Ancestry Options

Homebrew by A Couple of Characters.

The creatures of the world are diverse in their ancestry, upbringing, and experiences. This leads to people with many differing features.

For the most part, humans have mixed with the various races, and so no human-specific features are listed, but you can still appear human. However, you can choose to be a human and forgo gaining 4 features, and instead choose one feat.

We have listed the race each feature originally appeared in, but you are free to flavor how and why your character has these different options.

Ability Score Increase: One of your ability scores increases by 2, and another ability score increases by 1, or increase three different scores by 1.
Alignment: Your race has no bearing on your alignment.
Size: Your size is either Small or Medium.
Speed: If your size is Small, your base walking speed is 25 feet. If your size is Medium, your base walking speed is 30 feet.
Languages: You can speak, read, and write Common and one other language of your choice.
Creature Type: Your creature type is Humanoid. If you choose at least one feature from either Centaur, Fairy, or Satyr, you may choose Fey for your creature type.
Features: Choose 4 features from the Features list.
Appearance: Be as detailed as you would like with the description of your character's appearance, incorporating the traits you have chosen.

Features

Acid Resistance

Source: Genasi (Water), Elemental Evil Player's Companion.

Aggressive

Source: Orc, Volo's Guide to Monsters.

Amphibious

Source: Genasi (Water), Elemental Evil Player's Companion; Grung, One Grung Above; Triton, Volo's Guide to Monsters.

Animal Enhancements

Source: Simic Hybrid, Guildmaster's Guide to Ravnica.

Arboreal Alertness

Source: Grung, One Grung Above.

Artificer's Lore
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.

Source: Gnome (Rock), Player's Handbook.

Bite
Source: Lizardfolk, Volo's Guide to Monsters.

Blessing of the Moonweaver
Source: Elf (Pallid), Explorer's Guide to Wildemount.

Blessing of the Raven Queen
Source: Elf (Shadar-Kai), Mordenkainen's Tome of Foes.

Brave
You have advantage on saving throws against being frightened.

Source: Halfling, Player's Handbook.

Call to the Wave
Source: Genasi (Water), Elemental Evil Player's Companion.

Camouflage
You can change your skin color to blend in with your surroundings. As an action, you can change the color and pattern of your skin. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +5 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Note: This can be combined with the ranger's Hide in Plain Sight feature to give you a total bonus of +15.

Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.

Cantrip
You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Source: Elf (High), Player's Handbook.

Cat's Claws
Source: Tabaxi, Volo's Guide to Monsters.

Cat's Talent
Source: Tabaxi, Volo's Guide to Monsters.

Celestial Resistance
Source: Aasimar, Volo's Guide to Monsters.

Change Appearance
Source: Changeling, Eberron - Rising from the Last War.

Changeling Instincts
Source: Changeling, Eberron - Rising from the Last War.

Changeling Magic
You know either the Prestidigitation or Primal Savagery cantrip.

When you reach 3rd level, choose either the Jump or Longstrider spell. You can cast this spell once with this trait and regain the ability to do so when you finish a long rest.

When you reach 5th level, choose either the Alter Self or Spider Climb spell. You can cast this spell once and regain the ability to do so when you finish a long rest.

Once chosen, these spells cannot be changed. Charisma is your spellcasting modifier for these spells.

Source: Changeling, Quinn and Alex Schulte from A Couple of Characters.

Charge
Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Child of the Sea
Source: Elf (Sea), Mordenkainen's Tome of Foes.

Children of the Woods
Source: Halfling (Lotusden), Explorer's Guide to Wildemount.

Chromatic Breath Weapon
If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Damage Resistance, Chromatic Damage Resistance. This feature cannot be combined with Draconic Breath Weapon.

Source: Dragonborn (Chromatic), Fizban’s Treasury of Dragons.

Chromatic Damage Resistance
If you take Chromatic Damage Resistance you also gain: Chromatic Warding.

If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Breath Weapon, Chromatic Breath Weapon. This feature cannot be combined with Draconic Damage Resistance.

Source: Dragonborn (Chromatic), Fizban’s Treasury of Dragons.

Claws
Source: Leonin, Mythic Odysseys of Theros; Tortle, The Tortle Package.

Climb
You have a climbing speed of 30 feet.

Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.

Constructed Resilience
If you choose this feature you are more construct than humanoid.

Source: Warforged, Eberron - Rising from the Last War.

