

ANCESTRY (v3)

Character Options - Terra Rynn Campaign Setting (v.2.3 -- 1.12.24)

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GENERAL CHANGES

ABILITY SCORES

Standard Array. Every character begins with the Standard Array for Stats (15, 14, 13, 12, 10, 8).

Bonus Points. Ability Scores bonuses are no longer determined by one's ancestry or background. Instead, a new 1st level character gains 4 'bonus points' that they may assign to any ability score. NOTE: that you cannot increase a score above 17 to start with these points

Bonus Feat. You gain a free feat of your choice at 1st level.

HIT POINTS

When you gain a level, you may roll your Hit die. You then gain either the average amount or the amount rolled (whichever is higher).

You then add your Constitution modifier (as normal).

STARTING GOLD

To simplify character creation in at least one way, new characters start with a 100 gp per level.

LANGUAGES & PROFICIENCIES

Several features from ancestries have been removed from their description, and are now handled by your culture and background. This includes things like languages, tools, and select “cultural” features.

HERITAGE MAGIC

Several ancestries give characters access to a limited form of spellcasting. All such features use the same basic rules, as listed below:

When you use your Ancestry magic feature, you may cast any spell you know from this trait without expending a spell slot. Afterwards, you cannot use this feature again until you complete a Short Rest or a Long Rest.

When a feature requires a saving throw, your DC is calculated as 8 + your proficiency bonus + one ability score of your choice.

If you have levels in a class with spellcasting, you may choose to use your spell save DC instead. Additionally, you may treat any such spells you know from this trait as spells known by your class, and may expend spell slots as normal to cast them.

Feats. Some feats give characters additional options for their Ancestry Magic. These feats do not grant an additional use of the feature, simply more options that they can use between rests. Any character with the Ancestry magic trait can opt to take the Ancestral Talent feat, which grants two uses per rest.

CHANGELOG

5.20.24

- Added Cultures (Celestial, Turathi, Thvisch, Svanesse)
- Added Herigate (Soulframe)

1.13.24

- Removed Shadow Sense (Eldari), added Shaow Lore (moved from Culture)

Use Gifts as an Analog for Culture?

HERITAGES

TRAITS

Traits represent the characteristics of an ancestry that are common amongst all members. While individuals exist in any ancestry that may not be true to form, one can say with confidence that ancestry traits are near ubiquitous across all societies that have this ancestry.

GIFTS

Gifts represent supernatural abilities that may or may not be common across an ancestry. They are most often exemplified by heroic or talented members of an ancestry, but are limited to a minority of individuals.

PARAGON GIFTS

Paragon gifts are rare talents exhibited by only a minority of individuals of an ancestry, usually after years of training and focus.

WARNING!

The following options are Incomplete, and still under construction, but can be filled in - as needed - for new characters. Please consult with the Narrator for any questions about incomplete options below.

PRELIMINARY

Options marked in Orange are first drafts, and may need to be revised as play demands.

BAEL

Tieflings of Terra Rynn

Sometimes known as Tieflings, Cambions, or Devilspawn, the Bael are traditionally (though not always) descendants of an a bloodline that originates in the infernal isles. While a few individuals are born as the direct result of mingling of a devil and mortal, many Bael are instead descendents of an infernal curse that ravaged the Turathi Empire milenia ago.

BAEL TRAITS

Characters with the bael heritage share a variety of traits in common with one another.

Age. Tieflings reach adulthood based on their parents.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Infernal Resistance. You have resistance to your choice of one of the following: acid, cold, fire, poison, or necrotic damage.

Darkvision. Due to your infernal heritage, you have superior vision in dark and dim conditions. 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.

Infernal Aura. You know the *thaumaturgy* cantrip.

BAEL GIFTS

Bael with particularly strong connection to their Infernal heritage often gain the ability to manifest the magics of hell, or their persuasive influence. For those who can't, they may still be able to barter for a bit of luck, at a cost. In addition to the traits found in your Bael Heritage, choose one of the following gifts:

FIENDISH TONGUE

You have a supernatural charisma fueled by your infernal nature. Choose You gain proficiency in two of the following skills: Deception, Intimidation, Performance, or Persuasion.

DEVIL'S LUCK

When you fail an ability check, attack roll, or saving throw and you did not have advantage on the roll, you can choose to reroll with disadvantage. If you do, and fail on the second roll, it counts as a critical failure. If you succeed, you cannot use this feature again until you complete a Short Rest or a Long Rest.

FIENDISH WINGS

You grow a pair of bat-like wings, and gain a fly speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

If you do not end your turn on the ground, you must make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a failure, you gain a level of exhaustion. You may use your Action to do nothing but focus on flying. If you do, you automatically succeed on this saving throw.

INFERNAL LEGACY

You are born with an innate connection to the infernal hells. You gain one the following infernal legacy options:

Legacy of Nessus. You know the *firebolt* cantrip. You learn the *arcane riposte* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *darkness* spell and may cast that spell instead.

Legacy of Dis. You know the *minor illusion* cantrip. You learn the *disguise self* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *detect thoughts* spell and may cast that spell instead.

Legacy of Phlegethos. You know the *produce flame* cantrip. You learn the *burning hands* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *flame blade* spell and may cast that spell instead.

Legacy of Stygia. You know the *ray of frost* cantrip. You learn the *armor of agathys* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *hold person* spell and may cast that spell instead.

Legacy of Minauros. You know the *mage hand* cantrip. You learn the *detect magic* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *knock* spell and may cast that spell instead.

Legacy of Cania. You know the *friends* cantrip. You learn the *charm person* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *suggestion* spell and may cast that spell instead.

Legacy of Avernus. You know the *sure strike* cantrip. You learn the *blazing strikes* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *weakening strikes* spell and may cast that spell instead.

PARAGON GIFTS

When you reach 10th level, your connection to your infernal blood deepens, and you gain one of the following paragon gifts:

INFERNAL IMMUNITY

You gain immunity to the damage type chosen for your Infernal Resistance feature. You also have advantage on saving throws against poison.

DEVIL SIGHT

Your darkvision allows you to see normally in magical darkness.

DIABOLIC FLIGHT

You gain the *Fiendish Wings* Bael Gift. If you already have Fiendish wings, it is improved in the following ways::

- Your fly speed increases to 40 feet
- You can fly while wearing medium or heavy armor.
- When you would suffer fatigue from using your fly speed, you make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a success, you do not suffer fatigue from flying that round.

DEVA

Aasimar of Terra Rynn

DEVA TRAITS

Characters with the deva heritage share a variety of traits in common with one another.

Age. Deva reach adulthood based on their parents.

Size. Deva are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Astral Resistance. You have resistance to necrotic and radiant damage. You also cannot be blinded by bright light.

Darkvision. Due to your celestial heritage, you have superior vision in dark and dim conditions. 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.

Celestial Light. You know the *light* cantrip.

DEVA GIFTS

Deva, rare as they are, almost always have a strong connection to their celestial heritage. Many can call upon the magics of the ancestral celestial domains; while others can manifest wings or purifying astral light. In addition to the traits found in your Deva Heritage, choose one of the following gifts:

DIVINE SCOURGE

You can use your Heritage to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you. Your transformation lasts for 1 minute or until you end it as a bonus action.

You shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up).

In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals half your level.

Once you use this feature, you cannot do so again until you complete a Short Rest or a Long Rest

MEMORY OF PAST LIVES

When making an ability check or saving throw, you may gain proficiency in that skill for the next minute.

After you use this ability, you cannot use it again until you complete a Short Rest or a Long Rest

ANGELIC WINGS

You have a fly speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

If you do not end your turn on the ground, you must make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a failure, you gain a level of exhaustion. You may use your Action to do nothing but focus on flying. If you do, you automatically succeed on this saving throw.

CELESTIAL LEGACY

You have learned to channel some of the powers of the Celestial Heavens. Choose one of the following options:

Legacy of Mercy. You learn the *spare the dying* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *cure wounds*. Starting at 5th level, you may use Heritage Magic to cast *lesser restoration*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Prophecy. You learn the *guidance* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *bless*. Starting at 5th level, you may use Heritage Magic to cast *enhance ability*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Truth. You learn the *resistance* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *protection from evil and good*. Starting at 5th level, you may use Heritage Magic to cast *zone of truth*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Illumination. You learn the *sacred flame* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *guiding bolt*. Starting at 5th level, you may use Heritage Magic to cast *moonbeam*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Judgement. You learn the *true strike* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *divine favor*. Starting at 5th level, you may use Heritage Magic to cast *spiritual weapon*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Peace. You learn the blade ward cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *sanctuary*. Starting at 5th level, you may use Heritage Magic to cast *calm emotions*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Mediation. You learn the thaumaturgy cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *comprehend languages*. Starting at 5th level, you may use Heritage Magic to cast *detect thoughts*. You regain all uses of Heritage Magic when you finish a short or a long rest.

