alchemy.
- **Gadgeteer (2 AP):** (Rock Only) You start with a Common Wondrous Item (e.g., Pole of Collapsing or Orb of Direction) or a Bag of Tricks (Gray).
- **Fire Starter (1 AP):** (Rock Only) You know the *Produce Flame* or *Create Bonfire* cantrip (Int based).
- **Clockwork Pet (2 AP):** (Universal) You have a Tiny construct companion (use Find Familiar stats, but it is a Construct).
- **Small Talk (1 AP):** (Forest Only) You can communicate simple ideas to Small or smaller Beasts.
- **Natural Illusionist (1 AP):** (Forest Only) You know the *Minor Illusion* cantrip.
- **Nature Whisperer (2 AP):** (Forest Only) Advantage on Animal Handling and Nature checks.
- **Snow Burrow (2 AP):** (Snowme Only) You have a Burrow Speed of 15ft through snow and loose earth.
- **Ice Magic (1 AP):** (Snowme Only) You know *Ray of Frost* or *Shape Water* (Ice only).
- **Winter's Fur (2 AP):** (Snowme Only) You have Resistance to Cold damage and ignore difficult terrain caused by ice/snow.
- **Sand Shaper (1 AP):** (Sand Gnome Only) You know *Mold Earth*. You can use it to bury yourself as a Bonus Action (+2 AC, but 0 Speed).
- **Heat Adapt (1 AP):** (Sand Gnome Only) Resistance to Fire damage. You require half as much water as a normal creature.
- **Mirage Maker (2 AP):** (Sand Gnome Only) 1/Long Rest: You can cast *Silent Image*. If you are in a desert, the duration is doubled.
- **Scavenger (1 AP):** (Sand/Deep Only) You have Advantage on Perception/Investigation checks to find food or salvage usable items from ruins.
- **Gnome Cunning (3 AP):** (Universal) Advantage on Intelligence, Wisdom, and Charisma Saving Throws against magic.
- **Svirfneblin Magic (2 AP):** (Deep Gnome Only) You can cast *Disguise Self* 1/Long Rest. At 3rd level, you can cast *Blindness/Deafness* 1/Long Rest.
- **Nondetection (2 AP):** (Deep Gnome Only) You are constantly under the effect of a *Nondetection* spell (self only).
- **Stone Camouflage (1 AP):** (Deep Gnome Only) Advantage on Stealth checks when in rocky terrain or underground.
- **Fade Away (2 AP):** (Universal) Reaction: When you take damage, you turn Invisible until the end of your next turn. 1/Short Rest.
- **Resonance Crystal (2 AP):** (Crystal Gnome Only) You have a gem embedded in your skin. It acts as a Spellcasting Focus. 1/Long Rest, you can channel through it to give a spell you cast Advantage on the attack roll.
- **Light Weaver (1 AP):** (Crystal Gnome Only) You know the *Light* and *Dancing Lights* cantrips.
- **Mental Clarity (2 AP):** (Crystal Gnome Only) Advantage on Saving Throws against being Charmed, Stunned, or Dazed.
- **Prismatic Reflection (2 AP):** (Crystal Gnome Only) Reaction: When you take Radiant damage, you can reflect half of it back at the attacker.

Negative Traits (Gnomish Flaws) Counts as *Universal Flaws* (+1 AP each).

- **Overconfident (+1):** (Blu/Rock) You trust your calculations too much. Disadvantage on Insight checks (people are variables you can't calculate).

- **Small-Man Syndrome (+1):** Disadvantage on Intimidation checks against Medium or larger creatures.
- **Sensory Overload (+1):** (Deep) You are sensitive to bright light. Disadvantage on Attack rolls in direct sunlight.
- **Burnout (+1):** (Blu) If you fail a Skill Check using Intelligence, you take 1d4 Psychic damage (stress).
- **Magical Volatility (+1):** (Crystal/Forest) When you cast a leveled spell, roll a d20. On a 1, a wild magic surge occurs

HALFLING

The main Race article has been updated.

Base Traits: Small Size, 25ft Speed.

Fixed Ability Score: +1 Charisma.

Default Packages (5 AP)

- **Sky Dancer (Aerimpi Core):** Breeze Rider (2), Dazzling Acrobat (2), Light on Your Feet (1).
- **Wind Warden (Aerimpi Guard):** Guardian of the Winds (2), Wind-Sense (2), Anchor Stance (1).
- **Hillhome (Traditional):** Halfling Luck (2), Hearthbound Fortitude (2), Friendly Face (1).
- **Glimmergrove (Nature):** Nature's Friend (2), Blend with the Boughs (2), Watcher on the Wind (1).

Expanded Traits (Build Your Own)

- **Aerial Adaptation (2 AP):** (Aerimpi Only) Gain Fly Speed 30ft (Cannot wear Med/ Heavy Armor).
- **Anchor Stance (1 AP):** (Aerimpi/Universal) Immune to Prone/Forced movement while on narrow surfaces (bridges/ledges).
- **Breeze Rider (2 AP):** (Aerimpi Only) Adv on Balance checks and resisting high wind effects.
- **Cloudcraft (2 AP):** (Aerimpi Only) Know *Gust*. Cast *Levitate* 1/LR (Int based).
- **Dazzling Acrobat (2 AP):** (Aerimpi/Universal) Prof Performance. Use Dex for acrobatics/performance checks.
- **Guardian of the Winds (2 AP):** (Aerimpi Only) Prof Perception. Adv on Attacks vs Flying creatures.
- **Skyward Leap (2 AP):** (Aerimpi Only) 1/SR Double jump distance & take no fall damage.
- **Wall-Runner (1 AP):** (Aerimpi Only) You can run along vertical surfaces for 15ft without falling.
- **Wind-Sense (2 AP):** (Aerimpi Only) Adv Initiative. Cannot be surprised while flying.
- **Deft Footwork (1 AP):** (Universal) Move through hostile creature's space (if larger) as difficult terrain.
- **Elusive (2 AP):** (Universal) Disengage action grants "Full Disengage" (Ignore difficult terrain).
- **Light on Your Feet (1 AP):** (Universal) Move through space of any creature larger than you as difficult terrain.
- **Nimble Dodge (1 AP):** (Universal) Reaction: +2 AC against Opportunity Attacks.

- **Underfoot Tactics (2 AP):** (Universal) Adv on Attacks if you are in the space of a Huge+ creature.
- **Ravine Navigator (1 AP):** (Hillhome/Glimmergrove) Climb Speed 25ft.
- **Herbal Remedies (1 AP):** (Glimmergrove/Universal) Proficiency with the Herbalism Kit. You can craft an Antitoxin or a Potion of Healing in half the normal time/cost.
- **Lucky Spells (2 AP):** (Universal) Whenever you roll damage for a spell you cast, you can reroll any **1s**. You must use the new roll. 1/sr
- **Hedge Wizard (1 AP):** (Universal) You know two of the following cantrips: Druidcraft, Prestidigitation, or Thaumaturgy.
- **Hidden Caster (2 AP):** (Universal) When you cast a spell while Hidden, you remain Hidden if you succeed on a Stealth check vs. the target's Passive Perception (Check is made at Disadvantage if the spell has a Verbal component or requires line of sight).
- **Giant Slayer (2 AP):** (Universal) When you hit a creature that is **Large or larger** with a weapon attack, you deal an additional **1d4 damage**.
- **Sling Master (1 AP):** (Universal) When you use a Sling, its damage die increases to **1d6**, and its normal range increases to **60ft**.
- **Scamper (1 AP):** (Universal) If you end your turn in a space occupied by a friendly creature (via Shared Space or Light on Your Feet), you gain **+2 AC** until the start of your next turn or they leave the space.
- **Courageous Charge (1 AP):** (Universal) If you move at least 20ft straight toward a creature and hit it with a melee attack, you have Advantage on the next Saving Throw you make against Fear before the end of your next turn.
- **Oral Tradition (1 AP):** (Universal) Proficiency in **History**. You have Advantage on checks to recall local legends, folklore, or information about common magical items.
- **Ear for Gossip (1 AP):** (Universal) You have Advantage on **Gather Information** (Investigation/Persuasion) checks within settlements. You learn rumors in half the time.
- **Hestia's Hearth Ward (2 AP):** (Hillhome/Universal) You can cast Sanctuary 1/Long Rest. If cast within a home, inn, or campsite you helped set up, it lasts for 1 hour (no concentration).
- **Fortune's Favor (2 AP):** (Universal) Reaction: When an ally within 30ft fails an Attack roll or Saving Throw, you can allow them to reroll it. You immediately gain 1 level of **Exhaustion**. 1/sr
- **Halfling Luck (2 AP):** (Hillhome Only) Reroll 1s on Attack/Save/Check, not including death saving throws, Prof Mod/SR.
- **Hearthbound Fortitude (1 AP):** (Hillhome Only) Adv vs Fear and Exhaustion.
- **Friendly Face (1 AP):** (Hillhome Only) Prof Persuasion. 1/LR add +1d4 to Persuasion check.
- **Lucky Charm (1 AP):** (Hillhome Only) Reroll a 1 on a Damage Die.
- **Pipe-weed Pondering (1 AP):** (Hillhome Only) Adv on Insight or History while smoking.
- **Rustic Hospitality (1 AP):** (Hillhome Only) Free lodging/food in rural settlements for you + party.
- **Second Breakfast (1 AP):** (Hillhome Only) Eating on Short Rest heals extra HP = Con Mod.
- **Stone Skipper (1 AP):** (Hillhome Only) Simple Thrown weapons have +10/+20 range.
- **Trade Expertise (1 AP):** (Hillhome/Universal) Increase Trade Mastery Cap & Level by 1.
- **Well-Fed (2 AP):** (Hillhome Only) If you eat a cooked meal on Short Rest, reroll 1s on any Hit Dies used.
- **Brave (1 AP):** (Universal) Advantage vs Frightened condition.
- **Burst of Bravery (1 AP):** (Universal) 1/Combat end Fear/Rattled on self (Free Action).
- **Nature's Friend (2 AP):** (Glimmergrove Only) Speak simple ideas to Beasts. Adv Animal Handling (Small/Flying).
- **Beast Insight (1 AP):** (Glimmergrove Only) You understand the emotions/sounds of Beasts.
- **Beast Whisperer (0 AP):** (Glimmergrove Only - Minor) Beasts understand your simple words/emotions.

- **Blend with the Boughs (2 AP):** (Glimmergrove Only) Hide when lightly obscured by nature. Adv Stealth outdoors.
- **Critter Knowledge (1 AP):** (Glimmergrove Only) Adv Nature/Survival regarding Small creatures.
- **Glimmer-Sight (3 AP):** (Glimmergrove Only) Darkvision 60ft.
- **Grove Keeper (1 AP):** (Glimmergrove Only) Know *Druidcraft*. Adv Nature checks in forests.
- **Watcher on the Wind (1 AP):** (Glimmergrove Only) Prof Perception. Cannot be surprised in nature.
- **Knee-Capper (1 AP):** (Universal) 1/SR When you hit a Medium or larger creature, they must Save or fall Prone.

Negative Traits (Halfling Flaws) *Counts as Universal Flaws (+1 AP each).*

- **Heavy Sleeper (+1 AP):** You require min 10 hours for a Long Rest. If awakened suddenly (ambush), you are Stunned for 1 round.
- **Hollow Bones (+2 AP):** (Aerimpi) Your body is evolved for flight, not impact. You are Vulnerable to Bludgeoning damage.
- **Metabolic Overdrive (+1 AP):** Your small body burns energy too fast. If you do not consume a ration or meal every 4 hours, you immediately gain 1 Level of Exhaustion.
- **Skybound Panic (+1 AP):** (Aerimpi) Being on the ground feels wrong. You have Disadvantage on Initiative and Wisdom Saves while standing on the ground/earth.
- **Vertigo (+1 AP):** (Hillhome) You suffer Disadvantage on all Saving Throws and Ability Checks when you are not standing on solid earth (e.g., bridges, flying ships, climbing).

HUMAN

The main Race article has been updated.

Base Traits: Medium Size, 30ft Speed.

Fixed Ability Score: +1 to any Ability Score of your choice.

Default Packages (5 AP)

- **Standard Human:** Ability Score Increase (2), Undying (2), Human Determination (1).
- **North Born:** Winter's Blood (2), Battle Cry (2), Tribal Knowledge (1).
- **Arcane Born:** Arcane Curiosity (1), Channel Spark (1), Counter-Instinct (2), Scholar (1).
- **Imperial:** Legion Training (2), Tactician (2), Voice of Authority (1).
- **Tropic:** Sun-Scorched (2), Warrior's Stamina (1), Tribal Knowledge (2).
- **Folksy:** Hill-Strider (1), Old Ways (2), Rough Living (1), Balladeer (1).

Expanded Traits (Build Your Own)

Universal Versatility

- **Human Determination (1 AP):** (Universal) Reaction: Add 1d4 to an ally's roll within 30ft. 1/Long Rest.
- **Versatile Training (2 AP):** (Universal) Proficiency in 1 Skill, 1 Tool, and 1 Weapon type.
- **Quick Learner (1 AP):** (Universal) Proficiency in 1 additional Skill or Tool.