Control Air and Water
Source: Triton, Volo's Guide to Monsters.

Cunning Artisan
Source: Lizardfolk, Volo's Guide to Monsters.

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. You can't discern color in darkness, only shades of gray.

Source: Aasimar, Bugbear, Goblin, Hobgoblin, Kobold, Orc, Tabaxi, Triton, Yuan-Ti, Volo's Guide to Monsters; Dwarf, Elf, Gnome, Half-Elf, Half-Orc, Tiefling, Player's Handbook; Genasi (Fire), Elemental Evil Player's Companion; Leonin, Mythic Odysseys of Theros; Simic Hybrid, Guildmaster's Guide to Ravnica.

Darkvision – Owlin
Source: Owlin, Strixhaven: A Curriculum of Chaos.

Daunting Roar
Source: Leonin, Mythic Odysseys of Theros.

Decadent Mastery
Source: Gith (Githyanki), Mordenkainen's Tome of Foes.

Devil's Tongue
Source: Tiefling, Sword Coast Adventurer's Guide.

Draconic Breath Weapon
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. The DC for this saving throw equals 8 +

your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Damage Resistance, Chromatic Damage Resistance, Metallic Damage Resistance.

Source: Dragonborn, Player's Handbook.

Draconic Damage Resistance

You have resistance to the damage type associated with your draconic ancestry.

If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Breath Weapon, Chromatic Breath Weapon, Metallic Breath Weapon.

Source: Dragonborn, Player's Handbook.

Drow Magic

You know the Dancing Lights cantrip. When you reach 3rd level, you can cast the Faerie Fire spell once per day. When you reach 5th level, you can also cast the Darkness spell once per day. Charisma is your spellcasting ability for these spells.

Source: Elf (Drow), Player's Handbook.

Drow Weapon Training

You have proficiency with rapiers, shortswords, and hand crossbows.

Source: Elf (Drow), Player's Handbook.

Duergar Resilience

Source: Dwarf (Duergar), Sword Coast Adventurer's Guide.

Duergar Magic

Source: Dwarf (Duergar), Sword Coast Adventurer's Guide.

Dwarven Armor Training

You have proficiency with light and medium armor. Your speed is not reduced by wearing heavy armor.

Source: Dwarf (Mountain), Player's Handbook

Dwarven Combat Training

You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.

Source: Dwarf, Player's Handbook.

Dwarven Resilience
You have advantage on saving throws against poison, and you have resistance against poison damage.

Source: Dwarf, Player's Handbook.

Dwarven Toughness
Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Source: Dwarf (Hill), Player's Handbook.

Earth Walk
Source: Genasi (Earth), Elemental Evil Player's Companion.

Elf Weapon Training
You have proficiency with the longsword, shortsword, shortbow, and longbow.

Source: Elf (High, Wood), Player's Handbook.

Emissary of the Sea
Source: Triton, Volo's Guide to Monsters.

Enhanced Perception
Because of your large range of vision, you can't be surprised while you are awake and not incapacitated.

Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.

Equine Build
Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Expert Forgery
Source: Kenku, Volo's Guide to Monsters.

Extra Language
You can speak, read, and write one extra language of your choice.

Source: Elf (High), Player's Handbook.

Fairy Magic
Source: Fairy, The Wild Beyond The Witchlight.

Feline Agility
Source: Tabaxi, Volo's Guide to Monsters.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Source: Elf, Player's Handbook.

Fey Step
Source: Elf (Eladrin), Mordenkainen's Tome of Foes.

Firbolg Magic
Source: Firbolg, Volo's Guide to Monsters.

Fire Resistance
Source: Genasi (Fire), Elemental Evil Player's Companion.

Fleet of Foot
Your base walking speed increases to 35 feet.

Source: Elf (Wood), Player's Handbook.

Flight – Aarakocra
Source: Aarakocra, Elemental Evil Player's Companion.

Flight – Fairy, Owlin
Source: Fairy, The Wild Beyond The Witchlight; Owlin, Strixhaven: A Curriculum of Chaos.

Forceful Presence
Source: Dragonborn (Draconblood), Explorer's Guide to Wildemount.

Friend of the Sea
Source: Elf (Sea), Mordenkainen's Tome of Foes.

Fury of the Small
Source: Goblin, Volo's Guide to Monsters

Gem Breath Weapon
If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Damage Resistance, Gem Damage Resistance. This feature cannot be combined with Draconic Breath Weapon.