PARAGON GIFTS

When you reach 10th level, your connection to your infernal blood deepens, and you gain one of the following gifts:

ASTRAL IMMUNITY

You gain immunity to necrotic and radiant damage.

SOUL SIGHT

You are under the permanent effects of the *detect evil and good* spell. In addition, you gain proficiency in the Insight skill. If you already have proficiency, you instead gain Expertise in it.

HEAVENLY FLIGHT

You gain the *Angelic Wings* Deva Gift. If you already have *Angelic Wings*, it is improved in the following ways::

- Your fly speed increases to 40 feet
- You can fly while wearing medium or heavy armor.
- When you would suffer fatigue from using your fly speed, you make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a success, you do not suffer fatigue from flying that round.

DRAJA

Dragonborn of Terra Rynn

- Artificial creatures
- Various Morphology
- Created by Dragon Prophets

DRAJA TRAITS

Characters with the draja heritage share a variety of traits in common with one another.

Age. Young Draja grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Speed. Your base walking speed is 30 feet.

Low-Light Vision. Gifted with perception of greater beings, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Draconic Language. You can speak the Draconic language. This language is unique to Dragons and Draja, composed of a mix of hisses, clicks, and grunts only some creatures can produce.

Dragon Breath. Drawing upon great reservoirs of draconic power, you can unleash magical destruction upon your foes. When you first gain this feature, choose the type of damage dealt by your breath weapon from the following list: acid, cold, fire, lightning, or poison.

As a bonus action, you can force each creature within a 15-ft line to make a Dexterity saving throw. A creature takes 2d6 damage on a failed saving throw. The DC for this saving throw equals 8 + your proficiency bonus + your heritage magic ability modifier.

Once you use this feature, you cannot do so again unless you use a bonus action to make a DC 10 Constitution saving throw. Each time you use this feature after the first, the DC increases by 5. When you finish a Short Rest or Long Rest, the DC resets to 10.

Your breath improves in both power and scope as your level increases, as follows:

- At 5th level, the damage increases to 3d6 at 5th level and as an action, you can target every creature in a 30-foot line or a 15-foot cone.
- At 9th level, the damage increases to 4d6, and a creature takes half damage on a failed saving throw.
- At 13th level, the damage increases to 5d6, and all ranges are doubled.
- At 17th level, the damage increases to 6d6, and anytime you roll the maximum number on the damage die, you may roll it again and add the result to your total.

DRAJA GIFTS

Dragonborn are diverse and highly varied even within a single draconic progenitor's bloodline. In addition to the traits found in your dragonborn heritage, select one of the following dragonborn gifts.

DRACONIC ARMOR

Some dragonborn grow tougher scales and sharper claws. These dragonborn tend to have short tails, wide faces, and broad shoulders, all of which are usually ridged with hardened scales or tipped with spikes. You have the following traits:

Claws. You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d6 + your Strength modifier.

Resistance. You have resistance to the damage type dealt by your Dragon Breath.

Scales. You have tough interlocked draconic scales. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

DRACONIC FINS

Some dragonborn seem naturally adapted to aquatic environments with sleek, hydrodynamic, and often reflective scales. These dragonborn tend to have webbed hands and feet, and long serpentine tails. They also tend to grow soft fin-like scales along their legs and forearms. You have the following features:

Swimmer. You have a swimming speed of 30 feet and you can hold your breath for up to 15 minutes at a time.

Deep 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. In addition, your eyes are perfectly adapted for spotting movement at depth, and the radius of your darkvision increases to 120 feet while underwater.

Hard to Hit. You either have a tough shell or your quick movements and reflective scales make you difficult to strike. While you aren't wearing armor, your AC equals 12 + your Dexterity modifier. You can use a shield and still gain this benefit.

DRACONIC WINGS

Some dragonborn are born with draconian wings. They tend to have slender frames and smooth scale patterns, along with a long rudder-like tail to help them fly with their stocky wings. They're far too heavy and lack the strength to really soar like true dragons, but their wings still allow them to lift off and fly a considerable distance before tiring.

Flight. gain a fly speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

If you do not end your turn on the ground, you must make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a failure, you gain a level of exhaustion. You may use your Action to do nothing but focus on flying. If you do, you automatically succeed on this saving throw.

DRACONIC AGILITY

Many Draja are born in a more diminutive state, and do not grow to the 'normal' full size, and instead stand only 4 feet. Such Draja are sometimes known as kobolds, and learn to compensate for their reduced stature by using stealth and cleverness to misdirect and overwhelm adversaries. You have the following features:

Elusive. You gain proficiency in the Stealth skill.

Nimbleness. Creatures have disadvantage on opportunity attacks against you, and you can move through spaces of creatures of medium size or greater.

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.

DRACONIC PARAGON

With enough time and training any dragonborn can unlock their draconic potential. When you reach 10th level, your dragonborn gift dramatically improves.

In addition, you gain resistance to the damage type dealt by your Dragon Breath. If you already have resistance to that type of damage, you gain immunity to it instead.

DRAGON SCION

The draconic gift you selected is improved. You gain one of the following traits, based on the gift you selected:

Impenetrable (Draconic Armor). Your claws and scales harden to the deadly consistency of a true dragon. Your claws deal slashing damage equal to 1d8 + your Strength modifier, and your AC increases by 1.

Mighty (Draconic Wings). Your fly speed increases to 40 feet and you can fly while wearing medium or heavy armor. When you would suffer fatigue from using your fly speed, you make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a success, you do not suffer fatigue from flying that round.

Sleek (Draconic Fins). Your swim speed increases to 45 feet, you can breathe underwater, and your darkvision increases to 120 feet (or 240 feet while underwater). Additionally, while underwater you gain advantage on saving throws and weapon attack rolls.

Tenacious (Draconic Agility). You can take the Dash and Disengage actions as bonus actions. Additionally, you gain blindsight out to 10 feet.

TRUE DRAGON BREATH

Your breath weapon achieves the depth and potential of a near-true dragon. When you use your Draconic Breath power, you may roll d10's instead of d6's. Additionally, damage from your Dragon Breath ignores resistance (but not immunity).

DRAGON SIGHT

Your eyes sharpen to that of a keen and predatory beast. You gain the following traits:

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. If you already have darkvision, it increases by 30 feet.

Arcane Sight. You are permanently under the effects *detect magic* spell.

DRAUM

DRAUM TRAITS

Characters with the draum heritage share a variety of traits in common with one another.

Age. Draum mature quickly and live long, healthy lives. They achieve the size and range of a toddler after 6-months, and reach adulthood by 12. They routinely live into their hundredth year

Speed. Your base walking speed is 25 feet. You are not slowed by wearing heavy armor or being encumbered.

Low-Light Vision. Gifted with perception of greater beings, you have superior vision in dim- lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

Terran Resilience. You have advantage on saving throws against being charmed or poisoned, and you have resistance to poison damage.

Vitality. Your hit point maximum increases by 3, and it increases by 1 every time you gain a level.

DRAUM GIFTS

STONEBLESSSED

You are born gifted with the durability of stone and earth, and are more durable than common draum. You gain the following traits:

Stability. You gain advantage on saving throws against effects that would knock you prone, and on saving throws made to resist being shoved.

Toughness. When you take the Second Wind action, you gain 1d4 temporary hit points for each hit die spent. These temporary hit points last for 1 minute.

CALDERA

You've an affinity dealing with the oppressive and dangerous terrain of the deep underdark, such as magma chambers and sulfurous caverns. You gain the following traits:

Heat Resilience. You have resistance to fire damage.

Hardy. Whenever you fail a saving throw, you can use your reaction to reroll that die, but you must take the new result.

After you use this trait, you can't use it again until you finish a Short Rest or Long Rest.

HIVE WARDEN

You've a sixth sense for the well-being of others, and may have spend much of your life dedicated to a Draum "Queen".

You know the *interpose* exploit. You learn the *snake and mongoose* maneuver if you do not already know it, and you may activate it once without using exertion with your Heritage power feature. When you reach 5th level, you also learn the *bodyguard* maneuver and may activate that maneuver instead.

PSIONIC POTENTIAL

You know the *shared thoughts* 1st-order power. Starting at 3rd level, you learn the *make friends* 2nd-order power if you do not already know it, and you may manifest it once without gaining strain with your Heritage power feature. When you reach 5th level, you also learn the *distance voice* 3rd-order power and may manifest that power instead.

Draum Paragon

- Tremorsense
- Unbreakable (When you succeed on a death saving throw , you can expend one Hit Die to regain 1 hit point as if your check result was a natural 20. You can't use this feature again until after you finish a short or long rest .
- Mindsight (You gain passive detect thoughts)

ELDARI

Elves of Terra Rynn

Eldari are a people with supernatural beauty and grace. They often have a slight build and stand at a height taller than most humans, but with frames often a bit more slender. Their skin tones include all the browns and pinks of human skin tones, and some Eldari exhibit skin with bright colors like blue, green, and purple. Most Eldari have long faces and sharp features, including high cheekbones, but they are famous for their pointed, leaf-shaped ears, which can grow in a variety of lengths- some up to 6 inches. Eldari eyes can be of almost any color, and their pupils can be round, vertical, or not visible at all.