- **Defiant (1 AP):** (Universal) Reroll a failed saving throw (including death save) 1/Long Rest.
- **Collective Strength (1 AP):** (Universal) Help Action adds your Proficiency Bonus to the ally's roll.
- **Field Medic (1 AP):** (Universal) Prof Medicine. Bonus Action to Stabilize with Healer's Kit.
- **Tactician (2 AP):** (Universal) Add Intelligence or Wisdom modifier to Initiative rolls.
- **Calming Presence (1 AP):** You gain Proficiency in **Persuasion** or **Medicine**. During a Short Rest, if you tend to your allies' wounds, they regain an additional 1d4+ prof mod Hit Points if they spend Hit Dice. You do not gain any other benefits of the short rest.
- **Eidetic Memory (1 AP):** You can recall any document or pattern you have seen within the last month with perfect accuracy. You gain Advantage on **History** checks to recall information you have previously encountered.
- **Deductive Intuition (2 AP):** You can add your Intelligence modifier to your **Wisdom (Insight)** and **Wisdom (Perception)** checks.
- **Polyglot (1 AP):** You learn 3 additional languages and have Advantage on checks to decipher written codes or ciphers.
- **Study Partner (1 AP):** When you use the Help action to aid an ally on an Intelligence or Wisdom check, they add 1d6 to their roll.
- **Touched by Divinity (2 AP):** You learn the *Bless* or *Bane* spell. You can cast it once per Long Rest without expending a spell slot.
- **Martyr's Will (2 AP):** When you are reduced to 0 Hit Points, you can immediately use your **Reaction** to make one weapon attack or cast one Cantrip at the creature that downed you before falling unconscious.
- **Adrenaline Surge (2 AP):** On your turn, you can use a **Bonus Action** to regain Hit Points equal to 1d10 + your Level. You cannot use this feature again until you finish a Long Rest.
- **Vanguard (2 AP):** You have Advantage on Initiative rolls. If you act before any enemies in the first round of combat, your movement speed increases by 10ft for that round.
- **Hidden Talent (2 AP):** You learn one 1st-level spell from the Sorcerer or Wizard spell list. You can cast it once per Long Rest without expending a spell slot. Your spellcasting ability is Intelligence or Charisma (choose one).
- **Ritualistic Heritage (2 AP):** You gain the ability to cast spells as rituals. You learn two 1st-level spells with the **Ritual** tag from the Wizard or Cleric spell list. You can only cast them as rituals.
- **Mana-Sponge (2 AP): Reaction:** When you succeed on a Saving Throw against a spell, you gain Temporary HP equal to your Proficiency Bonus + the level of the spell cast. You can use this 1 per short rest.
- **Pack Mule (1 AP):** (Universal) Count as Large for carrying capacity. Advantage vs Forced March.
- **Fight or Flight (4 AP):** You choose one of the following. You can use this trait a number of times equal to your Proficiency Bonus per Long Rest.
 - You can take the **Dash** action as a Bonus Action.
 - You gain Temporary Hit Points equal to your Proficiency Bonus.
- **Pushed Limits (2 AP):** On your turn, you can enter a heightened state for your turn. During this time, you can make **one single weapon attack** as a Bonus Action. You gain 1 level of Exhaustion. Prof Mod/Long Rest.
- **Diplomat (1 AP):** (Universal) Advantage on Persuasion checks after conversing for at least 1 minute.
- **Winter's Blood (2 AP):** (North Born Only) Resistance to Cold. Ignore difficult terrain from snow/ice.
- **Battle Cry (2 AP):** (North Born Only) Action: Enemies within 30ft must save or be Frightened until end of next turn. 1/Short Rest.
- **Pack Bonding (1 AP):** You can bond with any beast or monstrosity with an Intelligence of 4 or lower over the course of a Short Rest. The creature becomes friendly to you (though not under your

command) as long as you feed it.

- **Determined Spirit (1 AP):** When you fail a skill check or saving throw, you can choose to reroll it. You must use the new roll. You regain use of this ability after a Long Rest.
- **Tribal Knowledge (1 AP):** (North Born Only) Prof Survival. Advantage on Nature checks regarding beasts.
- **Sun-Scorched (2 AP):** (Tropic Only) Resistance to Fire. Advantage vs Extreme Heat.
- **Warrior's Stamina (1 AP):** (Tropic Only) Proficiency in Athletics. Advantage vs Exhaustion from running/swimming.
- **Dune Walker (1 AP):** (Tropic Only) Ignore difficult terrain from sand. Speed increases by 5ft in light armor.
- **Sword-Singer (1 AP):** (Tropic Only) Proficiency with Scimitars/Longswords. Finesse property applies to Longswords.
- **Legion Training (2 AP):** (Imperial Only) Proficiency in Light or Medium Armor, Shields, and Short Swords.
- **Voice of Authority (1 AP):** (Imperial Only) Proficiency in Intimidation. You can use Str or Int for Intimidation checks.
- **Urban Survivor (1 AP):** (Imperial Only) Advantage on Streetwise/Investigation in cities. Double speed in crowds.
- **Imperial Discipline (1 AP):** (Imperial Only) Advantage on Saving Throws against Fear.
- **Arcane Curiosity (1 AP):** (Arcane Born Only) Learn one Wizard cantrip (Int based).
- **Scholar (1 AP):** (Arcane Born Only) Proficiency in History or Arcana. Read/Write 2 extra languages.
- **Channel Spark (1 AP):** (Arcane Born Only) 1/Long Rest: Add 1d4 to a Spell Attack roll or Spell Save DC.
- **Counter-Instinct (2 AP):** (Arcane Born Only) Reaction: Grant yourself Advantage on a Saving Throw against a Spell. 1/Short Rest.
- **Spell Dabbler (2 AP):** (Arcane Born Only) Cast one 1st-level Wizard spell 1/Long Rest.
- **Old Ways (2 AP):** (Folksy Only) You have Advantage on Saves against Curses and Charms.
- **Hill-Strider (1 AP):** (Folksy Only) Ignore difficult terrain in hills/forests. Climb Speed 20ft.
- **Improvised Fighter (1 AP):** (Folksy Only) Proficiency with Improvised Weapons (deal 1d6 damage).
- **Tall Tales (1 AP):** (Folksy Only) Proficiency in Deception & Performance. Advantage on Deception checks when telling a story.
- **Balladeer (1 AP):** (Folksy Only) Proficiency in Performance and one Instrument. You can use Music to grant Inspiration (d6) 1/Long Rest.
- **Rough Living (1 AP):** (Folksy Only) You can scavenge food/water for yourself automatically in the wild. Advantage on Con saves vs bad food.

Negative Traits (Human Flaws) *Counts as Universal Flaws (+1 AP each).*

- **Superstitious (+1):** You fear magic. Disadvantage on Intelligence checks to identify spells, items, and arcana skill checks.
- **City-Slicker (+1):** (Urban only) Disadvantage on Survival and Animal Handling checks in the wild.
- **Country Bumpkin (+1):** (Rural only) Disadvantage on History and Investigation checks in or related to large cities.
- **Honor Bound (+1):** (Imperial/Tropic) You cannot attack an enemy that has not acted yet in combat (Disadvantage on Initiative).
- **Frost-Bitten (+1):** (North) You overheat easily. Disadvantage on Saves vs Extreme Heat/Fire.
- **Cold Blooded (+1):** (Tropic) You get cold easily. Disadvantage on Saves vs Extreme Cold/Ice.

KOBOLD

The main Race article has been updated.

Base Traits: Small Size, 30ft Speed.

Fixed Ability Score: +1 Dexterity.

Vision: Darkvision 60ft.

Mandatory Core Trait

- **Ancestral Scale (0 AP):** Choose your lineage from the **Master Draconic Ancestry Table**. This determines your Damage Type for traits. You cannot mix colors.

Default Packages (5 AP)

- **Trap Setter:** Swarm Tactics (1), Trap Master (1), Tunnel Rat (1), Kobold Ingenuity (1), Skittering Sprint (1).
- **Drzagonwrought:** Draconic Legacy (2), Elemental Spit (1), Draconic Resistance (2).
- **Urd:** Leathery Wings (2), Dropped Rock (1), Quick Retreat (1), Darkvision Upgrade (1).
- **Sewer King:** Scrappy (1), Mind for Scraps (1), Plague-Born (1), Shared Space (1), Muzzle Snap (1).
- **Scale-Shield:** Swarm Tactics (1), Grovel, Cower, Beg (1), Draconic Resilience (2), Brave the Giants (1).

Expanded Traits (Build Your Own)

- **Pack Tactics (3 AP):** You have Advantage on an attack roll against a creature if at least **two** of your allies are within 5 feet of the creature and the allies aren't incapacitated. You also gain Sunlight Sensitivity, gaining disadvantage on rolls when in direct sun light.
- **Swarm Tactics (1 AP):** +1 AC for every ally within 5ft of you (Max +2 AC).
- **Grovel, Cower, Beg (1 AP):** Action: Distract enemies. Allies have Advantage on Attacks vs enemies within 10ft. 1/Short Rest.
- **Shared Space (1 AP):** Move through/end turn in space of Medium+ allies.
- **Skittering Sprint (1 AP):** Disengage action increases speed by 15ft for that turn.
- **Quick Retreat (1 AP):** Bonus Action: Disengage. Uses = Proficiency Bonus/Long Rest.
- **Alone-United (1 AP):** Bonus Action: Help ally within 30ft. Grant them Adv, but take Disadv on your next attack.
- **Yip Yip! (1 AP):** Reaction: Warn ally within 30ft, allowing them to move 5ft immediately.
- **Trap Master (1 AP):** Prof Thieves' Tools. Set simple traps in 1 minute.
- **Mind for Scraps (1 AP):** Craft basic gear from trash in 10 minutes.
- **Seismic Ear (2 AP):** By pressing your ear to the ground as an Action, you can detect the number of creatures moving within 60 feet of you, though you cannot pinpoint their exact locations.
- **Structural Insight (1 AP):** You intuitively understand how to break things. You deal double damage to objects and structures. You have Advantage on Investigation checks to find weak points in stone or wood.
- **Voice of the Master (2 AP):** You channel the authority of a dragon. You can cast *Command* once per Short Rest (Cha or Wis based). The command word must be spoken in Draconic, even if the

target does not know Draconic they understand the command.

- **Scale Conduit (2 AP):** You can use your own body as an arcane focus. When you are the target of a spell that deals damage of your Ancestry Type, you can use your Reaction to absorb it, taking half damage, and regaining one expended 1st-level spell slot. 1/Long Rest.
- **Phalanx of the Small (1 AP):** You are trained to fight in tight packs. You gain +1 AC while you are within 5 feet of an ally who is wielding a shield.
- **Fungus Forager (2 AP):** You know where to find the "good moss." During a Short Rest, you can scavenge natural materials to create a **Poultice**. If you do this you do not gain the other benefits of a short rest. This poultice expires after 24 hours. Applying it to a creature takes an Action and heals them for 1d4 + Wisdom Modifier Hit Points.
- **Triage Skitter (1 AP):** You can take the **Disengage** action as a Bonus Action, but only if you end your movement adjacent to an ally with 0 Hit Points.
- **Tunnel Rat (1 AP):** Squeeze through Tiny spaces. Adv on Escape Artist.
- **Kobold Ingenuity (1 AP):** Prof Investigation or Sleight of Hand. Use Int for Athletics (Climb/Jump).
- **Burrower (1 AP):** Burrow Speed 15ft (Soft Earth).
- **Darkvision Upgrade (1 AP):** Increase Darkvision to 120ft.
- **Improvised Brutality (1 AP):** Prof Improvised Weapons. Deal 1d6 damage, Finesse property.
- **Draconic Resistance (2 AP):** Resistance to your Ancestry's Damage Type.
- **Elemental Spit (1 AP):** Know a Cantrip based on your color.
- **Burning Blood (2 AP):** Reaction: When you take damage, enemies within 5ft take 1d6 damage of your Ancestry Type. 1/Short Rest.
- **Leathery Wings (2 AP):** Fly Speed 30ft. (Cannot wear Medium/Heavy Armor).
- **Draconic Legacy (2 AP):** Know one 1st-level Sorcerer spell. 1/Long Rest.
- **Scrappy (1 AP):** +1d4 HP per Level.
- **Draconic Resilience (2 AP):** Reaction: Drop to 1 HP instead of 0 HP. 1/Long Rest.
- **Dropped Rock (1 AP):** Bonus Action: Drop object from above (Ranked Attack, 1d6 Bludge).
- **Muzzle Snap (1 AP):** Bite attack (1d4 Piercing). Adv on Intimidation vs smaller creatures.
- **Plague-Born (1 AP):** Immune to Disease. Advantage on Saves vs Poison.

Negative Traits (Kobold Flaws)

- **Sunlight Sensitivity (+1):** Disadvantage on Attack rolls and Perception in direct sunlight.
- **Shiny Object Fixation (+1):** Disadvantage on Perception checks if there is visible gold/gems.
- **Cowardly (+1):** If surprised or Critted, you are Frightened until end of next turn.
- **Fragile Ego (+1):** Disadvantage on saving throws against being Taunted.
- **Weak Grip (+1):** Disadvantage on Strength (Athletics) checks.

TIEFLING

The main Race article has been updated.

Base Traits: Medium Size, 30ft Speed.

Fixed Ability Score: +1 Charisma.

Vision: Darkvision 60ft.

Mandatory Core Trait

- **Fiendish Legacy (0 AP):** Choose your lineage. This determines your **Resistance** and **Legacy Spells**.
 - **Pride (Ruler):** [Res: Psychic] | *Command*
 - **Greed (Hoarder):** [Res: Force] | *Tenser's Floating Disk (Ritual)*
 - **Lust (Enchantress):** [Res: Psychic] | *Charm Person*
 - **Envy (Spy):** [Res: Cold] | *Disguise Self*
 - **Gluttony (Consumer):** [Res: Poison] | *Ray of Sickness*
 - **Wrath (Soldier):** [Res: Fire] | *Searing Smite*
 - **Sloth (Stasis):** [Res: Necrotic] | *Ray of Enfeeblement*
 - **Lilith (Queen):** [Res: Fire] | *Burning Hands*
 - **The Deceiver (Liar):** [Res: Psychic] | *Illusionary Script* (or *Silent Image*)
 - **The Elements (Primal):** [Res: Variable (Roll daily)] | *Absorb Elements*
 - **Shadow (Stalker):** [Res: Necrotic] | *Darkness* (at lvl 3)
 - **Celestial (Holy):** [Res: Radiant] | *Cure Wounds*
 - **Beast-Touched (Feral):** [Res: Cold] | *Speak with Animals*
 - **Chaos (Wild):** [Res: Random] | *Chaos Bolt*

Default Packages (5 AP)

- **Sin of Pride (Ruler):** Legacy Magic (3), Commanding Presence (2).
- **Sin of Wrath (Soldier):** Legacy Magic (3), Natural Weapon (Horns) (1), Fiendish Fury (1).
- **Sin of Shadow (Spy):** Legacy Magic (3), Shadow Walker (1), Fade into Darkness (1).
- **The Celestial (False Angel):** Legacy Magic (3), Infernal Wings (2 - Feathered).
- **Beast-Touched (Hunter):** Natural Weapon (Claws) (2), Primal Instinct (1), Fiendish Resistance (2).
- **Winged Devil (Aerial):** Infernal Wings (2), Fiendish Resistance (2), Prehensile Tail (1).
- **Face of the Deceiver:** Master of Disguise (2), Silver Tongue (1), Legacy Magic (2 - Partial).

