

SPECIES FEATURES

HUMAN

Good Fortune: You can use Luck dice on all rolls rather than just stat checks or actions.

SYLVAN

Sylvan Affinity: Roll 2d8 instead of 2d6 when casting spells, with the same success threshold.

LANDSMITH

Extra Tough: You have 4 extra global HP.

SHIFTER

Apex Predator: When none of your allies are within a 15 foot radius, gain +1 to INT and WIS rolls.

SHIFTER-BLOODED

Shifter Blood: You have universal bonuses to your stats that are half (rounded up) the stats of your shifter predecessor's shifted form.

FAE

Otherworld Affinity: Pick a stat for your fae heritage to enhance, and roll 2d8 when rolling with that stat.

GNOME

Truesight: You can naturally see through illusions, deception, and trickery. It just doesn't work on you.

GOLIATH

TBD

CELESTIAL

Beacon: You cast a gentle glow in a 15 foot radius around you. You cannot hide without being completely shrouded by something opaque or without magical means,

INFERNAL

Shroud: The shadows seem to bend around you. In a 15 foot radius, shadows tend to gravitate towards you, hiding you from mundane detection. You have advantage on rolls to hide.

ELEMENTAL

- Fire: **Elemental Affinity (Fire):** You can roll 2d8 to cast fire magic and are resistant to fire damage, but you're also vulnerable to ice magic and freezing. You cannot be ablaze or burned.
- Ice: **Elemental Affinity (Ice):** You can roll 2d8 to cast ice magic and are resistant to ice and cold damage, but you're also vulnerable to fire magic and burning. You cannot be frostbitten or frozen.
- Lightning: **Elemental Affinity (Lightning):** You can roll 2d8 to cast thunder magic and are resistant to thunder and shock damage, but you're also vulnerable to wind magic. You cannot be electrocuted.
- Wind: **Elemental Affinity (Wind):** You can roll 2d8 to cast wind magic and are resistant to wind damage, but you're also vulnerable to thunder magic and shocks. You cannot be pushed by wind magic.
- Light: **Elemental Affinity (Light):** You can roll 2d8 to cast light magic and are resistant to light and radiant damage, but you're also vulnerable to dark magic. You also radiate light in a 15 foot radius and cannot be hidden without magical means or being completely enshrouded in an opaque substance. You cannot be blinded, but you also cannot see more than 60 feet in dim light or darkness.
- Dark: **Elemental Affinity (Dark):** You can roll 2d8 to cast dark magic and are resistant to dark and necrotic damage, but you're also vulnerable to light magic and radiance. Shadows seem to bend around you in a 15 foot radius, and you have advantage on rolls to hide. You can see normally in mundane darkness and up to 60 feet in magical darkness, but you cannot see in bright light and must have some form of shading over your eyes in daylight.
- Earth: **Magic Resistance:** You have resistance to all magical forms of damage except force damage.

HOMUNCULUS

Undying: Being a creature of magic made flesh, you have a blanket resistance to all types of magical damage except force.

SENTIENT A.I.

Replacement Parts: As long as your core of consciousness remains intact, you can be indefinitely moved into new bodies with new capabilities, or transferred between them as needed. Your core is who you are, stored deep inside your artificial body and heavily protected. If a hit manages to get through to it, though, that's it for you.

AUGMENTI

Superhuman: You're an ordinary humanoid creature of any race, with some extra stuff. Between magic and advanced prosthetic technology, the sky's the limit.

NEWCOMER

Discuss with GM.

FEATURES A-Z

A

Acrobat

You may be a trained gymnast, or runner, or just someone naturally good at jumping around. You get a universal +1 to gross motor DEX rolls.

Addiction

Adrenaline Junkie

Gain +1 to DEX/STR/END ONLY when doing something dangerous.

Allergy: Mild

You have a mild allergy. When exposed to your allergen, gain status: FLUSHED and pick at least 2 statuses to have until the exposure ends or an antihistamine is taken:

- TEARY-EYED:
- SNIFFLY:
- SNEEZY:
- ITCHY RASH:
- COUGHING:
- TUMMY TROUBLES:

Allergy: Severe

You have a severe allergy. When exposed to your allergen, pick the appropriate statuses to have until exposure ends or an antihistamine is administered— and maybe get to a hospital?

- TEARY-EYED:
- SNIFFLY:
- SNEEZY:
- ITCHY RASH:
- COUGHING:
- TUMMY TROUBLES:
- DIFFICULTY BREATHING:

Analytical

You always wait before you act. -1 to DEX for turn order purposes.

Animal Friend

All creatures great and small. +1 to CHA when handling animals.

Anosmia

You have no sense of smell.

Arthritis

You've got some problem joints. -1 to DEX rolls with the affected body parts. If the legs are affected, -5 ft to movement speed.

B**Baby-doll Eyes**

When rolling for CHA, roll 1d4 for a chance to turn a mixed success into a success or a failure into a mixed success. On a 4, succeed. On a 2 or 1, fail and gain status: SULKING (-1 to CHA and WIS.) Automatically fails if the target dislikes kids.

The Baby Human

Humans automatically pack-bond over babies and little kids. You're always protected anywhere you go.