However, the most unusual trait Eldari possesses is that of a menagerie of ancestral memories. Known as a 'soulbraid', Eldari must learn from a young age to control the impressions of these memories, and separate their own identity from their spiritual ancestors.

Sometimes known as the lostkin, faefolk, or more rudely as 'elopers', the Eldari are thought to be the distant ancestral kin of humans, separated during the age of ruin. Those first humans traveled to the The Dreaming (also called Alheim, the Plane of Faerie, or the Faewyld) where they became suffused with its magic.

Having once abandoned their original home, Eldari are not always as welcomed or trusted in some communities. Often viewed as listless or mercurial, many Eldari find comfort only in communities of their own kin, whilst others scatter to the four winds in search of a better life. With their gifts of ancestral memories, how Eldari respond to their spiritual immortality is one of the most defining aspects of an Eldari's personality.

ELDARI TRAITS

Age. Eldari reach maturity at about the same age as humans, but they retain their youthful appearance and agility into well their elder years. An elf that remains healthy can expect to live to be 120, whilst rarely appearing more than 40 human years old.

Size. Eldari range around 6 feet tall, though with traditionally slender builds, usually weighing no more than 150 lbs. Your size is medium.

Speed. Your base walking speed is 30 feet.

Low-Light Vision. Accustomed to dense forests and feywild glens, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

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

Soul Trance. Eldari don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. During the trance you are aware of your surroundings, and suffer no penalty to passive Perception.

While meditating, you can commune with your Soul Braid, a collection of shared memories from ancestral Eldari. Whenever you finish a Long Rest using this trait, you gain any two of the following options (but you may only take each option once per long rest):

- *Warrior:* You gain proficiency with one weapon of your choice.
- *Artisan:* You gain proficiency with one tool or instrument of your choice.
- *Traveler:* You gain proficiency with one language of your choice.
- *Scholar:* Half-proficiency in one skill of your choice.

You mystically acquire these proficiencies by drawing them from shared Eldari memory, and you retain them until you finish your next long rest.

ELDARI GIFTS

Eldari are known for their uncanny perceptiveness, and their ancestral memories, allowing them to draw on the talents of past lives - although such powers are very rare. In addition to the traits found in your Eldari heritage, select one of the following gifts.

FAEBORN

While the majority of Eldari left behind their connection to the Faewyld generations ago, some remain tethered to it in more than memory. For those that live around weak planar boundaries, or have had the opportunity to grow up under the Aurum Veil, they can tap into its power to move into the space between.

Eldari with the gift of Faeborn the following traits.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Fae Step. As a bonus action, you can use your Ancestral Power to magically teleport up to 30 feet to an unoccupied space you can see. Once you use this feature.

Fae Season. In addition to your normal creature type, you also count as a Fey. When you trance, you can also pick one of the following options: Spring, Summer, Autumn, or Winter. Your choice influences your physical characteristics, and your Fae Step trait.

Your Fae Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your highest ability modifier:

Autumn. Immediately after you use your Fae Step, you may choose a number of creatures equal to half your proficiency bonus you can see within 10 feet. They must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to it.

Winter. When you use your Fae Step, you may choose a number of creatures equal to half your proficiency bonus that you can see within 5 feet of you before you teleport. They must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Spring. When you use your Fae Step, you can touch a number of willing creatures equal to half your proficiency bonus within 5 feet of you (including yourself). Those creatures then teleport instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

Summer. Either before or after you use your Fae Step, each creature of your choice that you can see within 5 feet of you takes 1d8 plus your proficiency bonus fire damage.

PRETERNATURAL AWARENESS

The conventional senses of Eldari are thought to be more finely tuned than those of other mortals. Some scholars debate whether it is merely a matter of sensitivity, or if the Eldari trance meditation heightens their awareness in a way other mortals simply are unable to rival.

Eldari with the gift of Preternatural Awareness have the following traits:

Keen Senses. You gain proficiency in Perception.

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 cannot discern color in darkness, only shades of gray.

Prophetic Instincts. Your ability to detect danger is nearly supernatural. You gain an d6 on your initiative rolls and you can't be surprised while conscious (including during your Trance).

SHADOW LORE

Some of the first magic the Eldari learned traversing in the underdark was how to channel the energy of the fae spirits to light their path, and to hide them from creatures adept at hunting in natural darkness.

Drosni Magic. You know a cantrip: either dancing lights or minor illusion. Once you reach 3rd level, you learn the faerie fire spell. At 5th level, you can learn the darkness spell. You may cast either spell using the ancestry magic trait.

VISIONS OF THE PAST

While most eldari seek to control or restrain their braided memories, some lean into them, and delve for secrets unknown and untold. These eldari are finely tuned to the mingled souls of your soul braid, and are able to draw upon their memories more reliably.

Eldari with the gift of Visions of the Past have the following trait:

Ancestral Talent. Whenever you finish a long rest using your Trance trait, you may also choose one of the following options:

- *Expert:* Proficiency in one skill of your choice.
- *Acolyte:* You learn and can cast a cantrip from any class spell list (see ancestry magic)
- *Tactician:* You learn one combat exploit

You mystically acquire these proficiencies by drawing them from shared eldari memory, and you retain them until you finish your next long rest.

ELDARI PARAGON GIFTS

When you reach 10th level, you are an exemplar of all eldari, and you gain one of the following paragon gifts.

SUPERIOR DARKVISION

Your vision in darkness is unparalleled. The range of your darkvision increases by 60 feet. If you didn't have darkvision already, you gain darkvision to a range of 60 feet.

Additionally, you may treat both dim light and darkness as bright light, instead of just dim light.

HEROIC LINEAGE

Prerequisite: Visions of the Past

When you complete a long rest, you may choose one additional option each for your Soul Trance and for your Ancestral Talent from among your available choices (you may choose the same option twice).

ELDARI ACCURACY

When you have the upperhand, your aim is true. Whenever you have advantage on an attack roll, you may reroll any die result that is a 1 or a 2.

ELDARI CULTURE

Humans are likely to make superficial claims about eldari ("everything they do is beautiful and magical.") Although the claim is simplistic, it is true that eldari value beauty and mystery. Eldari goods are renowned for their ingenious design and painstaking craftsmanship. Besides their elegant beauty, eldari specialty crafts are lightweight, easy to use, and often subtly enchanted. Being people who can draw on the memories of a hundred lifetimes, eldari often seek comfort in the reliability of nature's cycle, finding nostalgia and hope in the emergence and reemergence of familiar plants and beasts. The one constant in the world is change, and yet it moves ever onward in the shape of a wheel-this and many other mysteries captivate the hearts of eldari, provoking a distinctive artistic genius. Even eldari despots and cynics find it difficult to remove themselves from these entrenched values.

Whatever an eldari does, they do so with meticulous rigor. Whereas a human mage must learn all they can about the arcane in short years, eldari have the luxury and cultural mandate to interrogate every detail of their discipline. For eldari priests no doctrine or ritual goes unquestioned, and an eldari soldier learns multiple theories of warfare and can recount their historical evolution in detail.

Although centuries of wisdom often produces kindness, an unending experience of suffering can likewise produce bitter cruelty. Since ancient times human myths about eldari often portray them as magically inflicting disease or lurking in the dark to commit mischief against an unsuspecting victim. These accounts are often merely tall tales but the notions are nonetheless plausible. Some of the most vicious tyrants in the multiverse are eldari who believe they are better than other beings, or those whose hatred is blood-red enough to stain history forever. Even so, eldari contemplate the "long view" when planning their perfect victory. Human generals might authorize poisoning wells,

salting the earth, or ravaging the land with an arcane menace -but only the most ruthless and crazed eldari would deploy tactics whose harm would curse future generations, including themselves.

Eldari make their homes all across the world and the multiverse. Born from a people who fled one home to find root in another, many eldari grow comfortable with not setting down roots. For some, the world, in its entirety, is their home. The best among them have learned to channel this feeling of the 'world home' in something to be protected at every scale, and every life.

SUGGESTED CULTURES

While you can choose any culture for your eldari character, the following cultures are linked closely with this heritage: collegiate, drosni, eladrin, itinerant, quel'ta, scietti

HUMANS

Human beings are remarkable creatures who, despite their short life span and limited inherent supernatural abilities, produce the noblest heroes and the most vile villains. Their skin and hair color can be dark as jet or light as alabaster. Human hair can also be bright red and pale yellow—other hair colors may be the result of dye, magic, or a distant non-human ancestor like an elf, dragon, or giant.

When looking at how short-lived, nonmagical, and vulnerable humans are, one may be hard-pressed to say what exactly makes humans so successful. Some creatures even look down on humans as vermin. The human instinct to survive by the most expedient means available does not help this stereotype—although it helps one to see how such unremarkable creatures persist in mysterious and unforgiving worlds.