Expanded Traits (Build Your Own)

- **Legacy Magic (3 AP):** Know Legacy Cantrip (Thaumaturgy or relevant elemental cantrip). Cast your Legacy Spell Prof Mod/SR (Lvl 3).
- **Minor Legacy Magic (1 AP):** Know Legacy Cantrip.
- **Fiendish Resistance (2 AP):** Permanent Resistance to your Legacy's Damage Type.
- **Wild Magic (1 AP):** (Chaos only) 1/LR: Cast 1st-level Sorcerer spell, but roll Wild Magic Surge.
- **Covetous Magic (2 AP):** (Greed) Cast Identify and Locate Object 1/LR.
- **Infernal Juggernaut (1 AP):** You can move through magical fire or non-magical fire without taking damage or being slowed.
- **Seductive Whisper (2 AP):** (Lust) Cast Charm Person without somatic/verbal components.
- **Telepathy (1 AP):** Communicate telepathically within 30ft.
- **Infernal Wings (2 AP):** Fly Speed 30ft.
- **Hell Knight Training (2 AP):** You gain Proficiency with Heavy Armor and Martial Weapons.
- **Obsidian Skin (2 AP):** As a Bonus Action, you can turn your skin into a hard, glass-like substance. You gain +2 AC, but your movement speed is reduced by half and are vulnerable to bludgeoning damage. This lasts for 1 minute or until you are Incapacitated. 1/Long Rest.

- **Natural Weapon (1 AP):** Horns (Push), Claws (Finesse), or Fangs (Grapple). 1d6 + Str.
- **Prehensile Tail (1 AP):** Hold objects/interact with environment.
- **Barbed Tail (1 AP):** Bonus Action Attack: Reach 10ft, 1d4 Piercing.
- **Hell's Endurance (2 AP):** Advantage on Con Saves and Concentration checks.
- **Blood of Fire (2 AP):** Reaction: Melee attacker takes Fire damage equal to Prof Bonus.
- **Chitinous Skin (1 AP):** AC = 13 + Dex Modifier (non-Heavy).
- **Cauterizing Touch (1 AP):** You can channel your infernal heat to seal wounds. You gain the Spare the Dying cantrip. Additionally, when you stabilize a creature, they regain 1 Hit Point. (they still get 1 level of exhaustion)
- **Commanding Presence (2 AP):** (Pride) Prof Intimidation. Bonus Action to command ally to attack.
- **Silver Tongue (1 AP):** Prof Deception/Persuasion. 1/LR Reroll failed Social check.
- **Master of Disguise (2 AP):** Cast Disguise Self at will.
- **Occultist (1 AP):** You gain Proficiency in Arcana. You can identify a fiend's type (Demon, Devil, Yugoloth, ect.) just by looking at them.
- **Glyph of the Pit (1 AP):** You can spend 1 minute inscribing a glowing rune on a surface. The next creature (other than you) that touches it takes Fire damage equal to your Level + Int/Cha Mod. The rune lasts for 8 hours.
- **Infernal Concentration (1 AP):** If you take Fire or Necrotic damage while concentrating on a spell, you have Advantage on the Constitution Saving Throw to maintain concentration.
- **Shadow Walker (1 AP):** Prof Stealth. Advantage on Stealth in Dim Light.
- **Herald of Doom (1 AP):** Proficiency in Religion. You can use Charisma instead of Intelligence for Religion checks related to prophecies or the apocalypse.
- **Horns of the Ram (1 AP):** If you move at least 20ft straight toward a target and hit it with a melee weapon attack on the same turn, the target takes an extra 1d6 Bludgeoning damage.
- **Contractual Expert (1 AP):** You have Advantage on Investigation checks to find loopholes in written agreements and Insight checks to determine if someone is trying to trick you into a bad deal.
- **Tongues of the Damned (1 AP):** You learn Abyssal and Infernal. You have Advantage on Social checks when interacting with Fiends.
- **Dark Secrets (3 AP):** You can cast Identify and Comprehend Languages as Rituals (without needing a spell slot or material components).
- **Fade into Darkness (1 AP):** Bonus Action: Hide in Dim Light/Darkness even if observed.
- **Fiendish Magnetism (1 AP):** Advantage on Social checks vs Fiends/Tieflings/Cultists.
- **Find Valuable (1 AP):** (Greed) Advantage on Investigation to appraise items/find hidden compartments.

Negative Traits (Fiendish Flaws)

- **Radiant Weakness (+1):** Vulnerable to Radiant damage.
- **Divine Dampening (+1):** Healing magic heals you 1 less HP per die.
- **Cursed Bloodline (+1):** Animals are hostile. Disadvantage on Animal Handling.
- **Trust Issues (+1):** Disadvantage on Insight checks.
- **True Name (+1):** If creature speaks your True Name, you are Charmed for 1 minute.
- **Cold Iron Susceptibility (+1):** Take +2 damage from Cold Iron weapons.

The Mixed Lineages

Fixed Ability Score: Choose the Fixed +1 from either of your parent lineages (e.g., +1 Dex for Elf or +1 Strength for Goliath).

HALF-ELF

Born of human ambition and elven grace, Half-Elves are the most common mixed lineage. They lack the alien sleeplessness of the Elves but gain the grit of Humanity.

Base Traits: Medium Size, 30ft Speed.

Vision: Normal Vision (unless purchased otherwise).

Visuals: You often have the ears of an elf but the beard/build of a human.

Stats: May choose one of the lineages.

Ancestry Selection: When creating a Half-Elf, you must select **ONE** specific Elven Lineage (e.g., Wood Elf, Sun Elf, Drow). You may purchase traits from the Human List and that specific Elven List.

- **Heritage of Two Worlds (0 AP):**

- **Skill Versatility:** You gain Proficiency in one Skill of your choice.
- **Fey Ancestry:** You have Advantage on Saving Throws against being Charmed, and magic cannot put you to sleep. (*Note: You do not gain the 4-hour Trance; you still need 8 hours of sleep*).

HALF-GOLIATH

Half-Goliaths are massive physical specimens, towering over humans but lacking the elemental rigidity of their giant kin. They are often referred to as "Tall-Folk" or "Lesser Giants."

Base Traits: Medium Size (Lean towards 7ft), 30ft Speed.

Vision: Normal Vision.

Stats: May choose one of the lineages.

Ancestry Selection: You may purchase traits from the Human List and the Goliath List.

Mandatory Core Trait

- **Half-Giant Blood (0 AP):**

- **Powerful Build:** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Natural Athlete:** You gain Proficiency in the **Athletics** skill. If you are already proficient, you gain Expertise (double proficiency).

Silver

Silvered weapons do **force** damage to shapeshifters and undead.

REJECTED - Assist Dice

This rule was rejected, no interest was presented.

Instead of offering advantage to players, unless the rules say so like for attacking when a NPC can not see you, or the like, the player adds 1d4 to the roll. That way this can be done with advantage and stack with other buffs.

Wizard Hit Dice

Wizard hit dice being 1d4 in exchange for one extra spell at each spell level (as unlocked).

REJECTED - Divine Piety

This Experimental Rule has been deemed not congruent with world tone & ideas. Feedback from Friday group indicated little interest in this sort of system unless tied to a campaign or feat.

This document contains experimental rules for the world of Hiraeth. These systems are designed to offer a different play experience, tying a character's power more closely to the narrative and the specific challenges of the setting. These rules are considered playtest material.

The Nature of Piety

Your faith is a tangible connection to your patron deity, a reservoir of divine energy you can draw upon. This power is represented by **Piety Points**. Piety is not a static resource that simply replenishes after a rest; it is a fluctuating measure of your deity's active favor, earned through devotion and risked through desperate pleas.

Gaining and Using Piety

You have a pool of Piety Points that ebbs and flows based on your actions and your daily devotion.

Starting Piety. When you first gain access to this feature, you begin with a number of Piety Points equal to your proficiency bonus + your spellcasting ability modifier. (If you do not have a spellcasting ability for the class granting this feature, you may choose Intelligence, Wisdom, or Charisma to serve as this modifier).

During play, you gain Piety Points primarily through three methods: Ritual Prayer, Fervent Prayer, and Acts of Devotion.

Ritual Prayer

This is the common practice of daily devotion, a quiet and focused supplication performed outside the stress of combat. This ritual takes 10 minutes to complete. At the end of the ritual, you make a Wisdom (Religion) check.

- **Result: 9 or lower.** Your mind is clouded, and you feel distant from your god. You gain no Piety.
- **Result: 10 to 14.** Your prayers are heard. You regain **1d4** Piety Points.
- **Result: 15 or higher.** Your devotion is rewarded. You gain **1d6+1d12** Piety Points.

Fervent Prayer

This is a desperate, in-the-moment plea for aid made amidst the chaos of battle or another perilous situation. As an action, you can open your soul to the divine. This is a risky act; the gods do not always answer as one would hope. When you use this action, you make a Wisdom (Religion) check, applying any relevant modifiers.

- **Result: 9 or lower.** Your plea is met with a severe divine reaction. The DM determines a fitting consequence, which could include attracting the attention of a hostile celestial or fiend, suffering a short-term madness, or having a sacred symbol crack and become non-functional for 24 hours.

- **Result: 10 to 12.** Your faith wavers, and you feel a drain on your spirit. You lose **2 Piety Points**.
- **Result: 13 to 18.** A flicker of divine favor touches you. You gain **1d4 - 1** Piety Points (to a minimum of 0).
- **Result: 19+.** Your prayer is answered clearly. You gain **1d4** Piety Points.
- **Natural 20.** You achieve a moment of perfect, powerful communion. You gain **1d4+1d12** Piety Points.

Auspicious Conditions. The gods are more receptive when prayers align with their domains. Worshipping a sun god at high noon, a moon deity under the full moon, or a god of the forge before a roaring hearth can amplify your connection. When performing a Ritual or Fervent Prayer in a place or at a time considered sacred to your deity, you may add a +2 bonus to your Wisdom (Religion) check.

Spiritual Exhaustion. Calling upon your deity repeatedly in a short time is spiritually taxing. For each time you have used a prayer action since completing your last long rest, you must subtract a cumulative -2 from your Wisdom (Religion) check. This penalty resets after you finish 1d4 long rests.

Acts of Devotion

Your deity rewards actions that tangibly advance their cause in the world. These are not simple prayers, but significant deeds undertaken in your god's name. The DM can award Piety Points when you complete such an act. The amount should reflect the act's significance.

Examples of Acts of Devotion include:

- Consecrating a desecrated temple to your deity (**3 Piety Points**).
- Converting a character of significant influence to your faith (**5 Piety Points**).
- Destroying a powerful artifact sacred to an enemy of your faith (**1d6+2 Piety Points**).
- Undertaking a great personal sacrifice that directly serves your deity's tenets (**DM's discretion**).

Acts of Faith

You can spend your accumulated Piety Points to create a wide variety of miraculous effects.

Invocations of the Divine Domain

Cost: 6 Piety Points, 1 Action

As an action, you can expend 6 Piety Points to manifest one of the Invocations granted by your Divine Domain.

Miracles of the Battlefield and Protections and Healing

Sacred Strike. *Cost: 4 Piety Point, No Action* Immediately after you hit a creature with a weapon attack or a spell that requires an attack roll, you can spend 2 Piety Point to infuse the strike with divine energy. The attack deals an additional 1d10 radiant damage. This damage increases to 2d10 if the target is an undead or a fiend.

Overwhelming Spell. *Cost: 4 Piety Points, No Action* When you cast a spell that forces one or more creatures to make a saving throw, you can spend 4 Piety Points to choose one target of the spell; that creature

has disadvantage on its initial saving throw against the spell.

Weapon of Faith. *Cost: 2 Piety Point, Bonus Action* You touch one weapon you are holding and channel divine energy into it. For 1 minute, the weapon becomes magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Divine Guidance. *Cost: 2 Piety Point, 1 Reaction.* When you or an ally you can see within 30 feet makes a skill check, you can invoke your deity's name to offer a small nudge. You grant a +2 bonus to that roll. You can use this after the roll is made but before the outcome is determined.

Sacred Glow. *Cost: 3 Piety Point, 1 Bonus Action.* You cause your holy symbol or a weapon you hold to shed bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour. This light is magical.

Sense the Divine. *Cost: 1 Piety Point, 1 Action.* You briefly open your senses to the divine tapestry around you. You learn the direction and general distance (e.g., "very close," "in this building," "across the valley") of any place or object within 1 mile that has been consecrated or desecrated by a deity. This sense does not penetrate barriers that would block divination magic, like a thin sheet of lead.

Restorative Grace. *Cost: 2 Piety Point per die, 1 Bonus Action* As a bonus action, you can touch one willing creature and "As a bonus action, you can touch one willing creature and spend 2, 4, or 6 Piety Points. For each 2 points spent, the creature regains 1d4 hit points.

Aegis of Faith. *Cost: 2 Piety Point, 1 Reaction* When you or a creature you can see within 30 feet of you is hit by an attack, you can use your reaction to manifest a shimmering shield of divine energy. The target gains temporary hit points equal to 1d10 + your spellcasting ability modifier, which are expended immediately to absorb the triggering damage.

Purifying Spirit. *Cost: 2 Piety Points, 1 Action* You touch one creature and channel cleansing energy. You can end one condition afflicting it. The condition can be blinded, charmed, deafened, frightened, or poisoned.

Insightful Rest. *Cost: 3 Piety Points.* When you start a long rest, you can spend 3 Piety Points to beseech your deity for guidance. During rest, you receive a prophetic dream or a fleeting vision. You can ask the DM a single question concerning a specific goal, event, or activity to occur within the next 7 days. The DM will offer a truthful reply, though the reply might be a short phrase, a cryptic rhyme, or an omen - the future can also change depending on your actions.

Invocations of the Divine Domain

Each Divine Domain grants access to a specific, powerful Invocation. The plan is to add a few for each Domain in the future. These are just examples.

- **Creation.** As an action, you can spend 6 Piety Points to cause a wall of solid stone to rise from a solid surface you can see within 60 feet. The wall can be up to 30 feet long, 10 feet high, and 1 foot thick. Each 10-foot section of the wall has an AC of 15 and 40 hit points.
- **Death.** You channel the chilling touch of the grave. Choose up to two enemies you can see within 60 feet. They must each make a Constitution saving throw. A target takes necrotic damage equal to 3d8 + your proficiency bonus on a failed save, or half as much on a successful one.
- **Fate.** *6 Piety Points, 1 Action.* You tug at the threads of destiny that bind a creature you can see within 60 feet. The next time that creature makes an attack roll or a saving throw before the end of your next turn, you can use your reaction to impose advantage or disadvantage on that roll. You can wait for the die to be rolled before deciding whether to use this reaction.