Source: Dragonborn (Gem), Fizban’s Treasury of Dragons.

Gem Damage Resistance
If you take Gem Damage Resistance you also gain: Gem Flight.

If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Breath Weapon, Gem Breath Weapon. This feature cannot be combined with Draconic Damage Resistance.

Source: Dragonborn (Gem), Fizban’s Treasury of Dragons.

Githyanki Psionics
Source: Gith (Githyanki), Mordenkainen's Tome of Foes.

Githzerai Psionics
Source: Gith (Githzerai), Mordenkainen's Tome of Foes.

Gnome Cunning
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Source: Gnome, Player's Handbook.

Goring Rush
Source: Minotaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Grappling Tongue
As an action, you can use your tongue to grapple a creature within 10 feet of you. It is also a natural weapon, which you can use to make an unarmed strike. If you hit, it does 1d6 + your strength modifier bludgeoning damage. Immediately after hitting, you can try to grapple the target as a bonus action.

Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.

Grovel, Cower, and Beg
Source: Kobold, Volo's Guide to Monsters.

Guardians of the Depths
Source: Triton, Volo's Guide to Monsters.

Hammering Horns
Source: Minotaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Hare-Trigger
Source: Harengon, The Wild Beyond The Witchlight.

Healing Hands
Source: Aasimar, Volo's Guide to Monsters.

Hellfire
If you choose this feature, you also gain the Infernal Legacy feature, but replace Hellish Rebuke with Burning Hands.

Source: Tiefling, Sword Coast Adventurer's Guide.

Hellish Resistance
You have resistance to fire damage.

Source: Tiefling, Player's Handbook.

Hidden Step
Source: Firbolg, Volo's Guide to Monsters.

Hold Breath – Tortle
Source: Tortle, The Tortle Package.

Hold Breath – Lizardfolk
Source: Lizardfolk, Volo's Guide to Monsters.

Hooves
Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Horns
Source: Minotaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Hungry Jaws
Source: Lizardfolk, Volo's Guide to Monsters.

Hunter's Instincts
Source: Leonin, Mythic Odysseys of Theros.

Hunter's Lore
Source: Lizardfolk, Volo's Guide to Monsters.

Imposing Presence
Source: Minotaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Incisive Sense
Source: Elf (Pallid), Explorer's Guide to Wildemount.

Infernal Legacy
You know the Thaumaturgy cantrip. Once you reach 3rd level, you can cast the Hellish Rebuke spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Darkness spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Source: Tiefling, Player's Handbook

Innate Spellcasting
Source: Yuan-Ti, Volo's Guide to Monsters.

Integrated Protection
If you choose this feature you are more construct than humanoid.

Source: Warforged, Eberron - Rising from the Last War.

Keen Senses
You have proficiency in the Perception skill.

Source: Elf, Player's Handbook.

Keen Smell
Source: Loxodon, Guildmaster's Guide to Ravnica.

Kenku Training
Source: Kenku, Volo's Guide to Monsters.

Legacy of Avernus
Source: Tiefling (Zariel), Mordenkainen's Tome of Foes.

Legacy of Cania
Source: Tiefling (Mephistopheles), Mordenkainen's Tome of Foes.

Legacy of Dis
Source: Tiefling (Dispater), Mordenkainen's Tome of Foes.

Legacy of Maladomini
Source: Tiefling (Baalzebul), Mordenkainen's Tome of Foes.

Legacy of Malbolge
Source: Tiefling (Glasya), Mordenkainen's Tome of Foes.

Legacy of Minauros
Source: Tiefling (Mammon), Mordenkainen's Tome of Foes.

Legacy of Phlegethos
Source: Tiefling (Fierna), Mordenkainen's Tome of Foes.

Legacy of Stygia
Source: Tiefling (Levistus), Mordenkainen's Tome of Foes.

Leporine Senses
Source: Harengon, The Wild Beyond The Witchlight.

Leviathan Will
Source: Locathah, Locathah Rising, Extra Life 2019.

Light Bearer
Source: Aasimar, Volo's Guide to Monsters.

Limited Amphibiousness
Source: Locathah, Locathah Rising, Extra Life 2019.

Long-Limbed
Source: Bugbear, Volo's Guide to Monsters.

Loxodon Serenity
Source: Loxodon, Guildmaster's Guide to Ravnica.