HUMAN TRAITS

As a human, you gain the following traits:

Age. Humans reach basic maturity around age 18, although many continue to grow in body and mind through their twenties. Only the most exceptional human elders live past 100 years.

Size. Most adult humans are in the 5 to 6 foot range, although taller and shorter statures do occur. Your size is Medium (with your Narrator's permission, your size can instead be Small.)

Speed. Your base Speed is 30 feet.

Fast Learner. With their shorter life spans, humans can acquire knowledge at a higher rate than more long-lived heritages (although not all acquire the wisdom to use it). You gain proficiency in one additional skill of your choice.

Will to live. You have advantage on Death Saving Throws.

Intrepid. Your survival instinct is remarkably strong. When you fail an ability check, attack roll, or saving throw, you may roll 1d6 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Intrepid isn't expended.

Once you use this feature, you cannot use it again until you finish a Short Rest or a Long Rest.

HUMAN GIFTS

Humanity's most overlooked trait is their physical and spiritual endurance. How a human exhibits this hereditary resilience varies on their personal disposition. In addition to the traits found in your human heritage, select one of the following gifts.

DIEHARD SURVIVOR

Foes of humanity may see them as ants, but humans are equally difficult to eliminate. The ancestors of human beings learned to survive through the harshest conditions, including drought, winter, and famine. Humans, in their stubbornness, can even pull themselves back from the brink of death to fulfill their dreams. You have the following traits:

Grit. Whenever you spend a hit die to regain hit points, you regain an additional 1d4 hit points.

Determined. You gain advantage with one saving throw of your choice.

INGENIOUS FOCUS

Not all human minds work the same—some have a nearly miraculous level of focus. People with this intellectual mode often bring a surprising level of insight and passion to almost any topic they engage. You have the following traits:

Inexorable Concentration. When you fail a Constitution saving throw to maintain concentration, you can choose to succeed instead. Once you use this feature, you cannot do so until you complete a Short Rest or a Long Rest.

Resident Expert. You have a reputation for painstaking detail on certain tasks and subjects. Choose two tools with which you are proficient, or a skill with which you are proficient from Animal Handling, Arcana, Culture, Engineering, History, Medicine, Nature, or Religion.

When you make a check with that tool or skill and the d20 shows a natural result of less than 10, you can count the d20 result as being 10.

SPIRITED TRAVELER

The power of movement is one of humanity's evolutionary advantages. An ancient human hunting strategy for killing fast game is persistence hunting—following prey relentlessly, shifting between walking and running endlessly until a beast becomes too exhausted to defend itself. Many humans maintain their health through running, and foot races are a universal favorite game. In a word, humans gifted at running will go far. You have the following traits:

Desperate Dash. As a bonus action, you can take the Dash action. When you do, you gain the benefits of the Disengage and the Dodge Actions until the start of your next turn. Once you use this feature, you cannot do so until you complete a Short Rest or a Long Rest.

Marathon Runner. Your overland travel speed is increased by 1 mile per hour. In addition, you can travel up to 12 hours before you need to make rolls to force march.

Sojourner's Fortitude. You have advantage on saving throws to resist exhaustion or to become Slowed.

SHADOW BORN

Humans who spend much, if not all, of their lives in the shadowfell often become sensitive to the mortal world's exuberance, whilst at the same time, learn to seek the extremes of pain and pleasure to survive in Terra Ulm.

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 cannot discern color in darkness, only shades of gray.

Necrotic Resistance. You have resistance to necrotic damage.

Blessing of Shades. As a bonus action, you can become Insubstantial until the start of your next turn, during which, you appear ghostly and translucent. While you are insubstantial, you have resistance to all damage except psychic and force damage for the duration, and you can move through objects, walls, or creatures (although you cannot end your turn there).

Once you use this feature, you cannot do so until you complete a Short Rest or a Long Rest.

HUMAN PARAGON

When you reach 10th level, you are an exemplar of humankind, and you gain one paragon gift from the following list.

DETERMINED

When you are bloodied and make an attack roll or saving throw, you can use this feature to grant yourself a +20 bonus to your roll. Once you use this feature, you cannot do so until you complete a Short Rest or a Long Rest.

HEROISM

When you roll your intrepid die, you may roll a d12 instead of a d6.

VORACIOUS LEARNER

Choose any three skills or tools of your choice. You gain proficiency in those skills or tools. If you already have proficiency, you gain Expertise in them instead.

GAJAHN

Trunk
Powerful Build
Keen Smell
Trample

GJINASI

Jotun's Blood
Elemental Ancestry

TRITON

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Control Air and Water. A child of the sea, you can call on the magic of elemental air and water. You can cast Fog Cloud with this trait. Starting at 3rd level, you can cast Gust of Wind with it, and starting at 5th level, you can also cast Wall of Water with it. Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

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.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guardians of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage.

GNAU

Age. Gnau reach maturity at about the same age as humans, but they retain their keen mind and memory long after most others ancestry begin to fade. A gnau that remains healthy often have clear memories of everything in the last 40 years, and a still flexible recall of anything before that.

Size. Gnau range around 4 feet tall, though they can vary up to 6 inches taller or shorter. They are considered small.

Speed. Your base walking speed is 25 feet.

Low-Light Vision. Accustomed to dense forests and feywild glens, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

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

Elusive. You have proficiency in the Stealth skill. You do not suffer disadvantage on Stealth checks as a result of armor or being encumbered.

Nimbleness. You can move through the space of any creature that is of a size larger than yours, and opportunity attacks from creatures you can suffer disadvantage against you.

GIFTS

Choose one of the following Gifts for your character.

HIDDEN STEP

As a bonus action, you can magically turn invisible until the end of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

DEEP ROVER

The Gnau have spent much of their existence foraging for survival on the edge of the inhospitable. Often driven for rare resources or due to pressing threats, many Gnau have adapted to the small, deep, or dark places, and have learned to thrive in them. Gnau with the Gift of Deep Rovers have the following traits:

Speed. Your base walking speed is 30 ft.

Survival. You gain proficiency in Survival.

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 cannot discern color in darkness, only shades of gray.

EIDIDIC MEMORY

Many Gnau have a keen mind, and are able to recall most anything they learn with vivid detail and clarity.

Intellectual Curiosity. You gain proficiency in one of the following skills: Arcana, Culture, Engineering, Nature, or Religion.

Instant Recall. When you fail an Intelligence-based ability check or a Constitution save to maintain concentration, you may roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Instant Recall isn't expended.

Once you use this feature, you cannot use it again until you finish a Short Rest or a Long Rest.

ARTIFICE SAVANT

Many Gnau, particularly those that have studied with the Tu-quet, have a keen talent for artificing, and mastered some of the basic principles and schematics.

Tool Proficiency. You gain proficiency with one artisan's tool of your choice.

Gnau Magic. You know a cantrip: either mending or message. Once you reach 3rd level, you learn the *chromatic orb* spell. At 5th level, you can learn the *enhance ability* spell. You may cast either spell using the ancestry magic trait, as long as you have access to your chosen tool kit.

PARAGON GIFTS

When you reach 10th level, you are able to refine some of your most unique gnau talents. Choose one of the following:

CUNNING REFLEXES

Choose one of the following saving throws : Strength, Dexterity, or Constitution. You gain advantage on saving throws with the chosen ability to resist magic.

SLIPPERY

As a bonus action, you can take the Disengage action. When you do, your speed increases by 10 feet until the end of your turn.

EXACTING MIND

Your mental acuity is resistant to interference, and you have a knack for recalling crucial information. You have resistance to psychic damage. You also can take the Study action as a bonus action.

HASIP

Haregon of Terra Rynn

Description Text here

HASIP TRAITS

As a Hasip, you gain the following traits.

Age. Text needed here

Size. Hasip are small, and range from 4 to 5 feet tall.

Speed. Hasip are quick, given their size, and have a base speed of 30 feet.

Elusive. You have proficiency in the Stealth skill. You do not suffer disadvantage on Stealth checks as a result of armor or being encumbered.

Nimbleness. You can move through the space of any creature that is of a size larger than yours, and opportunity attacks from creatures you can suffer disadvantage against you.

Keen Ears. Thanks to your sensitive ears, you have advantage on Wisdom (Perception), and Intelligence (Investigation) checks that involve sound.

Standing Leap. You do not need to move 10 feet to make a full long jump or high jump.

HASIP GIFTS

Choose one of the following gifts.

BROWNCOAT

Most Hasip are browncoats, and range from a light blonde or reddish tone through deep chocolate or even black fur.

Hair-trigger. When you roll initiative, roll 2d4, and add the result to your initiative result.

Harrier. When you take damage, you can use your reaction to reduce that damage 1d10 plus your proficiency modifier, and you can move half your speed without provoking opportunity attacks. You cannot use this feature if you are blinded, deafened, or incapacitated.

After you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

SILVERCROWN

Silvercrown Hasip are rare, and are seemingly born at random, despite attempts by some Hasip to organize marriages to increase their occurrence. Initially born like any other Hasip, a Silvercrown often begins growing a set of antlers around puberty, and their eyes shift to a golden hue.