- **Knowledge.** You open the minds of your allies to divine insight. Choose up to three allies you can see within 60 feet. For the next minute, when those allies make an attack roll, they can add your spellcasting ability modifier to the result. An ally loses this benefit after they hit with an attack.
- **Life.** A wave of pure vitality washes out from you. You and up to five allies of your choice within 30 feet either regain hit points equal to 2d6 + your proficiency bonus or can immediately end one effect on them that is causing them to be grappled or restrained.
- **Love.** You evoke a feeling of profound loyalty and affection. Each ally within 30 feet of you gains temporary hit points equal to 2d6 + your proficiency bonus, and they have advantage on their next saving throw made within the next minute.
- **Magic.** As an action, you can spend 6 Piety Points to create a 15-foot-radius aura of magical suppression that lasts for 1 minute or until you lose concentration (as if concentrating on a spell). Any enemy that starts its turn within the aura or enters it for the first time on a turn must make a Wisdom saving throw. On a failed save, the creature cannot cast spells or use magical abilities until the start of its next turn.
- **Nature.** You call upon the primal power of the wild. The ground in a 20-foot radius centered on a point you can see within 60 feet becomes difficult terrain for your enemies for 1 minute. Additionally, you can cause grasping vines to lash out at one creature within the area, forcing it to make a Strength saving throw or be pulled up to 20 feet in any direction and be restrained until the start of your next turn.
- **Protection.** You create a sanctuary around an ally. Choose one ally you can see within 60 feet. Until the start of your next turn, that ally has resistance to all damage, and opportunity attacks against them are made with disadvantage.
- **Storm.** You summon a localized squall. Each enemy in a 20-foot cube originating from a point you can see within 60 feet must make a Dexterity saving throw. A target takes lightning damage equal to 2d10 + your proficiency bonus on a failed save, and they are pushed 10 feet away from the center of the cube.
- **Sun.** A mote of pure sunlight appears and strikes one enemy you can see within 60 feet. The target must make a Constitution saving throw. On a failed save, it takes 3d10 fire damage and is blinded until the end of its next turn. On a successful save, it takes half damage and is not blinded.
- **Trickery.** You bend reality around a creature you can see within 60 feet. You can teleport that creature to an unoccupied space you can see within 30 feet of its current location. If you choose a willing ally, this movement does not provoke opportunity attacks and they have advantage on the next attack roll they make before the end of their turn.
- **War.** *6 Piety Points, 1 Bonus Action.* Your deity's favor guides your strikes. For the next minute, your weapon attacks score a critical hit on a roll of 19 or 20. This effect requires your concentration (as if concentrating on a spell). Additionally, while this effect is active, the first time you hit with a weapon attack on each of your turns, you deal extra damage of your weapon's type equal to your proficiency bonus.

OUTDATED - Revised Races

This document is outdated, check the new one - [Hiraeth Experimental Rules - Hiraeth Ancestry System](#)

This playtest document presents a new experimental system for character ancestry in our version of fifth edition Dungeons & Dragons in HAG. These game mechanics are in draft form. They aren't officially part of the game yet and are presented for you to try out and provide feedback on.

Our goal with this system is to offer greater flexibility and customization in representing a character's heritage, allowing players to mix, match, and define their ancestral abilities in new ways.

Step 1: Choose Your Ancestry

In this system, your character's ancestry represents their physical lineage and innate capabilities. Instead of selecting a single race with a fixed set of traits, you'll use **Ancestry Points (AP)** to purchase **Ancestry Traits**, drawing from one or two chosen ancestries (like Human, Elf, Dwarf, etc.).

Ancestry Traits

Ancestry Traits are the building blocks of this system. They represent specific physiological features, aptitudes, or cultural legacies tied to an ancestry. Think of them as modular components you can select to build the character you envision.

Ancestry Points (AP)

You begin character creation with a pool of Ancestry Points to "buy" Ancestry Traits. Most traits have a cost (typically 1 to 3 AP), reflecting their mechanical impact. Some traits cost 0 AP (Minor Traits) or have a negative AP cost (Negative Traits), representing drawbacks that grant you more points to spend on other traits.

Gaining Ancestry Points

- **Starting Points:** At 1st level, you have 5 Ancestry Points.
- **Gaining More Points:**
 - **Leveling:** You gain 2 additional Ancestry Points at 4th level, and another 2 additional Ancestry Points at 7th level.
 - **Age:** You gain 2 additional Ancestry Points at middle age, and another 2 additional Ancestry Points at late age but take some genitive age related traits.

Feedback Wanted: We're exploring how characters gain additional AP as they level up. The current model grants points at levels 4 and 7. An alternative we're considering is tying AP gain to character age milestones (reaching adulthood, middle age, old age), potentially introducing unique age-related Negative Traits. Which approach feels better? Does tying it to age add interesting narrative depth, or does tying it to level feel more mechanically integrated? Or is no ancestry advancement ok? Let us know your thoughts!

Types of Ancestry Traits

Within this playtest system, each ancestry offers four kinds of traits:

- **Minor Ancestry Traits (0 AP):** Small, often flavorful benefits. You can select only one Minor Trait at character creation.
- **Negative Ancestry Traits (-1 or -2 AP):** Traits imposing a drawback. Selecting one grants you additional AP equal to its negative cost (e.g., a -1 AP trait gives 1 extra AP). These are intended to allow trade-offs for greater customization.
- **Default Ancestry Traits:** A pre-selected package of traits totaling 5 AP, offered for convenience. This often includes a Minor Trait and sometimes a Negative Trait. Ideal for quickly creating a classic version of an ancestry.
- **Expanded Ancestry Traits:** A list of optional traits beyond the default package. These allow for representing subraces, unique lineages, or simply further customizing your character's abilities.

Ancestry Origins: Flavor and Mechanics

This system intentionally aims separates mechanical traits from appearance and cultural background. Some cultures reflect deep racial roots. We encourage you to explore the possibilities this creates.

Ancestry Flavor and Appearance

Your choice of traits doesn't have to dictate your character's exact appearance. If you take traits from both the Dwarf and Elf lists, how does that manifest visually? Are you tall with a beard? Stocky with pointed ears? Does one ancestry dominate your appearance while the other influences you subtly? This is purely descriptive and up to you and your DM.

You could even use the mechanics of one ancestry to represent a character who looks like another. Want a Gnome who's surprisingly knowledgeable about arcane matters? Maybe you take Gnome traits but describe your character as a short Human. Work with your DM to integrate this into your story.

Ancestry Mechanics

Conversely, you might focus purely on mechanics. Building a tough character? Combine Dwarf and Goliath traits. Once you have your desired mechanical build, think about the story: are you an unusual Dwarf, a Goliath hybrid, or something else entirely? Let the mechanics inspire the narrative.

Ancestry Appearance

The appearance of this new Ancestry is for the PC and GM to come up with together (also making sure it fits into the lore of the setting). The Ancestry could look similar to an already existing Ancestry but be magically different for other reasons. The Ancestry could be an entirely new species that you want to bring into the world, mixing and matching Traits around to get the exact right feel for your PC.

Creating Your Ancestry: Playtest Rules

Follow these steps using the experimental rules:

1. Base Ancestry Traits

All characters start with these baseline characteristics, which might be modified by specific Ancestry Traits:

- **Creature Type:** Humanoid.
- **Size:** Medium.
- **Speed:** 30 feet.

2. Choose Your Ancestry or Ancestries

Select one or two ancestries (e.g., Human, Elf, Dwarf). This determines which Ancestry Trait lists you can access.

- **One Ancestry:** Access one list. You can choose a second ancestry later when you gain more AP.
- **Two Ancestries:** Access both lists from the start for more initial options but can only choose one source of the stats.

3. Spend Your Ancestry Points

Spend your 5 AP on traits from your accessible list(s).

- Total cost must equal exactly 5 AP at creation.
- Max 2 AP gained from Negative Traits.
- Max one Minor Trait.
- You can take the Default package for one ancestry instead of picking individually.

4. Note Your Traits

Record your chosen traits.

Special Rules for Ancestry Traits (Playtest Version)

These rules govern trait selection and interaction in this playtest:

- **Gaining/Losing Negative Traits:** Max 2 AP gain from Negative Traits at creation. You can spend future AP gains to remove Negative Traits (1 AP to remove a -1 AP trait, 2 AP to remove a -2 AP trait). *Does this feel like a fair cost?*
- **Duplicate Traits:** You can't take the same named trait twice, even if offered by multiple chosen ancestries, unless the trait says otherwise.
- **Prerequisites:** You must meet any prerequisites (level, other traits) to select a trait.
- **Ability Scores/Proficiencies:** These follow standard rules. Redundant proficiencies generally don't stack unless a trait specifies an alternative.
- **Refunding Traits:** If a later class feature, feat, etc., grants an identical benefit to an Ancestry Trait, you *may** (DM's discretion) refund the AP and immediately choose other available traits of equal cost. The new benefit must fully replace the trait's effect(s). **Is this rule clear? Does it handle redundancy appropriately?**

Playtest Ancestries

The following ancestries are included in this initial playtest document:

- Aerimpi (Halfling Equivalent)
- Aasimar
- Dragonborn
- Dwarf
- Elf
- Gnome
- Goliath
- Human
- Kobold
- Tiefling

Aerimpi

Aerimpi (Halfling Equivalent)

The **Aerimpi** are a small but agile people who have adapted to life in the skies. Nestled within the Ravine—a sprawling web of cliffs, wind tunnels, and sky-bridges—they live on suspended platforms and travel in flying gondolas. Their society is built on lightness, motion, and balance—values that influence everything from their architecture to their art.

Base Ancestry Traits (All Aerimpi)

- **Size:** Small
- **Speed:** 25 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 Dex, +1 Wis, -1 Str

Subrace Defaults (Choose One Set - Total 5 AP)

Sky Dancer

- **Dazzling Acrobat (2 AP):** You gain proficiency in Performance, and can use Dexterity instead of Charisma when performing aerial or acrobatic displays.
- **Breeze Rider (2 AP):** You gain advantage on all checks and saving throws related to balance and resisting high wind effects.
- **Light on Your Feet (1 AP):** You can move through the space of any creature larger than you as if it were difficult terrain.

Wind Warden

- **Guardian of the Winds (2 AP):** You gain proficiency in Perception. You have advantage on attack rolls against creatures that are flying or airborne.
- **Wind-Sense (2 AP):** You have advantage on initiative rolls and cannot be surprised while flying or suspended above the ground.

- **Anchor Stance (1 AP):** While standing on rope bridges, platforms, or other narrow surfaces, you cannot be knocked prone or forcibly moved unless you are unconscious.

Hillhome Aerimpi

These Aerimpi live in gently sloping ledges and carved terraces along the more stable, sunlit edges of the Ravine. Known for their love of hearth, harvest, and hearty food, Hillhome Aerimpi are unassuming but courageous when pressed.

- **Hearthbound Fortitude (2 AP):** You have advantage on saving throws against being Frightened or Exhausted.
- **Well-Fed (2 AP):** During a short rest, if you consume a meal or snack you prepared yourself, you may reroll one of your hit dice and take the higher result.
- **Friendly Face (1 AP):** You gain proficiency in Persuasion. Once per long rest, when making a Persuasion check, you can roll a d4 and add it to the result.

Glimmergrove Aerimpi

Nestled in leafy cliffside groves and suspended gardens, Glimmergrove Aerimpi tend to the wild things and know every creature's path and every breeze's whisper. Peaceful by nature, they are deeply in tune with their environment.

- **Nature's Friend (2 AP):** You can communicate simple ideas with Beasts and gain advantage on Animal Handling checks with small or flying animals.
- **Blend with the Boughs (2 AP):** You can attempt to Hide even when only lightly obscured by natural features (leaves, mist, etc.). You also have advantage on Stealth checks made outdoors in natural terrain.
- **Watcher on the Wind (1 AP):** You gain proficiency in Perception, and you cannot be surprised while in natural environments.

Expanded Traits (Available to All Aerimpi)

- **Elusive (2 AP):** When you take the Disengage Action, you instead gain the benefits of the Full Disengage Action.
- **Halfling Bravery (2 AP):** You have advantage on saving throws against being Intimidated, Rattled, or Frightened.
- **Halfling Endurance (1 AP):** You have advantage on saving throws to resist gaining Exhaustion.
- **Deft Footwork (1 AP):** You can move through the space of a hostile creature one size larger as if it were difficult terrain.
- **Beast Whisperer (0 AP - Minor Trait):** You can speak to Beasts in a limited manner. They can understand the meaning of simple words, concepts, or emotions. (Counts as your one Minor Trait)
- **Beast Insight (1 AP):** You can understand the meaning of a Beast's sounds and body language. You do not gain the ability to speak with them.
- **Critter Knowledge (1 AP):** You have advantage on Nature, Survival, and Animal Handling checks involving Small or smaller creatures.
- **Burst of Bravery (1 AP):** Once per combat, you can end the Intimidated, Rattled, or Frightened condition on yourself for free at any time.

- **Trade Expertise (1 AP):** Choose a Trade. Your Mastery Cap and Mastery Level in that Trade both increase by 1.
- **Aerial Adaptation (1 AP):** You gain proficiency with air vehicles and have advantage on Acrobatics checks to maintain balance or perform aerial maneuvers.
- **Skyward Leap (2 AP):** Once per short or long rest, you can double your jump distance and take no fall damage from that jump.
- **Cloudcraft (2 AP):** You know the *Gust* cantrip. At 3rd level, you can cast *Levitate* once per long rest. Intelligence is your spellcasting ability for these spells.
- **Small-Sized (-1 AP):** Your size is Small. This affects what mounts you can ride and how you interact with size-based mechanics. (This is already part of the Base Traits, consider if this negative trait should exist or if it's redundant).
- **Short-Legged (-2 AP):** Your movement speed decreases by 5 feet.
- **Intellectually Naive (-1 AP):** You decrease your Intelligence score by 1 (minimum score of 1).
- **Skybound Fear (-1 AP):** You have disadvantage on saving throws against fear effects when standing on solid ground.
- **Fragile Frame (-2 AP):** When you take falling damage, you take 1 additional damage die per 10 feet fallen.

