

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 Ravens 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; Turtle, The Turtle 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 – Turtle

Source: Turtle, The Turtle 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 – Turtle

Source: Turtle, The Turtle 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: Turtle, The Turtle 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: Turtle, The Turtle 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.
- Dwarven Armor Training. Source: Dwarf (Mountain), Player's Handbook
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Genasi

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Goliath

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Grung

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- Poison Immunity. Source: Grung, One Grung Above.
- Poisonous Skin. Source: Grung, One Grung Above.

Half-Elf

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Half-Orc

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- Relentless Endurance. Source: Half-Orc, Player's Handbook.

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Halfling

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Kenku

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Leonin

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

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Minotaur

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Owlin

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- Silent Feathers. Source: Strixhaven: A Curriculum of Chaos.

Satyr

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Simic Hybrid

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Tabaxi

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Tiefling

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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.
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Vedalken

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

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@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.](#)

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