Crown Magic. You know the *message* cantrip. You learn the *alarm* spell if you do not already know it, and you may cast it once without using a spell slot. When you reach 5th level, you can also cast the *pass without trace* spell once without using a spell slot. You regain the ability to cast each spell from this feature after you finish a short or a long rest.

BLACK DEN

Outcast from most communities in Nabare, the black den' hasip fled to the Underdark long ago to forge a new path, one that was perhaps offers new secrets and new opportunities the old world lacked.

Tunnel Magic. You know a cantrip: either *mold earth* or *dancing lights*. Once you reach 3rd level, you learn the *grease* spell. At 5th level, you can learn the *enlarge/reduce spell*, but may only cast the reduce version. You may cast either spell using the heritage magic trait.

PARAGON GIFTS

When you reach 10th level, your hasid senses are finely tuned to danger.

DEEP LISTENER

Your vision in darkness is unparalleled. The range of your darkvision increases by 60 feet. If you didn't have darkvision already, you gain darkvision to a range of 60 feet. Additionally, you gain blindsight out to 10 feet.

BURST OF AGILITY

As a bonus action, you can take the Dash or Disengage action. When you do, your jump distance is doubled.

SURVIVAL INSTINCT

When you roll initiative, as long as you are not surprised, you can use your reaction to move up to your speed.

KHAERN

Tabaxi of Terra Rynn

The Khaern are descendents of the 'first beast', and consist of a diverse people with a wide range of physical characteristics. While mostly appearing like large felines with fangs, claws, fur and tails - their appearance can range from sleek to brutish. While able to walk on two legs and manipulate objects as most humanoids, Khaern are able to sprint on all fours.

Size. Khaern range from 6 to 7 feet tall, though they tend to crouch, ranging from slender to brutish. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Low Light Vision. Accustomed to sparse forests and moonlight grasslands, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

Cats Claws. Because of your claws, you have a climbing speed equal to your walking speed. You can also use your claws to make unarmed strikes. They have the *light* and *finesse* traits, and on a hit, you deal 1d4 + your ability modifier damage.

Primal Talent. You are proficient in one of the following skills: Athletics, Acrobatics, Perception, or Stealth, or Survival. You gain half-proficiency in the remaining options.

GIFTS

BEAST FURY

The beast fury Khaern are regarded as the most savage and uncivilized of their kind, and as a result, are given a wide berth. Once considered a bulwark against the Daemons ages ago, they have since been ostracized and hunted, and are now relatively few in number. Often vigilant and standoffish, they are slow to trust, but often insightful and loyal companions.

Feral Instinct. You know the *flurry* exploit. You learn the *iron will* maneuver if you do not already know it, and you may activate it once without using exertion with your Heritage power feature. When you reach 5th level, you also learn the *slaying strike* maneuver and may activate that maneuver instead.

Powerful Build. You count as one size larger when determining your carrying capacity, and the weight you can push, drag, or lift.

SWIFTSTRIDE

Most Khaern come from swiftstride lineage, and are found throughout Nabare. While still ranging from lithe to muscular, they are consummate warriors, hunters, and traders throughout the land.

Fleet of Foot. Your base walking speed is 35 feet.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can move up to 80 feet. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Standing Leap. You do not need to move 10 feet to make a running long jump or running high jump. Additionally, you may use your Dexterity instead of Strength when calculating your jump distance

VANDAL FANG

Descendants of the 'lost' tribe, Vandal fang are Khaern often thought of as 'unlucky' due to their fae blood. Possessed of more radiant fur colors and larger, often mismatched eyes, Vandal fangs are rarely overlooked. Sometimes they are shunned as bad omens, other times, they are revered by tribes as luck bringers.

Unlucky. You know the *jinx* cantrip.

Luck Magic. You learn the *bane* spell if you do not already know it, and you may cast it once without using a spell slot. When you reach 5th level, you can also cast the *bestow curse*, spell once without using a spell slot. When you cast bestow curse using this feature, you can only use the options to affect ability checks, attack rolls, or saving throws.

You regain the ability to cast each spell from this feature after you finish a short or a long rest.

PARAGON GIFTS

When you reach 10th level, you are able to refine some of your most unique khaern talents. Choose one of the following:

FELINE CELERITY

You can take the Dash action as a bonus action. When you do, you gain advantage on dexterity saving throws, and opportunity attacks have disadvantage against you until the start of your next turn.

EXTRA LIFE

You have a knack for avoiding a cruel fate at too early a time. You make death saving throws with advantage. In addition, if you ever fail your final death save, and your body is not destroyed, roll a d10. On a 2 or higher, the DM describes a way your character cheats death, albeit with a cost. Each time you succeed with this feature, the number you must roll increases by 1. you cannot reduce it.

FERAL APOTHEOSIS

Your natural claws achieve a level of deadly effectiveness that can pierce even magical armor. Your claws deal slashing damage equal to 1d8 + your Strength or Dexterity modifier. You also gain a +1 bonus to attack and damage rolls with your claws, and they are treated as magical weapons for the purpose of overcoming damage and immunity.

SOULFRAME

Warforged of Terra Rynn

Known in the ancient tongue as *Arkerat*, a soulframe is a living construct that holds a sentient mind, and - as some believe, a unique soul. According to legend, the first Soulframes were built by the Aichen during the daemon wars. Although they ultimately failed in their original calling, their designs have survived through the centuries, and these creations have emerged from time to time throughout history.

SOULFRAME TRAITS

A Soulframe has the following traits.

Age: A typical soulframe is between two and thirty years old. The maximum soulframe lifespan remains a mystery; so far, soulframe have shown no signs of deterioration due to age. You are immune to magical aging effects.

Size: Your size is Medium.

Speed: Your base walking speed is 30 feet.

Constructed Resilience: You were created to have remarkable fortitude, represented by the following benefits:

- You don't need to eat, drink, or breathe.
- You are immune to disease and poison.
- You have resistance to necrotic damage.
- You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest: Whenever you take a short or long rest, you must spend that time in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Specialized Design: You gain one skill proficiency and one tool proficiency of your choice.

Integrated Protection. You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way. While you live, your armor can't be removed from your body against your will.

Integrated Storage. Objects can be stored and retrieved with a bonus action, as long as they could reasonably fit within you. You have advantage on checks made to hide the existence of these compartments, and they can't be forced open while you are conscious.

You can retrieve ammunition from your storage compartments as part of the attack action with a ranged weapon. Up to two weapons can be stored as part of this trait, and you cannot be disarmed of either of these objects while conscious, as long as they don't have the heavy property.

SOULFRAME GIFTS

GUARDIAN

Most Soulframes were designed as soldiers and protectors, and have chassis designed to fight. You gain the following traits:

Martial Specialization. You learn one trained exploit of your choice.

Composite Armor. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. While wearing armor, your AC is instead increased by 1.

SIEGE

Your chassis is built for strength and endurance. You gain the following traits:

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor or being encumbered.

Powerful Build. You count as one size larger when determining your carrying capacity, and the weight you can push, drag, or lift.

Juggernaut. Your hit point maximum increases by 2, and it increases by 2 every time you gain a level.

COURIER

Your construction was designed with mobility and diplomacy in mind. You gain the following traits:

Speed. Your base walking speed is 35 feet.

Standing Leap. You do not need to move 10 feet to make a running long jump or a running high jump.

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

NEMESIS

An ancient design, the Nemesis is thought to have been one of the most archaic and ruthless servitors. You gain the following traits:

Mental Encryption. You have resistance to psychic damage, and your mind cannot be read unless you allow it to be.

Personality Matrix. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

PARAGON GIFTS

At 10th level, your frame can be upgraded into more advanced forms without instability. Choose one of the following:

ADVANCEMENT UPGRADE

You gain one additional magical item attunement slot (to a maximum of 4) and 1 additional soulframe gift.

ENGINE UPGRADE

You gain a fly speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

If you do not end your turn on the ground, you must make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a failure, you gain a level of exhaustion. You may use your Action to do nothing but focus on flying. If you do, you automatically succeed on this saving throw.

ASTRAL UPGRADE

You gain resistance to radiant damage, and you cannot be blinded by bright light. You also gain one option from the Celestial Legacy gifts available to Deva.

THRI-KREEN

The Khaern are descendents of the 'first beast', and consist of a diverse people with a wide range of physical characteristics. While mostly appearing like large felines with fangs, claws, fur and tails - their appearance can range from sleek to brutish. While able to walk on two legs and manipulate objects as most humanoids, Khaern are able to sprint on all fours.

Size. Khaern range from 6 to 7 feet tall, though they tend to crouch, ranging from slender to brutish. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Low Light Vision. Accustomed to sparse forests and moonlight grasslands, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

Secondary Arms. You have two slightly smaller secondary arms below your pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a tiny object, or wield a weapon that has the light property.