Aasimar

Aasimar

Aasimar descend from mortals infused with divine power during the celestial conflict between Pythia and Malchor. Their divine heritage manifests through glowing birthmarks and a symbol of celestial virtue appearing during moments of divine expression.

Base Ancestry Traits (All Aasimar)

- **Size:** Medium
- **Speed:** 30 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 Dex, +1 Cha, -1 Con

Default Traits (5 AP Total)

- **Celestial Resistance (2 AP):** You have Resistance to Radiant and Necrotic damage.
- **Celestial Revelation (1 AP):** Once per Long Rest, as a bonus action, undergo a celestial transformation lasting 1 minute. Choose one specific Revelation trait below when selecting this trait (cannot change later):
 - **Revelation Traits (Choose One):**
 - **Radiant Soul:** Gain Flying Speed equal to your walking speed; once per turn, deal extra radiant damage equal to proficiency bonus.
 - **Radiant Consumption:** Emit bright light (10 feet), dim light (an additional 20 feet). Creatures within 10 feet take radiant damage equal to your proficiency bonus at end of your turn; once per turn, deal extra radiant damage equal to proficiency bonus.

- **Necrotic Shroud:** Creatures within 10 feet must make a Charisma Saving throw (DC = 8 + Proficiency Bonus + Charisma modifier) or become Frightened until the end of your next turn; once per turn, deal extra necrotic damage equal to proficiency bonus.
- **Dawn's Light:** Emit bright light (20 feet), dim light (an additional 20 feet); allies starting their turn within the bright light gain Temporary HP equal to your proficiency bonus.
- **Twilight Veil:** You and allies within 10 feet ignore difficult terrain and have Advantage on Stealth Checks.
- **Solar Flare:** Creatures within 10 feet must make a Constitution Saving throw (DC = 8 + Proficiency Bonus + Charisma modifier) or become Blinded until the end of your next turn; once per turn, deal extra radiant damage equal to proficiency bonus.
- **Lunar Shield:** Gain Temporary HP equal to your Level + Charisma modifier; chosen enemies within 10 feet have Disadvantage on Attack rolls against you.
- **Starfall:** Create difficult terrain in a 10-foot radius around you for enemies; once per turn, deal extra radiant damage equal to proficiency bonus.
- **Storm Fury:** Gain Flying Speed equal to your walking speed; once per turn, deal extra lightning or thunder damage (your choice) equal to proficiency bonus.
- **Earthen Guard:** Gain Resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks; your skin appears stone-like.
- **Darkvision (1 AP):** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Divine Presence (1 AP):** Gain Advantage on Influence Checks (like Persuasion or Intimidation) to interact positively with those respectful of divine beings.
- **Healing Hands (0 AP - Minor Trait):** Once per Long Rest, you can spend an action to touch a creature, restoring Hit Points equal to your level plus your Constitution modifier. (Counts as your one Minor Trait)

Expanded Traits

- **Virtuous Symbol (0 AP - Minor Trait):** When you use divine abilities or your Celestial Revelation, a glowing celestial virtue symbol appears above you. (Counts as your one Minor Trait, cannot take with Healing Hands)
- **Celestial Grace (2 AP):** Gain Advantage on Saving Throws against being Charmed or Frightened.
- **Radiant Pulse (1 AP):** Once per Combat, when you are reduced to 0 HP but not killed outright, you may use your reaction to release a burst of radiant energy. All creatures of your choice within 10 feet regain 1 HP. You then fall Unconscious.
- **Virtue of Mercy (1 AP):** When you successfully Stabilize a creature, they also regain HP equal to half your level (rounded up). Once per Long Rest, you can Stabilize a creature as a Free Action when adjacent.
- **Celestial Tongue (1 AP):** You can speak, read, and write Celestial. Additionally, you have Advantage on Intelligence (History) or Intelligence (Religion) checks involving divine beings or celestial planar creatures.
- **Aura of Warmth (1 AP):** Allies within 10 feet of you gain Advantage on Saving Throws made to resist the effects of extreme cold and effects that cause the Frightened condition.
- **Sacred Legacy (1 AP):** Choose one 1st-level spell from the Cleric or Paladin spell list. You can cast it once per Long Rest without expending a spell slot. Your spellcasting ability for this spell is Charisma.

- **Seraphic Endurance (1 AP):** You have Advantage on Saving Throws to avoid gaining Exhaustion. You recover 1 level of Exhaustion automatically at the end of a Short Rest.
- **Beacon of Hope (1 AP):** Once per Long Rest, when an ally within 25 feet fails a Saving Throw, you can use your reaction to allow them to reroll the save. They must use the new result.
- **Luminous Recovery (1 AP):** The first time you regain HP from a spell, effect, or class feature during a Combat encounter, you also gain Temporary HP equal to your level plus your Constitution modifier.
- **Wings of Grace (2 AP):** You have manifested spectral wings.
 - You gain a **Fly Speed** equal to your Movement Speed.
 - While airborne and *not Incapacitated*, you benefit from **Controlled Falling**: You take no damage from falling as long as you are conscious.
- **Burden of Legacy (-1 AP):** Your visible celestial birthmarks attract unwanted attention, imposing Disadvantage on Dexterity (Stealth) Checks.
- **Divine Expectation (-1 AP):** Family or community expectations weigh heavily; once per game session, suffer Disadvantage on the first ability check or saving throw related to defying tradition or expectation.
- **Overwhelming Radiance (-1 AP):** Your aura of divine energy is hard to suppress. You cannot benefit from the Hide Action unless you are heavily obscured or under the effect of magical concealment like invisibility.
- **Marked by Destiny (-1 AP):** Your fate feels predetermined. You have Disadvantage on the first Death Saving Throw you make each game session.
- **Celestial Isolation (-1 AP):** Your divine presence unnerves common folk. You have Disadvantage on Charisma (Persuasion) and Charisma (Deception) checks with non-religious NPCs unless you succeed on a DC 10 Wisdom (Insight) check first to gauge their reaction.
- **Heaven's Burden (-1 AP):** Your divine energy is taxing. You must rest for at least 8 uninterrupted hours to gain the benefits of a Long Rest (instead of the usual 6 for most features).

Human

Human

Humans are the most adaptable and widespread people in the world. With no singular defining trait beyond their boundless ambition, humans thrive in every corner of the world through sheer determination, curiosity, and flexibility. While their god Arcana may have created them as a "basic design," their potential and cultural variety have made them a cornerstone of history.

Base Ancestry Traits (All Humans)

- **Size:** Medium
- **Speed:** 30 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 to any two different ability scores, -1 to any one ability score.

Default Traits (5 AP Total)

- **Ability Score Increase (2 AP):** Choose one ability score. It increases by 2 (this stacks with the base +1, but cannot exceed the normal maximum of 20 unless otherwise stated).

- **Human Determination (1 AP):** Once per long rest, when you or another creature you can see within 30 feet makes an attack roll, ability check, or saving throw, you can use your reaction to add 1d4 to the roll.
- **Magical Awareness (0 AP - Minor Trait):** You can sense the presence of strong magic (active spells of 1st level or higher, or magic items) within 30 feet of you, though you don't know its location or nature. (Counts as your one Minor Trait)
- **Undying (2 AP):** When you make a death saving throw, you succeed on a roll of 9 or higher.

Expanded Traits

- **Versatile Training (1 AP):** You gain proficiency in one skill, one tool, and one simple or martial weapon of your choice.
- **Unbreakable (2 AP):** You have advantage on death saving throws. When you are stabilized or regain hit points at 0 HP, you regain additional hit points equal to your level plus your proficiency bonus.
- **Quick Learner (1 AP):** You gain proficiency in one additional skill or tool of your choice.
- **Cultural Memory (1 AP):** You learn two additional languages of your choice.
- **Explorer's Tenacity (1 AP):** You ignore the effects of non-magical difficult terrain. You have advantage on Constitution saving throws made to resist exhaustion from forced marches or environmental travel hazards (like extreme heat or cold).
- **Arcane Curiosity (1 AP):** Learn one cantrip of your choice from the Wizard spell list. Charisma is your spellcasting ability for this spell.
- **Spell Dabbler (2 AP):** Learn one 1st-level spell of your choice from the Wizard spell list. You can cast it once per long rest without expending a spell slot. Charisma is your spellcasting ability for this spell.
- **Channel Spark (1 AP):** Once per long rest, when you cast a spell that requires an attack roll or forces a saving throw, you can roll a d4 and add it to one attack roll or increase the spell save DC by the number rolled for one target.
- **Counter-Instinct (1 AP):** Once per short rest, when you are forced to make a saving throw against a spell or magical effect, you can use your reaction to gain advantage on that saving throw.
- **Multi Magical (3 AP):** Increase the number of spells you can prepare (if you prepare spells) or the number of spells you know (if you learn spells) by one. This applies to one spellcasting class you have levels in.
- **Magical Mimicry (3 AP):** Choose one spell list from a class other than your own. You can learn spells from that list as if they were on your class spell list. You learn one such spell at 2nd level, and another every two levels thereafter (4th, 6th, etc.). These spells must be of a level you can cast.
- **Overconfident (-1 AP):** When you roll a natural 1 on an attack roll or ability check, you have disadvantage on your next attack roll or ability check of the same type (attack or specific skill) before the end of your next turn.
- **Impetuous (-1 AP):** You have disadvantage on initiative rolls.
- **Cultural Disregard (-1 AP):** You have disadvantage on Wisdom (Insight) or Charisma (Persuasion/Deception) checks involving interactions with cultures significantly different from your own (GM's discretion), unless you share a language with them.

Elf

Elves are a diverse and ancient people, known for their grace, martial discipline, and deep cultural traditions. Elves mature slightly faster than humans but live far longer, giving them a reputation for wisdom, refinement, and often aloofness. Whether hidden among the trees, beneath the waves, or in subterranean cities, each elven culture reflects its environment.

Base Ancestry Traits (All Elves)

- **Size:** Medium (typically 5–6.5 feet tall)
- **Speed:** 30 feet
- **Creature Type:** Humanoid
- **Ability Scores:** +1 Int, +1 Wis, -1 Str
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. (Note: Some subraces modify this)
- **Fey Ancestry (0 AP - Minor Trait):** You have advantage on saving throws against being Charmed, and magic can't put you to sleep. (Counts as your one Minor Trait, unless replaced by a subrace trait)

Subrace Defaults (Choose One Set - Total 5 AP, may replace Minor Trait)

Wood Elf

- **Forest Dweller (1 AP):** You have a Climb Speed equal to your walking speed.
- **Ambush Predator (2 AP):** You gain proficiency with the blowgun. You can apply poison to up to three blowgun darts as a bonus action without risk of poisoning yourself.
- **Mask of the Wild (2 AP):** You can attempt to Hide even when you are lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Sun Elf (Tropical Elf)

- **Born in the Sun (2 AP):** You lose the Darkvision trait but gain the *Light* cantrip. When cast using this trait, the light shed is considered sunlight.
- **Fisher-Folk (2 AP):** You gain proficiency with nets. When wielding a spear or trident, you can use Dexterity instead of Strength for the attack and damage rolls (it gains the finesse property for you).
- **Multi-Lingual (1 AP):** You learn one additional language of your choice.

Snow Elf (Arctic Elf)

- **Resilient Senses (2 AP):** You lose the Darkvision trait but can see clearly through natural obscurement like blizzards or heavy mist up to 60 feet. You have advantage on saving throws against being Blinded or Deafened by environmental effects.
- **Snow-born (1 AP):** You have advantage on Constitution saving throws made to resist the effects of extreme cold. You can tolerate exposure to frigid temperatures below freezing for twice as long (typically 2 hours instead of 1) before needing to make saving throws.
- **Rime-Wielder (2 AP):** You have resistance to cold damage. After you take cold damage, the next time you hit with a weapon attack before the end of your next turn, the target takes an

additional 1d6 cold damage.

High Drow

- **Drow Magic (3 AP):** You know the *Dancing Lights* cantrip. At 3rd level, you can cast *Faerie Fire* once per long rest. At 5th level, you can cast *Darkness* once per long rest. Charisma is your spellcasting ability for these spells.
- **Superior Darkvision (2 AP):** Your Darkvision has a radius of 120 feet.
- (Note: High Drow often take Sunlight Sensitivity (-1 AP) as a Negative Trait to balance points)
 - **Sunlight Sensitivity (-1 AP):** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Low Drow

- **Infravision (2 AP):** You can perceive heat signatures within 60 feet, allowing you to "see" living creatures or recently active heat sources. This vision penetrates fog or darkness but is blocked by 1 inch of wood, 1 foot of stone, or thin sheets of metal. Heat signatures linger briefly, allowing for short-term tracking.
- **Easily Missed (2 AP):** You gain advantage on Dexterity (Stealth) checks made to move silently or hide in natural caverns or underground terrain.
- **Nimble Evasion (1 AP):** Once per short rest, when a creature misses you with a melee attack, you can use your reaction to move up to 10 feet without provoking opportunity attacks.
- (Note: Low Drow often take Sunlight Sensitivity (-1 AP) as a Negative Trait)

Deep Drow

- **Dwellers in Darkness (2 AP):** You lose normal vision and Darkvision. You gain Blindsight out to 60 feet. You are blind beyond this radius.
- **Sunlight Sensitivity (-1 AP):** You have disadvantage on attack rolls and Wisdom (Perception) checks relying on sight while in direct sunlight. (This trait grants 1 AP back).
- **Aggressive (2 AP):** As a bonus action on your turn, you can move up to your speed toward a hostile creature that you can perceive.
- **Echo Sense (1 AP):** You can detect the presence of creatures behind full cover or thin barriers if they make any sound within 30 feet. You gain advantage on Wisdom (Perception) checks that rely on hearing.
- (Note: This build totals 4 AP after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)

Moon Elf

- **Wings (2 AP):** You gain a flying speed of 30 feet. You cannot use this flying speed if you are wearing medium or heavy armor.
- **Earthen Song (1 AP):** Once per long rest, while standing on natural earth, stone, or metal, you may use an action to focus your connection. You gain advantage on the next ability check you make within the next minute.
- **Mystic Ties (2 AP):** You gain proficiency in the Arcana skill and learn one additional language of your choice.

Sea Elf

- **Child of the Sea (2 AP):** You have a swimming speed of 30 feet, and you can breathe both air and water.
- **Friend of the Sea (1 AP):** Using gestures and sounds, you can communicate simple ideas to beasts that have an innate swimming speed. They can understand your general meaning, though you cannot understand them in return without magic.
- **Aquatic Fighter (2 AP):** You are proficient with the trident, net, and spear. When attacking with a trident underwater, you add your proficiency bonus to the attack roll twice instead of once.