Lucky
When you roll a 1 on an attack roll, ability check, or saving throw, you can re-roll the die and must use the new roll.

Source: Halfling, Player's Handbook.

Lucky Footwork
Source: Harengon, The Wild Beyond The Witchlight.

Magic Resistance
Source: Satyr, Mythic Odysseys of Theros; Yuan-Ti, Volo’s Guide to Monsters.

Martial Prodigy
Source: Gith (Githyanki), Mordenkainen's Tome of Foes.

Martial Training
Source: Hobgoblin, Volo's Guide to Monsters.

Mask of the Wild
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Source: Elf (Wood), Player's Handbook.

Menacing
You gain proficiency in the Intimidation skill.

Source: Half-Orc, Player's Handbook.

Mental Discipline
Source: Gith (Githzerai), Mordenkainen's Tome of Foes.

Merge with Stone
Source: Genasi (Earth), Elemental Evil Player's Companion.

Metallic Breath Weapon
If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Damage Resistance, Metallic Damage Resistance. This feature cannot be combined with Draconic Breath Weapon.

Source: Dragonborn (Metallic), Fizban’s Treasury of Dragons.

Metallic Damage Resistance
If you take Metallic Damage Resistance you also gain: Breath Weapon (5th level Metallic Breath Weapon feature).

If you choose this feature and any of the following features, the ancestry color must be the same for all chosen features: Draconic Breath Weapon, Metallic Breath Weapon. This feature cannot be combined with Draconic Damage Resistance.

Source: Dragonborn (Metallic), Fizban's Treasury of Dragons.

Mimicry
Source: Kenku, Volo's Guide to Monsters.

Mingle with the Wind
Source: Genasi (Air), Elemental Evil Player's Companion.

Mirthful Leaps
Source: Satyr, Mythic Odysseys of Theros.

Mountain Born
Source: Goliath, Elemental Evil Player's Companion.

Natural Armor – Lizardfolk
Source: Lizardfolk, Volo's Guide to Monsters.

Natural Armor – Locathah
Source: Locathah, Locathah Rising, Extra Life 2019.

Natural Armor – Loxodon
Source: Loxodon, Guildmaster's Guide to Ravnica.

Natural Armor – Tortle
Source: Tortle, The Tortle Package.

Natural Athlete
Source: Goliath, Elemental Evil Player's Companion.

Natural Illusionist
You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

Source: Gnome (Forest), Player's Handbook.

Naturally Stealthy
You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Source: Halfling (Lightfoot), Player's Handbook.

Necrotic Resistance
Source: Elf (Shadar-Kai), Mordenkainen's Tome of Foes.

Necrotic Shroud
Source: Aasimar (Fallen), Volo's Guide to Monsters.

Nimble
You can move through the space of any creature that is of a size larger than yours.

Source: Halfling, Player's Handbook.

Nimble Escape
Source: Goblin, Volo's Guide to Monsters.

Observant and Athletic
Source: Locathah, Locathah Rising, Extra Life 2019.

Pack Tactics
Source: Kobold, Volo's Guide to Monsters.

Partially Amphibious
Source: Vedalken, Guildmaster's Guide to Ravnica.

Poison Immunity
Source: Grung, One Grung Above; Yuan-Ti, Volo's Guide to Monsters.

Poisonous Skin
If you take Poisonous Skin you also gain: Water Dependency.

Source: Grung, One Grung Above.

Powerful Build
Source: Bugbear, Firbolg, and Orc, Volo's Guide to Monsters; Goliath, Elemental Evil Player's Companion; Loxodon, Guildmaster's Guide to Ravnica.

Primal Intuition
Source: Orc, Volo's Guide to Monsters.

Psionic Mind
Source: Dragonborn (Gem), Fizban’s Treasury of Dragons.

Rabbit Hop
Source: Harengon, The Wild Beyond The Witchlight.

Radiant Consumption
Source: Aasimar (Scourge), Volo's Guide to Monsters.

Radiant Soul
Source: Aasimar (Protector), Volo's Guide to Monsters.

Ram
Source: Satyr, Mythic Odysseys of Theros.

Reach to the Blaze
Source: Genasi (Fire), Elemental Evil Player's Companion.

Relentless Endurance
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Source: Half-Orc, Player's Handbook.

Reveler
Source: Satyr, Mythic Odysseys of Theros.

Savage Attacks
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Source: Half-Orc, Player's Handbook.