Sleepless. You do not require sleep, though you must still refrain from strenuous activity to gain the benefit of the rest.

Thri-kreen Telepathy. Without the assistance of magic, you can't speak the non-thri-kreen languages you know. Instead you use telepathy to convey your thoughts. You have the magical ability to transmit your thoughts mentally to willing creatures within 120 feet of yourself.

A contacted creature doesn't need to share a language with you to understand your thoughts, but it must be able to understand at least one language. Your telepathic link to a creature is broken if you and the creature move more than 120 feet apart, if either of you is incapacitated, or if either of you mentally breaks the contact (no action required).

GIFTS

KREEN MYSTIC

You know the *invisible force* 1st-order power. Starting at 3rd level, you learn the *disappear (self only)* 2nd-order power if you do not already know it, and you may manifest it once without gaining strain with your Heritage power feature. When you reach 5th level, you also learn the *amplify* 3rd-order power and may manifest that power instead.

PREDATOR

Chameleon Carapace. While you aren't wearing armor, your carapace gives you a base Armor Class of 13 + your Dexterity modifier. As an action, you can change the color of your carapace to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in those surroundings.

Standing Leap. You do not need to move 10 feet to make a running long jump or running high jump. Additionally, you may use your Dexterity instead of Strength when calculating your jump distance.

Kreen Talons. You can also use your claws to make unarmed strikes. They have the light and finesse traits, and on a hit, you deal 1d4 + your ability modifier damage.

PARAGON GIFTS

APEX PREDATOR

Your natural claws achieve a level of deadly effectiveness that can pierce even magical armor. Your claws deal slashing damage equal to 1d8 + your Strength or Dexterity modifier. You also gain a +1 bonus to attack and damage rolls with your claws, and they are treated as magical weapons for the purpose of overcoming damage and immunity.

GREAT LEGS

When you jump, you can jump an additional 15 feet high, or 30 feet long, up to your maximum speed. In addition, whenever you fall, you reduce any distance you fall when calculating fall damage by 30 feet.

GOL

Giant's Stride
Natural Athlete
Powerful Build
Enduring

HASIP

Nimbleness
Elusive
Keen Ears
Standing Leap

KEIKAI

Flight
Talons
Bird's Eye

ORC

Low-light Vision
Savage Attacks
Menacing

REN

Elusive
Nimbleness
Lucky
Stout Speed

SAJEVA

Fanged Bite
Darkvision
Poison Resistance
Serpent's Tongue

ZABAK

Bite
Hold Breath
Natural Scales
Swim Speed

CULTURES

The second step in the origin creation process is choosing your character's culture. This is the culture they were raised in, or that of their parents, and does not need to be related to their heritage; a character's culture can be used to represent their past as a refugee, adoption into a new family, or being raised outside of their heritage for any other reason. The culture you choose provides your character with a number of proficiencies and traits that they would have learned through living amongst that culture, or that members of that culture are often trained in.

CELESTIAL

For some, the interests of the mortal world pale in comparison to that of the divine. Whether they be religious acolytes, or mysterious itinerants raised by cults or estranged communities, the call of the Sea of Stars can be heard. Eschewing interest in the more traditional rituals and holidays of their homeland, these individuals come to develop a culture that is a reflection of the divine world they worship, or at least perhaps once did.

CELESTIAL CULTURAL TRAITS

You gain the following options:

DIVINE KNOWLEDGE

Your community is steeped in scripture, song, and storytelling. You gain one of the following options:

Orator. You gain proficiency in one of the following: Insight, Persuasion, Performance, or Religion.

Acolyte. You know a cantrip of your choice from the Cleric spell list. You use your Heritage magic spellcasting ability for this cantrip.

DETECT FAITH

You are trained to detect even the most subtle indications of a person's religious perspective. After you speak with a person for at least 1 minute, you can take the Study Action. On a success, you also learn the following:

- Whether they are religious; if so, you also learn their faith.
- Whether or not the creature can wield divine magic
- Whether or not the creature is from the Astral Sea

SIBLINGS IN FAITH

You have advantage on checks made to socially interact with members of your current or former faith, such as when requesting services or gathering information.

LANGUAGES

You can speak, read, write, and sign Celestial and two additional languages.

DROSNI

Whereas most eldari cultures focus on the sustenance, and tranquility of the world, the il'rintri —also known as Eldorei, or Drosni — contemplate the nature of death and desire, and seek lives full of passion.

Although other Eldari cultures often consider them heretical, drosni are merely creatures of independence, and who see themselves as claiming a place in the world when no one else would have them. The traditional drosni religion is to worship Illoeth,, although there are also animistic traditions which venerate creatures favored by assassins (such as scorpions, snakes, spiders, and even the undead). Drosni do not view the darkness as being inherently evil, although they recognize that the most vile monsters do prefer the darkness—for Drosni, it provides forms of freedom and wisdom which are unavailable in the oppressive light.

While most drosni were born and raised in Terra Duhr, not all stay, and some manage to find a niche in the dark and mysterious corners of the world that others have forgotten. Deserts, scorched lands near a volcano, haunted territories, notorious slums, and deep jungle ruins are but some places Drosni have found which normally strike fear into the hearts of other mortals. This is partially intentional because these places are ideal for contemplating independence, but the “choice” is also often the result of ostracization and banishment by would-be neighbors.

Of all eldari cultures, Drosni are the most likely to offer their services to other peoples. They and people trained in their ways make some of the most cunning assassins, advisors, mercenaries, and spies—and having such a person in one's entourage is often a mark of pride among the rich and famous.

DROSNI CULTURAL TRAITS

You gain the following options:

HONEST DUPLICITY

Drosni lie as easy as breathing, and are accomplished at discerning lies in others. You gain proficiency in one of the following: Deception, Insight, Performance, or Stealth.

UMBRAL ACCLIMATION

Prolonged exposure to sheer darkness has improved your ability to see without light. You gain darkvision to a range of 30 feet or you increase the range of your darkvision by 30 feet if you already have it. Add Sunlight Sensitivity??

DROSNI SOCIALITE

You have proficiency with rapiers, whips, hand crossbows. You also gain proficiency with a poisoner's kit.

LANGUAGES

You can speak, read, write, and sign Drosni and one additional language.

QUEL'TA

In vast mountain forests of western kreatera, the villages of quel'ta are a rare and wondrous sight. These unique settlements are known for their harmony with nature—typical dwellings are tree houses with the mightiest branches forming living walkways, walls, and alcoves. The grandest of these wood elf villages have many houses in a single tree and elegant walkways connecting each home.

In lieu of gardening, quel'ta treat their home as a vast orchard. They cull and manage animal populations and use controlled fire rituals to tend to the forest, all while honoring the role of death in life.

Quel'ta communities are often fairly isolated. They raise their own food, train their own warriors, and produce their own crafts. Plenty of these villages are insular and xenophobic, but a few are hospitable and generous to travelers—with some guests even invited to stay permanently. Their social orientation is communalistic and egalitarian. Although Quel'ta laws and hierarchy do exist, they prefer to resolve conflicts through consensus. For complex conflicts they use large circle meetings where anyone can speak.

Other important cultural values for Quel'ta are curiosity and exploration. Isolated though Quel'ta villages may be, it is not uncommon to see a wood elf troubadour, craftmaker, or sightseer on a quest to learn something new.

QUEL'TA CULTURAL TRAITS

Characters raised in the Quel'ta culture share a variety of traits in common with one another.

NATURE'S VEIL

You can attempt to hide as long as you have concealment from natural terrain, such as tree cover, mist, rain, or snow. In addition, while in natural terrain, you can attempt to hide as a bonus action.

NATURE'S FRIEND

Quel'ta often have a deep connection with the wilderness, and the wild inhabitants. You gain one of the following:

Nature's Wisdom. You gain proficiency in your choice of Animal Handling, Nature, Stealth, or Survival.

Wild Knack. You know a cantrip of your choice from the Druid spell list. You use your Heritage magic spellcasting ability for this cantrip.

QUEL'TA WEAPON TRAINING

You are proficient with shortbows, longbows, shortswords, and shields. You also gain proficiency with an Herbalism Kit.

LANGUAGES

You can speak, read, write, and sign Quel'ta and one other language.

SCIETTI

From towering arbor citadels and brightly lit awnings built into the canopy of Auld Taige, the Sciettish take pride in the magnificent architecture as but one of their many projects to raise the standing of all Eldari in Rynn. Like so many of their pursuits, the Eldari are driven to improve their cultural reputation along with their prosperity.

For many Sciettish, they must constantly work to balance the feelings of superiority and ambition with inherited guilt and fear from past strife. Their accomplishments bring Scietti great pride that can manifest in arrogance, narcissism, and self-righteousness, but it can also become a drive towards intellectual leadership. Some Scietti (and many of their followers) would love nothing more than to draw away from the world, and carve out a durable home for their kin. Others realize the new era calls for subtler forms of influence, and they entrench themselves in non-elf institutions to train outsiders in the ways of wisdom. For the sake of preserving ancient knowledge and guiding civilization, Scietti (and those trained in their ways) often serve other groups as advisors, librarians, military officers, and teachers. Individual Scietti adventurers often seek to recover or preserve some ancient treasure, and their tyrannical counterparts might usurp foreign institutions or consolidate power for a war of unification.

