

Grippli Traits

Your grippli character has a number of traits in common with all other grippli.

Ability Score Increase. Your Dexterity score increases by 2

Age. Grippli reach adulthood in their early teens, and live a little more than half a century.

Alignment. Most grippli are lawful good, with a strong dedication to their clan and the traditions of their ancestors.

Size. Grippli average nearly 3 feet tall and weigh roughly 30 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet. You also have a climbing speed of 25 feet as long as you are not encumbered or wearing heavy armor.

Psychopomp (based on Draconic Sorcerer fluff ability). When you make a Charisma check when interacting with spirits, your proficiency bonus is doubled if it applies to the check.

~~**Kor Climbing.** You have proficiency in the Athletics and Acrobatics skills.~~

~~**Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.~~

~~**Brave.** You have advantage on saving throws against being frightened.~~

Languages.

You can speak, read, and write Common and Grippli

Subrace.

The most common type of grippli is the green and sometimes colorful jungle grippli. The pale arctic grippli is more in touch with spirits, as their homeland serves as a nexus to the spirit cairns. The grey Homunculi live among Vessels and have an aptitude for machinery. Choose one of these subraces.

Jungle Grippli

As a Jungle Grippli, your people have a rich monastic legacy, and thus you've had some martial arts training. You're also a capable jumper, a necessity of living in a treetop village.

Ability Score Increase. Your Wisdom score increases by 1

~~**Powerful Leap.** Your jump distance and height is increased by 5 feet and is not halved if you are standing, as long as you are not encumbered or wearing heavy armor.~~

Defensive Training. When using the shove action against a creature that made an attack roll within the last turn, you have advantage on your Strength (Athletics) check.

Guide the Body. You know the *druidcraft* cantrip. Once you reach 3rd level, you can cast the *jump* spell once per day. Once you reach 5th level, you can also cast the *plant growth* spell once per day. Charisma is your spellcasting ability for these spells.

Arctic Grippli

As an Arctic Grippli, your people have spent a long time on the unforgiving south pole, heralding spirits from all over to their final destination beyond the sight of gods.

Ability Score Increase. Your Charisma score increases by 1

Arctic Resistance. You have resistance to cold.

Guide the Soul. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the ~~*phantasmal force*~~ *guiding bolt* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *speak with dead* spell once per day. Charisma is your spellcasting ability for these spells.

Homunculi

As a Homunculus, your people have worked with Vessels for many generations, and developed a powerful machine empathy.

Ability Score Increase. Your Intelligence score increases by 1

Artificer's Vision. You can sense the presence of metal within 30ft of you. If you sense metal this way, you can use your action to see the metal through barriers (blocked by 1 foot of stone or 3 feet of wood or dirt) and determine its composition.

Guide the Mind. You know the *mending* cantrip. Once you reach 3rd level, you can cast the *dissonant whispers* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *meld into stone* spell once per day. Intelligence is your spellcasting ability for these spells.

Vessel Traits

Age. Vessels are “born” fully formed and mature within a few years, and have a natural lifespan of exactly 300 years.

Alignment. Most vessels are lawful neutral, and are measured by their peers for the benefits to society their research brings about.

Size. Vessels tend to range between 5 and 6 feet and are somewhat heavier than their size would indicate. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages.

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

All other stats as per the Rock Gnome in the PHB

Warforged Traits: As per the Eberron UA, plus the below feature

Weapon Integration. A warforged can spend 8 hours to set a weapon into one of its arms, which can thereafter transform into the weapon or back at the action it would take to draw/stow it. A light weapon is completely concealed, while a heavy weapon has large protrusions which make it impossible to conceal. Other weapons can be concealed with loose clothing. A warforged

can only have one weapon integrated at a time, but can switch the weapon by spending another 8 hours at work.

Cairn-Born

Vessels and Warforged have a special core stone which animates the material that composes their bodies and contains their soul.

Upon death, their bodies become unbound and fall apart, but calling the soul back to the core through resurrection magic will animate and bind nearby materials to form a new body. The spell fails if there are no materials available. While a core lies empty but near viable materials, it has a chance to be spontaneously filled by a new soul, effectively birthing a new Vessel or Warforged. The previous soul can still be resurrected into a different core, so long as it is empty.

Cairn-born societies often have temples with graveyards that double as birthing areas.

Vessels are composed of wood and earth (dirt, mud, clay, ceramic). The earth may be fertile enough to support plant life, and some vessels will tend to personal gardens while others will make sure to uproot errant flora. Their core must be sustained in much the way normal living creatures are, with nutrients from food, and low-activity periods of sleep. Vessels are capable of dreaming.

Warforged are composed of wood and metal. Their core forms a special metal casing for itself which removes the need for any sustenance. Even when Warforged rest their bodies, their core remains at the same activity level, and they remain fully alert and aware of their surroundings. Warforged are unable to dream.

Tu'Sol are Vessels that are possessed by an Emotion. Tu'Sol have an internal conflict that rapidly deteriorates their bodies, aging them 50 years for each year that the Emotion resides in them (drastically speeding up when they

reach the body's 300 year end of life). Upon death, the Emotion subsumes the soul of the Tu'Sol, increasing its own power.

Tu'Sol live fast, becoming impatient as they know how little time they have. Often, they rise in prominence quickly and accomplish much in a short time frame, burning bright with inspiration and ambition. At their worst, they are locked in conflict with the Emotion in them with wild mood swings. At their best, they find a unity of purpose with the Emotion and skyrocket to fame/infamy in their chosen field.

Emotions cannot enter the caged cores of Warforged, or the cores of Vessels wearing a closed circle of silver. Most Vessels do invest in a silver necklace or bracelet to protect themselves. Emotions can also be exorcised to revert a Tu'Sol back into a Vessel.