General Expanded Traits (Available to All Elves)

- **Elven Will (1 AP):** You have advantage on saving throws against being Charmed or magically put to sleep. (Note: Redundant with Fey Ancestry Minor Trait unless that trait is replaced).
- **Nimble (2 AP):** When you take the Dodge Action, you instead gain the benefits of the Full Dodge Action (enemies have disadvantage on attacks against you, and you have advantage on Dexterity saving throws until the start of your next turn).
- **Agile Explorer (2 AP):** Moving through non-magical difficult terrain costs you no extra movement.
- **Peerless Sight (1 AP):** You do not suffer disadvantage on attack rolls with ranged weapons due to attacking at long range.
- **Plant Knowledge (1 AP):** While in forests, jungles, or swamps, you have advantage on Wisdom (Survival) checks to navigate or forage, and on Intelligence (Nature) checks to recall information about plants.
- **Climb Speed (1 AP):** You gain a Climb Speed equal to your walking speed.
- **Speed Increase (2 AP):** Your walking speed increases by 5 feet.
- **Trade Expertise (1 AP):** Choose a Trade. Your Mastery Cap and Mastery Level in that trade both increase by 1.
- **Silent Step (1 AP):** You can move at your full speed while using Dexterity (Stealth) without penalty in natural terrain (forests, mountains, underground, etc.).
- **Fey Mind (1 AP):** You gain proficiency in the Arcana skill, and you learn the *Prestidigitation* cantrip. Intelligence is your spellcasting ability for this cantrip.
- **Elven Accuracy (2 AP):** Prerequisite: Dexterity, Intelligence, Wisdom, or Charisma score of 13 or higher. When you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.
- **Ancient Tongue (1 AP):** You learn two additional languages, one of which must be an ancient or rare dialect (GM's discretion, e.g., Ancient Elvish, Sylvan, Draconic). You also have advantage on Intelligence (History) checks related to elven artifacts or lore.
- **Meditative Focus (1 AP):** Once per short rest, you can choose to either regain one expended Superiority die (if you have any) or regain one expended 1st-level spell slot.
- **Fey Step (2 AP):** Once per short or long rest, as a bonus action, you can teleport up to 30 feet to an unoccupied space you can see. You leave behind a brief shimmer of natural energy (leaves, mist, moonlight, etc.).
- **Spirit-Touched (1 AP):** You can attempt to communicate with willing spirits of beasts, fey, or the recently departed during rituals or in places of deep natural or spiritual power (GM's discretion). Gain advantage on Intelligence (Arcana) or Intelligence (Nature) checks related to fey and ancestral spirits.
- **Wild Intuition (1 AP):** You may use your Wisdom modifier instead of your Intelligence modifier when making Intelligence (Arcana) or Intelligence (Nature) checks.
- **Graceful Fall (1 AP):** When you fall, you can use your reaction to reduce any falling damage you take by an amount equal to five times your proficiency bonus.

- **Refined Duelist (1 AP):** You gain proficiency with rapiers. While you are wielding a single one-handed melee weapon and no shield, you gain a +1 bonus to your AC.
- **Arcane Reflexes (1 AP):** When you roll initiative, if you are not surprised, you can use your reaction to cast a cantrip you know that has a casting time of 1 action. The target must be within range.
- **Frail (-1 AP):** Your hit point maximum is reduced by an amount equal to your level. (Simplified from 1d4 per level for easier tracking).
- **Might Decrease (-1 AP):** Your Strength score decreases by 2 (minimum score of 1).
- **Aloof (-1 AP):** You have disadvantage on Charisma (Persuasion) checks when interacting with non-elves who are not already friendly towards you.
- **Fragile Focus (-1 AP):** You have disadvantage on Constitution saving throws made to maintain concentration on spells when you take damage.
- **Prideful (-1 AP):** If you fail a saving throw against an effect caused by another creature, you cannot benefit from the Help action on your next turn.
- **Ethereal Disconnect (-1 AP):** You have disadvantage on saving throws against effects that would banish you to another plane of existence or teleport you against your will.
- **Arrogant Legacy (-1 AP):** When you fail an ability check contested by a non-elf, you must subtract 1d4 from your next ability check using the same skill before the end of your next turn.
- **Arcane Fragility (-1 AP):** You have disadvantage on saving throws against spells or effects that deal psychic or force damage.
- **Blood of Starlight (-1 AP):** You emit faint, almost imperceptible magical energy. You have disadvantage on Dexterity (Stealth) checks made to hide from creatures with blindsight or tremorsense within 30 feet.
- **Lone Tradition (-1 AP):** You may not benefit from an ally's Help action when making Intelligence (Arcana) or Wisdom (Insight) checks.
- **Fey Aversion (-1 AP):** Mundane Beasts, Fey creatures, and Celestials are subtly unnerved by your presence unless you prove friendly. You have disadvantage on Charisma (Animal Handling) checks with Beasts and initial Charisma (Persuasion) checks with Fey and Celestials.
- **Vulnerable Roots (-1 AP):** Once per long rest, if you are reduced to 0 HP while standing on natural earth or amidst living plants, you automatically fail your first death saving throw as your spirit feels a painful severing from ancient ties.
- **Entitled Duelist (-1 AP):** When an enemy engaged in melee with you chooses to attack one of your allies instead of you, you have disadvantage on your next attack roll against that enemy before the end of your next turn.

Dragonborn

Dragonborn

- **Creature Type:** Humanoid
- **Size:** Medium (about 5–7 ft tall)
- **Speed:** 30 feet
- **Life Span:** 80 years on average
- **Ability Score Increases:** +1 Str, +1 Cha, -1 Con
- **Languages:** Common, Draconic

Draconic Ancestry: Choose one damage type from the Draconic Origin list (Chromatic, Metallic, or Other). This choice determines the damage type for your Draconic Resistance and Breath Weapon, and the shape of your Breath Weapon.

Dragon Type	Heritage	Damage Type	Shape
Black	Chromatic	Acid	Line
Blue	Chromatic	Lightning	Line
Green	Chromatic	Poison	Cone
Red	Chromatic	Fire	Cone
White	Chromatic	Cold	Cone
Brass	Metallic	Fire	Cone
Bronze	Metallic	Lightning	Line
Copper	Metallic	Acid	Line
Gold	Metallic	Fire	Cone
Silver	Metallic	Cold	Cone
Platinum	Metallic	Radiant	Cone
Mercury	Metallic	Psychic	Cone
Iron	Metallic	Slashing	Line
Steel	Metallic	Poison	Line
Titanium	Metallic	Force	Line
Zinc	Metallic	Radiant	Cone
Tin	Metallic	Psychic	Cone
Lead	Metallic	Necrotic	Cone

DEFAULT TRAITS (5 AP Total)

- **Draconic Resistance (2 AP):** You gain resistance to the damage type associated with your Draconic Ancestry.
- **Breath Weapon (2 AP):** You can use your action to exhale destructive energy. Your Draconic Ancestry determines the size, shape, and damage type of the exhalation.
 - When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your Draconic Ancestry (Dexterity for Line, Constitution or Dexterity for Cone - typically Con for non-damage effects, Dex for damage). The DC for this saving throw equals 8 + your Constitution modifier + your Proficiency Bonus.
 - A creature takes damage on a failed save, and half as much damage on a successful one. The damage type is determined by your ancestry.
 - **Area:** 15 ft cone or 5 by 30 ft line (based on ancestry)
 - **Damage:** 1d10 at 1st level, 2d10 at 5th level, 3d10 at 11th level, 4d10 at 17th level.
 - **Uses:** You can use your breath weapon a number of times equal to your Proficiency Bonus per long rest.
- **Draconic Heritage (0 AP - Minor Trait):** Your appearance reflects your chosen dragon type (e.g., scale color, horn shape). Choose either **Chromatic** or **Metallic** heritage (or Other, if

applicable). This choice is primarily for flavor but may interact with specific Expanded Traits or GM rulings. (Counts as your one Minor Trait)

- **Natural Armor (1 AP):** You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use a shield and still gain this benefit. (Adjusted from Thick-Skinned to be a standard Natural Armor calculation)

EXPANDED TRAITS

- **Thick-Skinned (2 AP):** When you aren't wearing armor, you gain a +1 bonus to your AC. (Note: This stacks with Natural Armor if taken).
- **Second Breath (1 AP):** You regain one expended use of your Breath Weapon whenever you finish a short rest.
- **Concussive Breath (1 AP):** Creatures that fail their saving throw against your Breath Weapon are also pushed 10 feet away from you (if Cone) or pushed 10 feet back along the line (if Line).
- **Draconic Affinity (2 AP):** When you take damage of the type associated with your Draconic Ancestry, your next use of your Breath Weapon before the end of your next turn deals an additional 1d10 damage.
- **Dying Breath (1 AP):** When you are reduced to 0 hit points but not killed outright, you can use your reaction to immediately use your Breath Weapon.
- **Draconic Ward (1 AP):** When you are stabilized while at 0 hit points, you regain hit points equal to your proficiency bonus. This can occur once per short rest.
- **Draconic Protection (1 AP):** When an ally you can see within 100 feet is reduced to 0 hit points, they gain a bonus to their AC equal to half of your proficiency bonus (rounded up) until the end of the current combat or until they regain hit points.
- **Draconic Flight (2 AP):** You manifest wings of draconic energy. You gain a **Fly Speed** equal to your walking speed. You cannot use this flying speed if you are wearing heavy armor. You can manifest or dismiss these wings as a bonus action.
- **Guardian's Bond (-1 AP):** Once per short rest, if you are reduced to 0 hit points and are making death saving throws, you automatically fail the first death saving throw you make during that stabilization period.

Dwarf

Dwarf

Dwarves are a hardy and deeply traditional people, forged in stone and strengthened by the weight of legacy. Short and stocky, their resilience and craftsmanship are legendary across the realms. Most dwarves live within mountain holds or deep cave cities where stone, metal, and tradition reign supreme. Each dwarf carries the weight of their clan's honor on their shoulders, and many seek to prove their worth through acts of skill, bravery, or endurance.

Base Ancestry Traits (All Dwarves)

- **Size:** Medium (typically 4–5 feet tall, 150+ lbs)
- **Speed:** 25 feet (Note: Original text said 20 feet, but 25 is standard for Dwarves not slowed by armor)
- **Creature Type:** Humanoid

- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Dwarven Resilience:** You have advantage on saving throws against poison, and you have resistance against poison damage. (Combined Toxic Fortitude parts)
- **Ability Scores:** +1 Con, +1 Str, -1 Cha

Default Dwarf Traits (Iron Mountain Style - 5 AP Total)

- **Tough (1 AP):** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- **Dwarven Combat Training (1 AP):** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- **Tool Proficiency (1 AP):** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
- **Stonecunning (1 AP):** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Iron Stomach (1 AP):** You have advantage on saving throws against ill effects from consuming food or drink (like ingested poisons or diseases). (Counts as your one Minor Trait)
- *(Note: This default build totals 4 AP + Minor Trait. Add one 1 AP Expanded Trait or adjust costs)*

Expanded Traits

- **Thick-Skinned (1 AP):** Your AC increases by 1 while you're not wearing Heavy Armor.
- **Natural Combatant (1 AP):** You gain proficiency with Heavy Armor and all Shields.
- **Stone Blood (1 AP):** You have advantage on saving throws against effects that cause the Bleeding condition (if used in your game). You may spend 1 Hit Die during a short rest to end the Bleeding condition on yourself without regaining hit points from that die.
- **Minor Tremorsense (1 AP):** While in contact with the ground, you have Tremorsense out to 15 feet against creatures also in contact with the ground.
- **Stubborn (2 AP):** You have advantage on saving throws against being Taunted (if used in your game) or effects that would forcibly move you against your will.
- **Trade Expertise (1 AP):** Choose a proficiency or tool proficiency.
- **Earthen Knowledge (1 AP):** While underground or in mountainous terrain, you have advantage on Wisdom (Survival) checks to navigate, and Intelligence (Nature) checks related to rocks, crystals, or minerals.
- **Physically Sturdy (2 AP):** You have advantage on saving throws against being knocked Prone, Deafened, or Petrified.
- **Encumbered Speed (0 AP - Minor Trait):** Your speed is not reduced by wearing Heavy Armor or by the first level of encumbrance. (This is often a base Dwarf trait, consider making it default or base).
- **Charisma Decrease (-1 AP):** Your Charisma score decreases by 1 (minimum score of 1). (Note: Redundant with base ability score decrease).
- **Short-Legged (-2 AP):** Your speed decreases by 5 feet.
- **Tunnel Vision (-1 AP):** You have disadvantage on Wisdom (Perception) checks made to notice things using sight or sound originating from directly behind or above you.
- **Grudgebearer (-1 AP):** When a creature significantly wrongs you (attacks you unfairly, breaks a sworn oath, deeply insults your clan - GM discretion), you have disadvantage on Charisma (Persuasion) and Wisdom (Insight) checks involving that creature until you feel the grudge has been addressed or avenged.

- **Ancestral Pressure (-1 AP):** You have disadvantage on saving throws against the Frightened condition when you are the only conscious ally within 15 feet (i.e., when isolated or your nearby allies are down).