SCIETTISH CULTURAL TRAITS

You gain the following options:

CUNNING DIPLOMAT

You can always choose to use Intelligence when making a Deception, Insight, Intimidation, or Persuasion check.

SCIETTISH EDUCATION

You gain one of the following options:

Scholastic. You are proficient in one of the following skills: Arcana, History, Nature, or Religion.

Magical Versatility. You know a cantrip of your choice, which can be chosen from any spell list. Your spellcasting ability score for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

SCIETTISH WEAPON TRAINING

You have proficiency with rapiers and longswords. You also gain proficiency in Calligrapher's Tools

LANGUAGES

You can speak, read, write, and sign Sciettish and two other languages.

SVANESSE

World Power

Technological Advanced

Multicultural

SVANESSE CULTURAL TRAITS

You gain the following options:

CONFIDENCE

When you would make an ability check, attack roll, or saving throw with disadvantage, you can negate that source of disadvantage. If the roll still fails, this use of Confidence isn't expended. Once you use this feature, you cannot do so until you complete a Short Rest or a Long Rest.

RENAISSANCE EDUCATION

As the arguable hub of international cultural, technological, and economic exchange, Svanesse often enjoy exposure to a wide variety of differing ideas and cultures from an early age. You gain one of the following.

Erudite. You gain proficiency in two of the following: Culture, Religion, Engineering, or Performance.

Savant. You know a cantrip of your choice from the Artificer spell list. You use your Heritage magic spellcasting ability for this cantrip.

TECHNOLOGICAL SAVVY

You have early and repeat exposure to simple and complex machines. You gain proficiency with Light Crossbows, Heavy Crossbows, Hand Crossbows and you gain proficiency with two Artisan's tools of your choice.

LANGUAGES

You can speak, read, write, and sign Svanesse and two other languages.

TUQUET

Description Text Here

TUQUET CULTURAL TRAITS

You gain the following options:

SOLIDARITY

You can take the Help action as a bonus action. When you do, you can target a creature up to 15 feet away.

CUNNING CREATIVE

Your community values knowledge, ingenuity, and creativity over all else. You gain one of the following options:

Academics. You are proficient in one of the following skills: Arcana, Culture, Engineering, History, Nature, or Religion.

Trinket. You know a cantrip of your choice from the Artificer spell list. You use your Heritage magic spellcasting ability for this cantrip.

TUQUET SAVANT

You have proficiency with hand crossbows, as well as two artisan's tools of your choice. Choose one of the tool proficiencies, and you gain Expertise with checks using that tool.

LANGUAGES

You can speak, read, write, and sign Tuquet and one other language.

TURATHI

- Former Imperial Hegemony
- Old Traditions
- Reliable Infrastructure

TURATHI CULTURAL TRAITS

You gain the following options:

SAVING FACE

After you fail an ability check, you have advantage on your next ability check. Once you use this feature, you cannot do so until you complete a Short Rest or a Long Rest.

ANCIENT TRADITIONS

The wisdom of ages are hard to change in a realm that had known a single authority for over a millenia, and many Turathi find themselves following many worn trails of tradition.

Oral Histories. You gain proficiency in one of the following: Nature, Culture, History, or Religion.

Hedge Magic. You know a cantrip of your choice from the Warlock spell list. You use your Heritage magic spellcasting ability for this cantrip.

LOCAL HEALERS

Despite its age, Turath still boasts a durable infrastructure that provides many resources to the young and frail. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

LANGUAGES

You can speak, read, write, and sign Turathi and two other languages.

THVISCH

Rugged & Independent
Warrior Bound
Reliable Infrastructure

THVISCH CULTURAL TRAITS

RUGGED TRAINING

The wisdom of ages are hard to change in a realm that had known a single authority for over a millenia, and many Tvisch find themselves following many worn trails of tradition.

Rover. You gain proficiency in one of the following: Athletics, Nature, Intimidation, or Survival.

Brigand. You learn one combat exploit of your choice.

UNYIELDING

When you fail a saving throw, you can choose to reroll it. If the roll still fails, this use of Unyielding isn't expended. Once you use this feature, you cannot do so until you complete a Short Rest or a Long Rest.

RUGGED ACCLIMATION

You gain advantage on saving throws against cold weather as well as any adverse effects from wind or precipitation.

RAIDER TRAINING

Many Thvisch come of age as part of warring bands of pirates, raiders, or bandits. You gain proficiency in light armor, spears, and shields. You also learn one artisan's tool of your choice.

LANGUAGES

You can speak, read, write, and sign Thvisch and one other languages.

ZAMEEN

- Fungal Expertise
- Necromantic familiarity
- Isolationist and avoidant

ZAMEEN CULTURAL TRAITS

CLOSE TO DECAY

Zameen often interact closely with necromantic energy, and explore builds some resilience to the worst effects. You have advantage on saving throws to resist effects that would reduce your attributes or your hit points.

MYCELIAL MELD

Anyone who spends a length of time in Zameening communities eventually establishes a loose connection to a shared collection of symbiotic spores. After spending at least 10 minutes within 30 feet of a creature, you can speak telepathically with them while within 30 feet. This benefit lasts until you complete a Long Rest.

UMBRAL ACCLIMATION

Prolonged exposure to sheer darkness has improved your ability to see without light. You gain darkvision to a range of 30 feet or you increase the range of your darkvision by 30 feet if you already have it.

CORPSE LORE

Many Zameen learn the concepts of anatomy at an early age, and are often well equipped on the basics of surgery and medical care. You learn the *spare the dying* cantrip. You also gain proficiency in the Medicine skill, and with sewing kits.

LANGUAGES

You can speak, read, write, and sign Zameen and one additional language.

BACKGROUNDS

Backgrounds represent your characters history before they became an adventurer. Such experience gives you some skills and talents, but the most important question is *what changed?*

Skills: Each background now includes a pool of *four* skills, and you can pick two from those listed.

Feats: Each background now gives you one free feat, chosen from the options listed in each background. Alternatively, you can select any Ancestry feat in place of one of these options.

Feature: The features have been modified to work with the Terra Rynn downtime system.

ACOLYTE

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily chosen, performing sacred rites is not the same thing as channeling divine power.

Skill Proficiencies: Choose two from Insight, History, Medicine or Religion.

Languages: Two of your choice

Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, and a set of common clothes.

FEATURE: SHELTER OF THE FAITHFUL

As an acolyte, you command the respect of those who share your faith. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) with a modest lifestyle, as long as you can perform the religious ceremonies of your faith during your stay.

You might also have ties to a specific temple or traveling order dedicated to your chosen religion. While near your temple or order, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with them. You may treat such aid as one or more assistants for the purpose of downtime, depending on their available resources the temple or order can reasonably provide.

CHARLATAN

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage.

Skill Proficiencies: Choose two from Deception, Performance, Sleight of Hand, or Culture

Tool Proficiencies: Disguise kit, forgery kit

Equipment: A set of fine clothes, a disguise kit, and tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke).

FEATURE: FALSE IDENTITY

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. In addition to the specific access such a persona may give you, you can leverage that identity for a comfortable or wealthy lifestyle during downtime - except you have a 60% complication chance (maintaining a false persona comes with risks).

Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy. With enough time and money, you can also create additional identities.

CRIMINAL

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Spy (*Variant Criminal*). Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You might have been an officially sanctioned agent of the crown, or perhaps you sold the secrets you uncovered to the highest bidder.

Skill Proficiencies: Choose two from Deception, Stealth, Athletics or Sleight of Hand

Tool Proficiencies: One type of gaming set, thieves' tools

Equipment: A crowbar, a dagger, and a set of dark common clothes including a hood.

FEATURE: CRIMINAL CONTACT

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

During downtime, you can also rely on this network to get your information and give you a d4 to a d12 whenever you perform a downtime activity, depending on the available resources the criminal network can reasonably provide. Once you use this feature, you cannot do so again until you do a favor for your contact.

ENTERTAINER

You thrive in front of an audience. You know how to enthrall them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever skill you use, your art is your life.

Gladiator (Variant Entertainer). A gladiator is as much an entertainer as any minstrel or circus performer, trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor. You can replace the instrument in your equipment package with an inexpensive but unusual weapon.

Skill Proficiencies: Choose two from Acrobatics, Insight, Performance, or Society

Tool Proficiencies: Disguise kit, one type of musical instrument

Equipment: A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), and a costume.

FEATURE: BY POPULAR DEMAND

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you earn a modest or higher lifestyle during downtime (depending on the quality of your performance as well as the establishment), as long as you perform each night. Roll on the table below to see what sort of lifestyle you can earn.

In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you, and you gain 1 karma point each week you stay in the settlement, and perform publicly.