Saving Face
Source: Hobgoblin, Volo's Guide to Monsters.

Sea Elf Training
Source: Elf (Sea), Mordenkainen's Tome of Foes.

Sentry's Rest
If you choose this feature you are more construct than humanoid.

Source: Warforged, Eberron - Rising from the Last War.

Shell Defense
Source: Tortle, The Tortle Package.

Silent Feathers
Source: Owlin, Strixhaven: A Curriculum of Chaos.

Silent Speech
Source: Halfling (Ghostwise), Sword Coast Adventurer's Guide.

Skill Versatility
You gain proficiency in two skills of your choice.

Source: Half-Elf, Player's Handbook.

Sneaky
Source: Bugbear, Volo's Guide to Monsters.

Speak with Small Beasts
Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Source: Gnome (Forest), Player's Handbook.

Specialized Training
Source: Warforged Specialized Design, Eberron - Rising from the Last War.

Speech of Beast and Leaf
Source: Firbolg, Volo's Guide to Monsters.

Stone Camouflage
Source: Gnome (Deep), Elemental Evil Player's Companion.

Stonecunning
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.

Source: Dwarf, Player's Handbook.

Stone's Endurance
Source: Goliath, Elemental Evil Player's Companion.

Stout Resilience
You have advantage on saving throws against poison, and you have resistance against poison damage.

Source: Halfling (Stout), Player's Handbook.

Superior Darkvision
Your darkvision has a radius of 120 feet.

If you take Superior Darkvision you also gain: Sunlight Sensitivity. 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.

Source: Elf (Drow), Player's Handbook; Dwarf (Duergar), Sword Coast Adventurer’s Guide; Gnome (Deep), Elemental Evil Player’s Companion.

Surprise Attack
Source: Bugbear, Volo's Guide to Monsters.

Survival Instinct
Source: Tortle, The Tortle Package.

Survivor
Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Swim
Source: Genasi (Water), Elemental Evil Player's Companion; Lizardfolk, Triton, Volo's Guide to Monsters; Locathah, Locathah Rising, Extra Life 2019.

Talons
Source: Aarakocra, Elemental Evil Player's Companion.

Timberwalk
Source: Halfling (Lotusden), Explorer's Guide to Wildemount.

Tinker
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 the device 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.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Source: Gnome (Rock), Player's Handbook.

Tireless Precision
Source: Vedalken, Guildmaster's Guide to Ravnica.

Tool Proficiency
You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Source: Dwarf, Player's Handbook.

Trance
You don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Source: Elf, Player's Handbook.

Trunk
Source: Loxodon, Guildmaster's Guide to Ravnica.

Unending Breath
Source: Genasi (Air), Elemental Evil Player's Companion.

Vedalken Dispassion
Source: Vedalken, Guildmaster's Guide to Ravnica.

Vengeful Assault
Source: Dragonborn (Ravenite), Explorer's Guide to Wildemount.

Winged
Source: Tiefling, Sword Coast Adventurer's Guide.

Features by Source Race

Aarakocra
- Flight – Aarakocra. Source: Aarakocra, Elemental Evil Player's Companion.
- Talons . Source: Aarakocra, Elemental Evil Player's Companion.

Aasimar
- Celestial Resistance. Source: Aasimar, Volo’s Guide to Monsters.
- Darkvision . Source: Aasimar, Volo’s Guide to Monsters.
- Healing Hands. Source: Aasimar, Volo's Guide to Monsters.
- Light Bearer. Source: Aasimar, Volo's Guide to Monsters.
- Necrotic Shroud. Source: Aasimar (Fallen), Volo's Guide to Monsters.
- Radiant Consumption. Source: Aasimar (Scourge), Volo's Guide to Monsters.
- Radiant Soul. Source: Aasimar (Protector), Volo's Guide to Monsters.

Bugbear
- Darkvision. Source: Bugbear, Volo's Guide to Monsters.
- Long-Limbed. Source: Bugbear, Volo's Guide to Monsters.
- Powerful Build. Source: Bugbear, Volo's Guide to Monsters.
- Sneaky. Source: Bugbear, Volo's Guide to Monsters.
- Surprise Attack. Source: Bugbear, Volo's Guide to Monsters.

Centaur

- Charge. Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.
- Equine Build. Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.
- Hooves. Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.
- Survivor. Source: Centaur, Guildmaster's Guide to Ravnica and Mythic Odysseys of Theros.

