

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)

Lineage	Damage Type	Breath Shape
Cloud	Thunder	Cone (15ft)
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.

GNOME

The main Race article has been updated.

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 Shortswords.
- **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

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

The main Race article has been updated.

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 linages.

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 linages.

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).

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