Subraces (Alternative Default Builds - 5 AP Total)

Ironbash Dwarf (Focus: Resilience)

- **Rock Stepper (2 AP):** You ignore difficult terrain caused by rubble, stone, or broken ground.
- **Reactive Skin (2 AP):** The first time you take bludgeoning, piercing, or slashing damage from a nonmagical attack after finishing a long rest, you gain resistance to that specific damage type from nonmagical attacks until your next long rest.
- **Weapon Mastery (1 AP):** You gain proficiency with one martial weapon of your choice.
- **Iron Stomach (0 AP - Minor Trait)**

Auroran Dwarf (Focus: Psionics/Aberrations)

- **Deep Delver (2 AP):** You have advantage on saving throws against spells and abilities used by Aberrations. You also have advantage on Intelligence checks to identify or recall information about Aberrations.
- **Intense Focus (2 AP):** You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- **Mental Adaptations (1 AP):** You learn the *Message* cantrip. At 3rd level, you can cast *Dissonant Whispers* once per long rest. At 5th level, you can cast *Detect Thoughts* once per long rest. Wisdom is your spellcasting ability for these spells.
- **Iron Stomach (0 AP - Minor Trait)**

Mountain Dwarf (Focus: Defense/Environment)

- **Stonecunning (1 AP):** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Mountaineer (2 AP):** You gain a Climb Speed of 25 feet. You have advantage on saving throws against being knocked prone or moved against your will while on rocky or mountainous terrain. You always know which way is north while underground or in mountains.
- **Stout Defender (2 AP):** You gain the Protection Fighting Style: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Iron Stomach (0 AP - Minor Trait)**

Hill Dwarf (Focus: Health/Social)

- **Tough (1 AP):** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.
- **Mercantile Mindset (2 AP):** You gain proficiency in the Persuasion and Insight skills.
- **High Ground (2 AP):** You gain advantage on attacking things on lower ground (10ft minimum height difference).
- **Iron Stomach (0 AP - Minor Trait)**

Cave Dwarf (Focus: Underground/Stealth)

- **Superior Darkvision (2 AP):** Your Darkvision has a radius of 120 feet.
- **Barren Acclimation (1 AP):** You require only half as much food and water per day as normal. You have advantage on Wisdom (Survival) checks made to find food or water in underground environments.
- **Underground Combatant (2 AP):** When you are adjacent to a stone wall or structure on two or more sides, attack rolls made against you have disadvantage.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- **Iron Stomach (0 AP - Minor Trait)**
- *(Note: This build totals 4 AP + Minor Trait after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)*

Magma Dwarf (Focus: Fire/Crafting)

- **Lavawalking (2 AP):** You have resistance to fire damage. You can walk across lava or magma as if it were solid ground, taking no damage from the contact (though you may still suffer from extreme heat).
- **Master Craftsman (2 AP):** You gain proficiency with two types of artisan's tools of your choice. Once per short or long rest, you may gain advantage on one ability check made using one of these tool proficiencies.
- **Molten Memory (1 AP):** You can identify the type of metal and approximate origin (if known) of any forged metal item by touch alone, even if it's broken or partially melted.
- **Iron Stomach (0 AP - Minor Trait)**

Gnome

Gnome

Gnomes are clever, curious, and crafty folk whose size belies the depth of their ingenuity. Standing 2.5 to 4 feet tall and weighing around 40 pounds, they age at the same rate as humans but tend to stop showing signs of aging around 60, living to about 100 years on average.

Gnomes are defined by their insatiable curiosity, natural magical talent, and cultural diversity. Whether raised in deep caverns, crystalline sanctuaries, snowy wastes, or bustling cities, gnomes bring a mix of mischief and mastery to the world around them.

Base Ancestry Traits (All Gnomes)

- **Size:** Small
- **Speed:** 25 feet (Note: Original text said 30 feet, but Small races usually have 25)
- **Creature Type:** Humanoid
- **Gnome Cunning (0 AP - Minor Trait):** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. (Counts as your one Minor Trait)
- **Languages:** Common, Gnomish, and GSL (Gnomish Sign Language)
- **Ability Scores:** +1 Dex, +1 Int, -1 Con

Subrace Defaults (Choose One Set - Total 5 AP)

Forest Gnome

- **Nature Whisperer (2 AP):** You have advantage on Wisdom (Animal Handling) and Intelligence (Nature) checks related to identifying plants and animals or diagnosing natural afflictions/diseases.
- **Speak with Small Beasts (1 AP):** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.
- **Natural Illusionist (1 AP):** You know the *Minor Illusion* cantrip. Intelligence is your spellcasting ability for it.
- **Woodcarver's Skill (1 AP):** You gain proficiency with woodcarver's tools.

Rock Gnome

- **Artificer's Lore (1 AP):** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.
- **Tinker (1 AP):** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 HP). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep it functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. Choose from:
 - *Clockwork Toy:* A toy animal, monster, or person that moves 5 feet across the ground on each of your turns in a random direction.
 - *Fire Starter:* Produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
 - *Music Box:* Plays a single song at a moderate volume when opened.
- **Skilled Merchant (2 AP):** When selling goods or services you personally created or significantly improved, you can use your Intelligence, Wisdom, or Charisma modifier (your choice) for any Charisma (Persuasion), Charisma (Deception), or Charisma (Performance) check made during the transaction, and you add double your proficiency bonus to the check.
- **Mason's Aptitude (1 AP):** You gain proficiency with mason's tools.

Deep Gnome (Svirfneblin)

- **Superior Darkvision (2 AP):** Your Darkvision has a radius of 120 feet.
- **Stone Camouflage (1 AP):** You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- **Svirfneblin Magic (1 AP):** You know the *Message* cantrip. At 3rd level, you can cast *Disguise Self* once per long rest. At 5th level, you can cast *Nondetection* (self only) once per long rest. Intelligence is your spellcasting ability.
- **Stone Sense (1 AP):** You have advantage on Intelligence (Investigation) or Wisdom (Perception) checks to notice unusual stonework, hidden passages in stone, or instability in stone structures.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- (Note: This build totals 4 AP + Minor Trait after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)

Desert/Beach Gnome

- **No Stranger to the Sun (2 AP):** You have resistance to fire damage. You are naturally adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*.

- **Flame-Hardened Skin (2 AP):** When you take fire damage, your skin temporarily hardens. You gain a bonus to your AC equal to your proficiency bonus until the start of your next turn. This effect can only occur once per round.
- **Sand Shaper (1 AP):** You know the *Mold Earth* cantrip. At 3rd level, you can cast *Earth Tremor* once per long rest. At 5th level, you can cast *Wall of Sand* once per long rest. Intelligence is your spellcasting ability.

Arctic Gnome (Snowme)

- **Snow Born (2 AP):** You have resistance to cold damage. You are naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.
- **Snow Burrow (2 AP):** While in snow at least 1 foot deep, you can use a bonus action to burrow into it. You gain a burrowing speed of 15 feet through snow. While burrowed, you have total cover. You can emerge as a bonus action.
- **Ice Magic (1 AP):** You know the *Shape Water* cantrip (can only affect ice or snow). At 3rd level, you can cast *Armor of Agathys* (cast at 1st level) once per long rest. At 5th level, you can cast *Sleet Storm* once per long rest. Intelligence is your spellcasting ability.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- (Note: This build totals 4 AP + Minor Trait after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait)

Crystal Gnome

- **Crystal Clear Vision (2 AP):** You have Truesight out to 5 feet. You have advantage on saving throws against being Blinded and on checks made to see through illusions or shapechanging effects within 30 feet.
- **Resonance Crystal (2 AP):** You possess a personal crystal that acts as a spellcasting focus for you. Based on its gem type (GM discretion, e.g., Amethyst for psychic resistance, Emerald for healing boost, Ruby for fire evocation), it grants a minor passive benefit or an active ability usable a number of times equal to your proficiency bonus per long rest.
- **Light Weaver (1 AP):** You know the *Light* cantrip, and can mentally control its radius (up to the normal maximum) as a bonus action. At 3rd level, you can cast *Color Spray* once per long rest. At 5th level, you can cast *Daylight* once per long rest. Intelligence is your spellcasting ability.

Expanded Traits

- **Escape Artist (2 AP):** You have advantage on ability checks and saving throws made to avoid or escape being Grappled or Restrained.
- **Magnified Vision (1 AP):** You have advantage on Intelligence (Investigation) checks made to examine something you are holding or that is within 5 feet of you.
- **Mental Clarity (2 AP):** You have advantage on saving throws against being Dazed or Stunned (if these conditions exist in your game).
- **Strong-Minded (1 AP):** Your mental saves gain a plus one.
- **Predict Weather (0 AP - Minor Trait):** You can accurately predict the natural weather conditions for the next hour within a 1-mile radius. You are never caught off guard by mundane weather changes and don't suffer disadvantage on checks due to normal weather (like rain or wind). (Counts as your one Minor Trait, replaces Gnome Cunning).
- **Mana Increase (1 AP):** You gain a first level spell slot or a sorcery point.
- **Trapper (1 AP):** You gain proficiency with thieves' tools. You have advantage on Wisdom (Perception) or Intelligence (Investigation) checks made to detect traps, and on Dexterity checks made using thieves' tools to disarm traps or set simple traps (like tripwires or snares).

- **Lightning Insulation (2 AP):** You have resistance to lightning damage. Natural lightning strikes targeting an area you are in automatically miss you.
- **Trade Expertise (1 AP):** Choose a Tool Proficiency or Skill Proficiency.
- **Storm Knowledge (1 AP):** You have advantage on Wisdom (Survival) checks made during storms (rain, snow, wind) and on Intelligence (Nature) checks related to weather phenomena.
- **Small-Sized (-1 AP):** Your size is Small. (Note: Redundant with base trait).
- **Short-Legged (-2 AP):** Your speed is reduced by 5 feet.
- **Agility Decrease (-1 AP):** Your Dexterity score is decreased by 1 (minimum score of 1).
- **Elemental Vulnerability (-1 AP):** Choose Fire, Cold, or Lightning. You have vulnerability to damage of that type.
- **Oblivious (-1 AP):** You have disadvantage on Wisdom (Perception) checks made to detect hidden creatures or objects that are not directly in your line of sight.

Goliath

Goliath

- **Creature Type:** Humanoid
- **Size:** Medium (typically 7–8 feet tall)
- **Speed:** 30 feet (Note: Original text said 35 ft, standard is 30 ft for Medium)
- **Lifespan:** 80 years on average
- **Languages:** Common, Giant
- **Ability Score Increase:** +1 Str, +1 Con, -1 Int

Goliaths hail from the mountain peaks of Becc, descended from the mythic Beccarack, a half-giant warlord whose legacy lives on in their might and endurance. All Goliaths share a deep-rooted connection to the elemental and physical power of the giants, and this ancestry manifests in powerful traits tied to the primal forces of the world.

Base Goliath Traits (2 AP Cost)

- **Powerful Build (1 AP):** You count as one Size larger when determining your carrying capacity and the weight you can push, drag, or lift. You have advantage on Strength (Athletics) checks made to escape a grapple.
- **Mountain Born (1 AP):** You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

Giant Ancestry (Choose One - 3 AP Cost)

Each Goliath reflects one of six elemental or physical giant bloodlines. Choose one:

- **Cloud's Jaunt (3 AP):** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this ability a number of times equal to your proficiency bonus per long rest. You also gain resistance to Force damage.

- **Fire's Burn (3 AP):** When you hit a target with an attack roll using Strength, you can cause the attack to deal an additional 1d10 fire damage to the target. You can use this ability a number of times equal to your proficiency bonus per long rest. You gain resistance to Fire damage.
- **Frost's Chill (3 AP):** When you hit a target with an attack roll using Strength, you can cause the attack to deal an additional 1d6 cold damage and reduce the target's speed by 10 feet until the start of your next turn. You can use this ability a number of times equal to your proficiency bonus per long rest. You have resistance to Cold damage.
- **Hill's Tumble (3 AP):** When you hit a Large or smaller creature with an attack roll using Strength, you can force it to make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failed save, the creature falls prone. You can use this ability a number of times equal to your proficiency bonus per long rest. You have resistance to Bludgeoning damage from nonmagical attacks.
- **Stone's Endurance (3 AP):** When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. You can use this ability a number of times equal to your proficiency bonus per long rest. You have advantage on saving throws against exhaustion.
- **Storm's Thunder (3 AP):** When a creature within 60 feet that you can see deals damage to you, you can use your reaction to force that creature to make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature takes 1d8 thunder damage. You can use this ability a number of times equal to your proficiency bonus per long rest. You have resistance to Thunder damage.

(Note: Base Traits (2 AP) + Giant Ancestry (3 AP) = 5 AP Total for Default Goliath)

Expanded Traits

- **Giant's Fortitude (2 AP):** Prerequisite: Stone's Endurance trait. You regain all expended uses when you finish a short or long rest.
- **Strong Body (2 AP):** Once per combat, when you take damage, you can use your reaction to reduce the damage taken by an amount equal to your Strength or Dexterity modifier (your choice, minimum of 1).
- **Mighty Leap (1 AP):** When you make a long jump or high jump, you can use your Strength score instead of your Dexterity score to calculate the distance. When you fall, you can use your Strength score instead of Dexterity to calculate fall damage reduction if using optional falling rules.
- **Brute (1 AP):** A number of times per short rest equal to your proficiency bonus, you can take the Shove or Grapple action as a bonus action.
- **Titanic Toss (1 AP):** You have advantage on Strength (Athletics) checks made to throw another creature. When making a ranged attack with a thrown weapon, you don't suffer disadvantage due to attacking at long range.
- **Unstoppable (1 AP):** You have advantage on saving throws against being Slowed or Stunned (if Stunned condition exists).
- **Clumsiness (-2 AP):** You have disadvantage on all Dexterity (Acrobatics) and Dexterity (Stealth) checks.
- **Heavy Riser (-1 AP):** Standing up from prone costs you 20 feet of movement instead of half your speed.

Kobold

- **Creature Type:** Humanoid
- **Size:** Small (2–4 ft tall)
- **Speed:** 30 feet
- **Lifespan:** Up to 80 years (matures at 6)
- **Languages:** Common, Draconic
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Ability Score Increases:** +1 Dex, +1 Int, –1 Str

DEFAULT TRAITS (5 AP Total)

- **Skittering Sprint (1 AP):** When you use the Disengage action on your turn, your walking speed increases by 15 feet until the end of your turn. You must move in a relatively straight line.
- **Draconic Resilience (2 AP):** You gain 1 fewer hit point per level (minimum 1 HP per level). When you take damage that would reduce you to 0 HP, you can use your reaction to make a Dexterity saving throw with a DC equal to 5 + the damage taken. On a success, you drop to 1 HP instead. You can use this feature a number of times equal to your Proficiency Bonus per long rest.
- **Pack Tactics (1 AP):** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Grovel, Cower, and Beg (1 AP):** As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Sunlight Sensitivity (-1 AP):** (As Drow) (Grants 1 AP back)
- *(Note: This build totals 4 AP after the negative trait. Add one 1 AP Expanded Trait or another -1 AP Negative Trait, OR replace one trait with a 2 AP trait like Draconic Legacy below)*

Expanded Traits (Can replace Default Traits)

- **Draconic Legacy (2 AP):** Choose one cantrip from the Sorcerer spell list. You learn that cantrip. Charisma is your spellcasting ability for it.
- **Dauntless Spirit (1 AP):** You have advantage on saving throws against being Frightened.
- **Kobold Ingenuity (1 AP):** You gain proficiency in one of the following skills of your choice: Deception, Investigation, Stealth, or Survival.
- **Trap Sense (1 AP):** You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect traps.
- **Burrower (1 AP):** You gain a burrowing speed of 15 feet through loose earth, sand, or gravel.
- **Alone-United (1 AP):** If you have Advantage on an attack roll, ability check, or saving throw, you can forgo the Advantage for that roll to use the Help action as a Bonus Action on your current turn, targeting an ally within 5 feet.
- **Mind for Scraps (1 AP):** You can make ability checks requiring artisan's tools you are proficient with even if you don't have the physical tools, by improvising with scavenged materials (GM permitting). Additionally, a number of times per long rest equal to your Proficiency Bonus, you can produce common adventuring gear items like ball bearings, caltrops, or pitons as if you had them, consuming them on use.
- **Shared Space (1 AP):** You can end your turn occupying the same space as another willing Small ally.