Chameleonfolk

- Camouflage. Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.
- Climb. Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.
- Enhanced Perception. Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.
- Grappling Tongue. Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.

Changeling

- Change Appearance. Source: Changeling, Eberron - Rising from the Last War.
- Changeling Instincts. Source: Changeling, Eberron - Rising from the Last War.
- Changeling Magic: Source: Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.

Dragonborn

You may only take one breath weapon and/or damage resistance feature from this list.

- Chromatic Breath Weapon. Source: Dragonborn (Chromatic), Fizban’s Treasury of Dragons.
- Chromatic Damage Resistance. Source: Dragonborn (Chromatic), Fizban’s Treasury of Dragons.
- Draconic Breath Weapon. Source: Dragonborn, Player's Handbook.
- Draconic Damage Resistance. Source: Dragonborn, Player's Handbook.
- Forceful Presence. Source: Dragonborn (Draconblood), Explorer's Guide to Wildemount.
- Gem Breath Weapon. Source: Dragonborn (Gem), Fizban’s Treasury of Dragons.
- Gem Damage Resistance. Source: Dragonborn (Gem), Fizban’s Treasury of Dragons.
- Metallic Breath Weapon. Source: Dragonborn (Metallic), Fizban’s Treasury of Dragons.
- Metallic Damage Resistance. Source: Dragonborn (Metallic), Fizban’s Treasury of Dragons.
- Psionic Mind. Source: Dragonborn (Gem), Fizban’s Treasury of Dragons.
- Vengeful Assault. Source: Dragonborn (Ravenite), Explorer's Guide to Wildemount.

Dwarf

- Darkvision . Source: Dwarf, Player’s Handbook.
- Duergar Resilience. Source: Dwarf (Duergar), Sword Coast Adventurer's Guide.
- Duergar Magic. Source: Dwarf (Duergar), Sword Coast Adventurer's Guide.
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- Merge with Stone. Source: Genasi (Earth), Elemental Evil Player's Companion.
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Gith

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Goliath

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- Natural Athlete. Source: Goliath, Elemental Evil Player's Companion.
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Grung

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Half-Elf

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Half-Orc

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Hobgoblin

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Leonin

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Locathah

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Loxodon

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Minotaur

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Orc

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Owlin

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Satyr

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Tabaxi

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Triton

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- Darkvision. Source: Triton, Volo's Guide to Monsters.
- Emissary of the Sea. Source: Triton, Volo's Guide to Monsters.
- Guardians of the Depths. Source: Triton, Volo's Guide to Monsters.
- Swim. Source: Triton, Volo’s Guide to Monsters.

Vedalken

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Warforged

- Constructed Resilience. Source: Warforged, Eberron - Rising from the Last War.
- Integrated Protection. Source: Warforged, Eberron - Rising from the Last War.
- Sentry's Rest. Source: Warforged, Eberron - Rising from the Last War.
- Specialized Training. Source: Warforged Specialized Design, Eberron - Rising from the Last War.

Yuan-Ti

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- Innate Spellcasting. Source: Yuan-Ti, Volo's Guide to Monsters.
- Magic Resistance. Source: Yuan-Ti, Volo’s Guide to Monsters.
- Poison Immunity. Source: Yuan-Ti, Volo's Guide to Monsters.

Racial Feats

To take a feat that has a race as a prerequisite, you must have at least one feature that corresponds to that race. For example, in order to take Fade Away, you must have at least one of Artificer's Lore, Darkvision (Gnome lineage), Gnome Cunning, Natural Illusionist, Speak with Small Beasts, Stone Camouflage, or Tinker.

Contact Us

If you want to know more about our take on custom character ancestry, check out episode 38 of our podcast A Couple of Characters at acoupleofcharacterspodcast.com or wherever podcasts are found!

If you play a character using these options, let us know how it went by e-mailing us at acoupleofcharacterspod at gmail.com.

Links to Sources

Below are links to all of the mentioned sources.

Chameleonfolk, Quinn and Alex Schulte from A Couple of Characters.

Changeling, Quinn and Alex Schulte from A Couple of Characters.

Eberron - Rising from the Last War.

Elemental Evil Player's Companion.

Explorer's Guide to Wildemount.

Fizban's Treasury of Dragons.

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The Tortle Package.

The Wild Beyond The Witchlight.

Volo's Guide to Monsters.

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