Bad Back**Blindness**

You're totally blind. You rely on your other senses and vision aids like a cane or a seeing-eye animal to get around. You're immune to the BLIND status, since... that'd kind of be silly otherwise.

Blunt Affect

Neutralizes all CHA bonuses.

Boundless Energy

You're always ready to play! Ignore signs of physical fatigue or exhaustion until collapse, and gain +1d4 temporary HP after finishing a long rest.

Braces

Your teeth or jaw are mis-aligned, and you wear braces to correct this and prevent future neck and jaw pain. Every night you have to tighten them, which deals you 1 point of damage. You can't eat certain

foods, and you have to be careful and wear a mouth guard during combat to protect the wires from breaking.

Butterfingers

Get the butter off your hands. Your natural clumsiness gets you -1 DEX.

C

Carpal Tunnel

You have a condition of the hands that affects your fine motor skills. Some elect to wear support gloves to provide additional support and prevent pain, while others don't find it necessary. When performing a fine motor DEX roll, roll 1d4 to see if it activates your carpal tunnel. If the d4 lands on 2 or 1, take 1 point of damage on both arms, and subtract 1 from your result.

Chronic Fatigue: Mundane

You're chronically exhausted and must spend a lot of your time resting. Ordinary long rests during adventures only restore half your missing HP, so you have to prepare accordingly and may need to bring additional supplies to allow you to get the most out of a long rest. You also may need to take short rests more frequently, slowing your pace of travel. At the start of each day, roll 2d6 to see how you rested. On a 10 or higher, you have a decent amount of energy and do not operate at any unusual deficits. On a 5-9, you have an okay amount of energy, and must roll a d2 and subtract the result from all relevant rolls that day. On a 3-4, you have a poor amount of energy, and must roll a d4 and subtract the result from all relevant rolls that day. On a 2, you have almost no energy and must spend the day resting or subtract 4 from all rolls that day.

Chronic Fatigue: Magical

You have a chronic deficit in magic and gain fatigue points more easily than others. Your minimum fatigue level when fully rested is 1d4, rolled during character creation. Your magic fatigue also effects your physical ability. At the start of each day, roll 2d6 to see how you rested. On a 10 or higher, you have a decent amount of energy and do not operate at any unusual deficits. On a 5-9, you have an okay amount of energy, and must roll a d2 and subtract the result from all relevant rolls that day. On a 3-4, you have a poor amount of energy, and must roll a d4 and subtract the result from all relevant rolls that day. On a 2, you have almost no energy and must spend the day resting or subtract 4 from all rolls that day.

Chronic Pain

You have a condition that causes chronic pain. At the start of each day, roll 2d6 to see how you rested. On a 10 or higher, you have a decent amount of energy and do not operate at any unusual deficits. On

a 5-9, you have an okay amount of energy, and must roll a d2 and subtract the result from all relevant rolls that day. On a 3-4, you have a poor amount of energy, and must roll a d4 and subtract the result from all relevant rolls that day. On a 2, you have almost no energy and must spend the day resting or subtract 4 from all rolls that day.

Collector

You collect something! Whether you're a novice or a veteran, you have a thing that brings you joy to have, organize, and display.

Competitive Academics

Gain +1 to INT during contests.

Competitive Acrobatics

Gain +1 to DEX during contests.

Competitive Athletics

Gain +1 to STR during contests.

Congested

You're just always a little sniffly. You breathe through your mouth more often than not, and you probably snore.

Corrective Lenses

You have a vision problem, such as astigmatism, nearsightedness, or farsightedness, that causes blurry or smeared vision when you're not wearing your corrective lenses. As such, you wear glasses or contact lenses. Without them, you have a -2 to perception.

Deafness

You're completely deaf. Some forms of deafness can be corrected with implants or hearing aids. You're immune to being magically deafened and immune to hearing damage from loud sounds— though if you wear electronic hearing aids, they may cause some pain still. If you don't have any form of aid, the world is muted to you, and you rely on your other senses to operate. You automatically fail any checks that require hearing. You're immune to the DEAFENED status, though, since... that'd be kind of silly.

Dude...

There's just something offputting about you. -1 CHA.

Dyscalculia

You have a -1 to INT when doing math, and tend to have to count things out on your fingers—no judgement. If you have this feature with dysgraphia and/or dyslexia, you can list all three together.

Dysgraphia

You have trouble with writing. Your handwriting's probably messy, and you may have trouble with other fine motor skills. -1 to DEX on fine motor rolls. If you have this feature with dyscalculia and/or dyslexia, you can list all three together.

Dyslexia

You have trouble reading. It's not an intelligence thing, it's just a little harder for you. -1 to INT when trying to spell, read quickly, or identify a word at a glance. If you have this feature with dysgraphia and/or dyscalculia, you can list all three together.

Dyspraxia

You have trouble with fine or gross motor skills, often presented as basic clumsiness, slowness, or inaccuracy. -1 to DEX rolls in your deficit area.

E

Enthusiast

Environmental Immunity

You don't experience heat or cold and thus cannot be burned or frostbitten. You are also immune to being poisoned, but may experience acid damage depending on what you're made of.