- **Burning Blood (2 AP):** You can cast *Burning Hands* as a 1st-level spell a number of times per long rest equal to your Proficiency Bonus. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (choose when you take this trait).
- **Improvised Brutality (1 AP):** You are proficient with improvised weapons. When you wield an improvised weapon that is not heavy or two-handed, it gains the finesse property for you and deals 1d6 damage of an appropriate type (bludgeoning, piercing, or slashing).
- **Muzzle Snap (1 AP):** You have Advantage on Charisma (Intimidation) checks made against creatures that are exactly one size larger than you (typically Medium).
- **Cursed Rebirth (2 AP):** If you die, your soul attempts to reincarnate into a suitable newborn Kobold body within your tribe or community (if one exists). You retain your memories and personality but start at level 1 in a new body (GM discretion on specifics). You are immune to magic that would return you to life (like *Revivify* or *Raise Dead*). This trait can only function once per long rest (meaning if you die again quickly, you stay dead).
- **Charm of the Doomed (2 AP):** You may cast *Charm Person* as a 1st-level spell up to your Proficiency Bonus times per long rest. Charisma is your spellcasting ability for this spell.
- **Gifted Performer (1 AP):** You gain proficiency in both the Performance and Persuasion skills.

Tiefling

Tiefling

- **Creature Type:** Humanoid
- **Size:** Medium
- **Speed:** 30 feet
- **Life Span:** Around 100 years on average
- **Languages:** Common, Infernal
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Ability Score Increases:** +1 Cha, +1 Con, -1 Wis

DEFAULT TRAITS (5 AP Total)

- **Fiendish Resistance (2 AP):** You have Resistance to Fire damage.
- **Infernal Legacy (3 AP):** You know the *Thaumaturgy* cantrip. At 3rd level, you can cast *Hellish Rebuke* as a 2nd-level spell once per long rest. At 5th level, you can cast *Darkness* once per long rest. Charisma is your spellcasting ability for these spells.

SUBRACE OPTIONS (Replaces Default Traits - 5 AP Total)

Choose one Fiendish Legacy based on a sin, origin, or bloodline. This provides a 5 AP bundle replacing Fiendish Resistance and Infernal Legacy.

Legacy of Pride (Asmodeus Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Commanding Presence (2 AP):** You know the *Thaumaturgy* cantrip. You can cast *Command* as a 1st-level spell once per long rest. At 5th level, you can cast *Suggestion* once per

long rest. Charisma is your spellcasting ability.

- **Superiority Aura (1 AP):** You have advantage on saving throws against being Charmed.

Legacy of Greed (Mammon Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Find What is Valuable (2 AP):** You know the *Mage Hand* cantrip. You can cast *Identify* once per long rest. At 5th level, you can cast *Locate Object* once per long rest. Charisma is your spellcasting ability.
- **Gold Sense (1 AP):** You have advantage on Intelligence (Investigation) or Wisdom (Perception) checks made to detect or appraise precious metals, gems, or art objects.

Legacy of Lust (Fierna/Glasia Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Seductive Spell (2 AP):** You know the *Friends* cantrip. You can cast *Charm Person* as a 1st-level spell once per long rest. At 5th level, you can cast *Enthrall* once per long rest. Charisma is your spellcasting ability.
- **Alluring (1 AP):** You gain proficiency in the Deception or Persuasion skill (your choice).

Legacy of Envy (Levistus Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Cold damage.
- **Covetous Magic (2 AP):** You know the *Ray of Frost* cantrip. You can cast *Armor of Agathys* as a 1st-level spell once per long rest. At 5th level, you can cast *Detect Thoughts* once per long rest. Charisma is your spellcasting ability.
- **Watchful Mind (1 AP):** You gain proficiency in the Insight skill.

Legacy of Gluttony (Baalzebul Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Poison damage.
- **Corrupting Magic (2 AP):** You know the *Poison Spray* cantrip. You can cast *Ray of Sickness* as a 1st-level spell once per long rest. At 5th level, you can cast *Ray of Enfeeblement* once per long rest. Charisma is your spellcasting ability.
- **Resilient Gut (1 AP):** You have advantage on saving throws against being Poisoned.

Legacy of Wrath (Zariel Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Infernal Wrath (2 AP):** You know the *Produce Flame* cantrip. You can cast *Searing Smite* as a 1st-level spell once per long rest. At 5th level, you can cast *Branding Smite* as a 2nd-level spell once per long rest. Charisma is your spellcasting ability.
- **Fiendish Fury (1 AP):** You gain proficiency in the Intimidation skill.

Legacy of Sloth (Belial/Dispater Lineage)

- **Fiendish Resistance (2 AP):** Resistance to Fire damage.
- **Deceptive Magic (2 AP):** You know the *Minor Illusion* cantrip. You can cast *Disguise Self* once per long rest. At 5th level, you can cast *Invisibility* once per long rest. Charisma is your spellcasting ability.

- **Apathy Shield (1 AP):** When you take damage, you can use your reaction to gain resistance to that instance of damage. You can use this trait once per short or long rest.

Legacy of Lilith (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Necrotic damage.
- **Lilith's Grasp (2 AP):** You know the *Chill Touch* cantrip. You can cast *Hex* as a 1st-level spell once per long rest. At 5th level, you can cast *Suggestion* once per long rest. Charisma is your spellcasting ability.
- **Fiendish Magnetism (1 AP):** You have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks when interacting with fiends or creatures significantly influenced by fiendish powers.
- **Arcane Heritage (1 AP):** You gain proficiency in the Arcana skill.

Legacy of the Deceiver (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Psychic damage.
- **Master of Disguise (2 AP):** You know the *Minor Illusion* cantrip. You can cast *Disguise Self* at will, without expending a spell slot. At 5th level, you can cast *Invisibility* once per long rest. Charisma is your spellcasting ability.
- **Silver Veil (1 AP):** You gain proficiency in the Deception skill.
- **Illusive Edge (1 AP):** You have advantage on Charisma (Deception) checks made while you are under the effect of an illusion spell (like *Disguise Self* or *Minor Illusion*).

Legacy of the Elements (Unique Origin)

- **Elemental Choice (0 AP):** Choose Acid, Cold, Lightning, or Thunder.
- **Elemental Resistance (2 AP):** You gain resistance to the chosen damage type.
- **Elemental Magic (2 AP):** You know a cantrip associated with your element (*Acid Splash*, *Ray of Frost*, *Shocking Grasp*, or *Thunderclap*). At 3rd level, you can cast a 1st-level spell associated with your element (*Chromatic Orb* (chosen type), *Ice Knife*, *Thunderwave*, *Witch Bolt*) once per long rest. At 5th level, you can cast a 2nd-level spell (*Dragon's Breath* (chosen type), *Gust of Wind*, *Maximilian's Earthen Grasp*, *Snillloc's Snowball Swarm*) once per long rest. Charisma is your spellcasting ability.
- **Elemental Surge (1 AP):** Once per long rest, when you cast a spell that deals damage of your chosen elemental type, you can add your Charisma modifier to one damage roll of that spell.

Legacy of Shadow (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Necrotic damage.
- **Blade of Gloom (2 AP):** You know the *True Strike* cantrip. You can cast *Shadow Blade* as a 2nd-level spell once per long rest. Charisma is your spellcasting ability. Requires concentration.
- **Fade into Darkness (1 AP):** You have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- **Shadow Walker (1 AP):** You gain proficiency in the Stealth skill.

Legacy of the Celestial (Unique Origin - Aasimar Tiefling?)

- **Celestial Resistance (2 AP):** Resistance to Radiant damage.
- **Healing Light (2 AP):** You know the *Light* cantrip. You can cast *Cure Wounds* as a 1st-level spell once per long rest. At 5th level, you can cast *Lesser Restoration* once per long rest.

Charisma is your spellcasting ability.

- **Blessed Will (1 AP):** You have advantage on saving throws against being Charmed.

Legacy of the Beast Touched (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Poison damage.
- **Natural Weapon (2 AP):** You grow claws, fangs, horns, or some other natural weapon. Choose one:
 - *Claws:* Your unarmed strikes deal 1d6 slashing damage and have the Finesse property.
 - *Fangs:* Your unarmed strikes deal 1d6 piercing damage. If you hit with a fang attack while grappling a creature, the attack deals an extra 1d6 damage.
 - *Horns:* Your unarmed strikes deal 1d6 piercing damage. If you move at least 10 feet straight toward a target and then hit it with a horn attack on the same turn, the target takes an extra 1d6 piercing damage.
- **Primal Instinct (1 AP):** Choose one: Gain proficiency in Perception and advantage on checks relying on smell, OR gain the ability to speak with a specific type of beast (e.g., canines, felines, reptiles).
- **Wild Magic (1 AP):** You learn one 1st-level spell from the Druid or Ranger spell list, often related to your beast type (e.g., *Jump*, *Speak with Animals*, *Animal Friendship*). You can cast it once per long rest. Charisma is your spellcasting ability.

Legacy of Chaos (Unique Origin)

- **Fiendish Resistance (1 AP):** Resistance to Psychic damage.
- **Chaos Bolt (1 AP):** You know the *Chaos Bolt* spell (treat as a cantrip you can cast at will, dealing 1d8 damage + 1d6 element, scaling like a normal cantrip). Charisma is your spellcasting ability.
- **Confusing Magic (2 AP):** You can cast *Tasha's Hideous Laughter* once per long rest. At 5th level, you can cast *Confusion* once per long rest. Charisma is your spellcasting ability.
- **Wild Effect (1 AP):** Once per long rest, when you cast a spell of 1st level or higher, roll a d8. On a 1, roll on the Wild Magic Surge table (if available) or trigger a minor, harmless chaotic effect (GM's choice, e.g., glowing eyes, spectral butterflies, temporary skin color change).

EXPANDED TRAITS (Available to All Tieflings)

- **Infernal Wings (2 AP):** As a Bonus Action, you can manifest or dismiss a pair of leathery, bat-like wings. While manifested, you gain a **flying speed of 30 feet**. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.
- **Infernal Eyes (1 AP):** Your eyes glow faintly in the dark. You have advantage on Wisdom (Perception) checks that rely on sight made in dim light or darkness.
- **Silver Tongue (1 AP):** Once per Long Rest, you can gain advantage on one Charisma (Deception) or Charisma (Persuasion) check.
- **Hell's Endurance (2 AP):** You gain advantage on Constitution saving throws made to resist gaining Exhaustion or to maintain concentration on spells when you take damage.
- **Fiendish Memory (1 AP):** You have advantage on Intelligence (History) or Intelligence (Religion) checks made to recall information about fiends, the Nine Hells, infernal pacts, or related forbidden lore.
- **Burning Step (1 AP):** When you take the Dash action, you can choose to leave behind a faint trail of harmless, flickering flames until the start of your next turn. Creatures that enter or start their turn in a space you moved through during that Dash action take 1 fire damage (this can only damage a creature once per turn).

- **Blood of Fire (2 AP):** Prerequisite: Resistance to Fire damage. When you are reduced to 0 HP but not killed outright, creatures within 5 feet of you must succeed on a Dexterity saving throw (DC = 8 + Con modifier + Prof bonus) or take fire damage equal to your level as your blood momentarily ignites.
- **Wicked Insight (1 AP):** You have advantage on Wisdom (Insight) checks made to discern lies, hidden motives, or attempts at emotional manipulation.
- **Charred Resistance (1 AP):** While you are bloodied (at half HP or less), you gain resistance to non-magical bludgeoning damage as your skin toughens like burnt hide.
- **Hexbrand (1 AP):** As a bonus action, you can place an infernal mark on a creature you can see within 30 feet. The mark lasts for 1 minute or until you use this feature again. The next time you hit the marked creature with an attack roll before the mark expires, the attack deals additional damage equal to your proficiency bonus. You can use this feature once per long rest.
- **Fearsome Legacy (1 AP):** When you reduce a creature to 0 HP with an attack or spell, you can use your reaction to force creatures of your choice that you can see within 10 feet of you to make a Wisdom saving throw (DC = 8 + Cha modifier + Prof bonus). On a failed save, a creature is frightened of you until the end of your next turn. You can use this feature once per long rest.
- **Radiant Weakness (-1 AP):** You have vulnerability to radiant damage.
- **Divine Dampening (-1 AP):** Whenever you regain hit points from a spell or magical effect originating from a celestial or a divine spellcaster (Cleric, Paladin), you regain 1 fewer hit point per die rolled (minimum 1 HP regained).
- **Cursed Bloodline (-1 AP):** You automatically fail the first death saving throw you make after being reduced to 0 HP in any combat encounter.
- **Unwelcome Presence (-1 AP):** You have disadvantage on Charisma (Persuasion) checks made to interact with celestials or NPCs explicitly sworn to lawful good deities or causes (e.g., devout paladins, temple priests of good gods).
- **Brittle Ego (-1 AP):** While you are affected by the Frightened condition, you cannot take reactions.
- **Shadowmark (-1 AP):** Your infernal nature is easily detected by magic. Creatures attempting to detect your presence using divination magic (like *Detect Magic*, *See Invisibility*, or scrying) have advantage on their checks or automatically succeed if no check is required. You have disadvantage on saving throws against such detection effects.
- **Unholy Temper (-1 AP):** While you are bloodied (at half HP or less), you have disadvantage on saving throws against being taunted or effects that would force you to attack a specific creature (like a Goading Attack).
- **Abyssal Itch (-1 AP):** You have disadvantage on saving throws against magical effects that would put you to sleep or reduce your speed (such as the *Slow* spell or certain fey enchantments).