F

Follow Me!

In times of uncertainty (during adventures), +1 CHA.

G

Glass Bones, Paper Skin

Every morning you break your legs and every evening you break your arms... or something. You're just frailer than others for whatever reason and have a universal -1 END.

Great Memory

You have a great recall and are good at studying and learning. Universal +1 INT.

The Grind Never Stops!

Never settle! Universal +1 STR.

H**Hard of Hearing**

You're not totally deaf, but you've got some hearing problems. You might have an implant or wear hearing aids to correct this. If you don't have any form of aid, you have disadvantage on checks that require hearing.

Hips Don't Lie

You have advantage on CHA rolls and saves. Use your powers responsibly.

Hyperaware

Watch your back. You have +1 to perception (WIS) rolls, but only notice what might be a danger, which could be useful— or not. You're also uneasy in situations where things seem okay, and hesitate to really relax.

Hyperfocus

When starting a project relevant to interests, roll 1d2. On a 2, gain +2 INT to project rolls, but -1 INT when trying to do anything else.

I**I Know a Guy**

Once per adventure, introduce or refer to a helpful NPC the GM must then work with.

Impulsivity

After rolling a mixed success, roll 1d2 or flip a coin. On heads or 2, automatically succeed. On tails or 1, automatically fail.

Insomnia

You have trouble sleeping. -2d4 to HP restored during a long rest.

J

Jack Be Nimble

Jack be quick. Advantage on DEX rolls and saves.

K

Keen Eye

You're just great at the vibe check. Universal +1 CHA.

Kinesiological Cantrips

Your knowledge of kineseologic magic gives you a +1 to action rolls when using it.

L

M

Marathon Runner

You're a tireless paragon of endurance. Advantage on END rolls and saves.

Master of Arms

You have the skill to know how to take care of your arms and armor. If you choose to spend time during your long or short rests to maintain your equipment, you can restore 1d4 points of damage taken per hour spent.

Migraines

You occasionally get status: MIGRAINE. A migraine attack may have triggers (decided by the player), or may be random, and strike whenever the player decides you've had it too good.

Military Training

You have a military background, maybe basic training or something like that. Universal +1 to STR and END

Mm, No, Very Unwise

You still haven't gotten the hang of wiseposting and have a universal -1 WIS.

Monocular Vision

You're blind in one eye and rely on the other and your other senses to see and perceive the world around you. If you're in combat and occupied with someone to your sighted side, you're susceptible to sneak attacks from your blind side— plus, watching 3d movies at the theater is harder for you.

Muteness

You don't talk. You communicate through text, sign language, charades, or a combination of the three.

N**Neural Plasticity**

In the library, roll with +1.

Noodle Arms

You're noticeably weak and might be knocked off balance by swinging something dense or blown over by a strong wind, and have a universal -1 STR.

O**P****Paralysis**

You're paralyzed in one or more limbs. You may require a wheelchair or crutches to get around. You have disadvantage on DEX rolls and, if you use crutches, a -10 ft to your movement speed. If you use a wheelchair, you may have difficulty with some terrain, depending on the wheelchair.

Penny-pincher

You're a scrupulous saver. +1 to CHA rolls when haggling for prices and deals.

Perfect Pitch

You can identify or re-create a given pitch or tone without the benefit of a reference, and can name notes and accurately reproduce them on an instrument without "hunting" for the correct pitch.

Q

R

Ranger's Knowledge

Pick a biome. Your character gets +1 INT when it comes to the natural world the character is accustomed to.

Resilience

You simply do not rest. You may have endurance training, be particularly physically fit, or just naturally hardy. Either way, you get a universal +1 to END.

S

Sensory Sensitivity

You're sensitive to one or more types of sensory input. Excess input from these sources can feel physically painful or uncomfortable to you. However, this gives you a +1 to perception rolls.

The Show Must Go On

You have +1 to END when performing.

Skillful Fingers

You're particularly dextrous with your fingers— or maybe your toes! Toes are just short fingers, after all. You get a universal +1 to fine motor DEX rolls.

Special Interest

Roll twice in the library when studying your specific special interest.

Spiritual

You feel fulfilled through prayer. +1 WIS after rolling /pray.

Streetwise

You grew up watching your back. +1 to perception (WIS) rolls.

Synesthesia

People with synesthesia experience one sense simultaneously with another— for instance, sounds may have color, numbers may have taste, and textures may have sounds. This makes perception checks involving one sense interesting, and may be advantageous or disadvantageous.

T

Tipping the Scales

You get an extra luck die for use on strategy rolls.

Too Strong

On a mixed success STR roll, the action will succeed but damage the object in question.

Two Left Feet

-1 to DEX rolls when dancing.

U

V

Vibe Check

At will, roll 2d6 to assess a situation's "vibes." Discuss with the GM what rolls mean.

W

Wha?

Huh? -1 INT.

Wisdom of Age

Your wisdom comes from experience and age. Universal +1 WIS. (Applicable to characters over 40.)

Workaholic

You have trouble taking time off work. -1 to END and INT when trying to relax.

X

Y

Z