Popular Demand

Check Result	Lifestyle
9 or lower	Nothing
10-15	Modest lifestyle
16-25	Comfortable lifestyle
26 or higher	Wealthy lifestyle

FOLK HERO

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Skill Proficiencies: Choose two from Athletics, Survival, Insight or Persuasion

Tool Proficiencies: One type of artisan's tools, vehicles (land)

Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, and a set of common clothes.

FEATURE: RUSTIC HOSPITALITY

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you. If they have the resources, such folk are likely willing to provide you and your companions with a free modest lifestyle for a limited time.

Once per month, if you take the Service downtime, you gain an additional 1d4 karma on a successful check.

GUILD ARTISAN

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

Guild Merchant (Variant). Instead of an artisans' guild, you might belong to a guild of traders, caravaners, or shopkeepers. You earn a living by buying and selling the works of others (or the raw materials artisans need to practice their craft). Your guild might be a large merchant consortium (or family) with regional interests.

Rather than proficiency with artisan's tools, you might be proficient with navigator's tools or an additional language. And instead of artisan's tools, you can start with a mule and a cart.

Skill Proficiencies: Choose two from Insight, Persuasion, Investigation or Nature

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice), a letter of introduction from your guild, and a set of traveler's clothes.

FEATURE: GUILD MEMBERSHIP

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and the guild can put you in contact with potential patrons, allies, or hirelings. During downtime, you can pay half the average rate for a given lifestyle. The guild can also provide you access to one or more assistants for the purpose of downtime, depending on their available resources at that time.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to influential figures through the guild, if you are in good standing. Such connections may require the donation of money or magic items to the guild's coffers.

HERMIT

You lived in seclusion—either in a sheltered community such as a monastery, or entirely alone for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

Skill Proficiencies: Choose two from Religion, Arcana, Medicine or Nature

Tool Proficiencies: Herbalism Kit

Languages: One of your choice

Equipment: A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, and an herbalism kit.

FEATURE: OLD FRIENDS

You left society long ago, having found your beliefs or talents a matter of conflict with others. However, the call of adventure has pulled you back. You still have a few friends out in the world who knew you before your life of seclusion.

Work with your DM to detail the nature of these relationships. Depending on the details, these friends might be able to get secret messages to allies, reliable information on local rumors equal to one free lead, or provide you shelter equal to a modest lifestyle for a short time, depending on their available resources.

NOBLE

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them.

Skill Proficiencies: Choose two from History, Culture, Persuasion or Intimidation

Tool Proficiencies: One gaming set of your choice

Languages: One of your choice

Equipment: A set of fine clothes, a signet ring, and a scroll of pedigree.

POSITION OF PRIVILEGE

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of station treat you as a member of the same social sphere. You can secure an audience with a local nobility or authority if you need to.

During downtime, you can expect to receive a comfortable or wealthy lifestyle in any location that respects your title, provided they have the accommodations. Alternatively, you may reduce the cost of yours and your companions' lifestyle by half, as long as they are inconspicuous and well-mannered.

OUTLANDER

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Choose two from Athletics, Perception, Stealth or Survival

Tool Proficiencies: One musical instrument

Languages: One of your choice

Equipment: A staff, a hunting trap, a trophy from the animal you killed, and a set of traveler's clothes.

FEATURE: WANDERER

You have an excellent memory for maps and geography, and can always recall the general layout of terrain and settlements. Your group ignores difficult terrain after 1 hour of travel. While traveling, you can engage in two activities at the same time (such as foraging for food and plotting a course). While traveling alone, you can move stealthily at a fast pace.

Finally, you can attempt to forage and provide a poor lifestyle for a number of characters with a successful Wisdom (Survival) check, comparing your result on the table below.

Wanderer

Nature Check Result	Number of Characters
9 or lower	0
10-15	1
16-25	2
26 or higher	3

SAGE

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study.

Skill Proficiencies: Choose two from Arcana, History, Investigation or Religion

Languages: Two of your choice

Equipment: bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, and a set of common clothes.

FEATURE: RESEARCHER

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. During downtime, if you take the research activity, you gain a free lead, and treat your time spent during research as 50% longer.

SAILOR

You sailed on a seagoing vessel for years. In that time, you faced down mighty storms, monsters of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come to try your hand at something new.

Skill Proficiencies: Choose two from Athletics, Intimidation, Nature or Perception

Tool Proficiencies: Navigator's tools, vehicles (water)

Equipment: A belaying pin (club), 50 feet of silk rope, a lucky charm such as a rabbit foot or a small stone with a hole in the center, and a set of common clothes.

FEATURE: MARINER

You grew up on the sea, or at least on the coast. You might sail on a ship, or have good relations with one captain or crewman). Among seafarers, you are well respected for your skills, and can always be counted on to lend a reliable hand. During downtime, you can call upon a local crew or dock for help, and you may treat such aid as one or more assistants for the purpose of downtime, depending on their available resources the crew can reasonably provide.

You can get free passage on a sailing ship for yourself and your companions, though you can't be certain of a schedule or the route you'll take to get to where you need to go.

In addition, you are accustomed to being in water. You have a swim speed equal to your current speed while wearing no armor. If you already have a swim speed, it is increased by 10 feet instead.

FEATURE: ASTRAL SAILOR

You grew up in the Astral sea, and have been comfortable in the void. Your form is adapted to surviving the Aetherial. You are immune to the effects of aether poisoning. In addition, you have advantage on saving throws to resist falling prone while on a ship as a result of hazard or damage.

SOLDIER

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

Skill Proficiencies: Choose two from Athletics, Intimidation, Perception or Survival

Tool Proficiencies: One type of gaming set, vehicles (land)

Equipment: An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, and a set of common clothes.

MILITARY RANK

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. During downtime, you can petition the local authority for aid and treat such aid as one or more assistants for the purpose of downtime, depending on their available resources at the time.

You can also usually gain access to friendly military encampments and fortresses where your rank is recognized. You can utilize your position to secure a modest lifestyle for the duration of stay.

URCHIN

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

Skill Proficiencies: Choose two from Acrobatics, Deception, Sleight of Hand or Stealth

Tool Proficiencies: Disguise kit, thieves' tools

Feats: Choose one from Athlete, Intuitive, Observant, Resourceful or Skulker

Equipment: A small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by, and a set of common clothes,

CITY SECRETS

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow. You can ignore difficult terrain caused by dense crowds or city structures.

During downtime in any city, you can reduce the cost of any lifestyle by half, you gain one free reroll on any downtime check you make.

CULTURES (OLD VERSION)

Note to Self: Cultures should have limited additional benefits:

- a. 2 Traits
- b. Weapon/Tool Proficiencies
- c. Languages

QUEL'TA

In vast mountain forests of western kreatera, the villages of quel'ta are a rare and wondrous sight. These unique settlements are known for their harmony with nature—typical dwellings are tree houses with the mightiest branches forming living walkways, walls, and alcoves. The grandest of these wood elf villages have many houses in a single tree and elegant walkways connecting each home.

In lieu of gardening, quel'ta treat their home as a vast orchard. They cull and manage animal populations and use controlled fire rituals to tend to the forest, all while honoring the role of death in life.

Quel'ta communities are often fairly isolated. They raise their own food, train their own warriors, and produce their own crafts. Plenty of these villages are insular and xenophobic, but a few are hospitable and generous to travelers—with some guests even invited to stay permanently. Their social orientation is communalistic and egalitarian. Although Quel'ta laws and hierarchy do exist, they prefer to resolve conflicts through consensus. For complex conflicts they use large circle meetings where anyone can speak.

Other important cultural values for Quel'ta are curiosity and exploration. Isolated though Quel'ta villages may be, it is not uncommon to see a wood elf troubadour, craftmaker, or sightseer on a quest to learn something new.

TRAITS

Characters raised in the Quel'ta culture share a variety of traits in common with one another.

Nature's Veil. You can attempt to hide as long as you have concealment from natural terrain, such as tree cover, mist, rain, or snow.

Fleet of Foot. Your Speed increases by 5 feet. When you take the Dash Action, you ignore non-magical difficult terrain.

Weapon Training. You are proficient with longbows and shortswords. You also gain proficiency with an Herbalism Kit.

Languages. You can speak, read, write, and sign Quel'ta and one other language.

SCIETTI

From towering arbor citadels and brightly lit awnings built into the canopy of Auld Taige, the Sciettish take pride in the magnificent architecture as but one of their many projects to raise the standing of all Eldari in Rynn. Like so many of their pursuits, the Eldari are driven to improve their cultural reputation along with their prosperity.

For many Sciettish, they must constantly work to balance the feelings of superiority and ambition with inherited guilt and fear from past strife. Their accomplishments bring Scietti great pride that can manifest in arrogance, narcissism, and self-righteousness, but it can also become a drive towards intellectual leadership. Some Scietti (and many of their followers) would love nothing more than to draw away from the world, and carve out a durable home for their kin. Others realize the new era calls for subtler forms of influence, and they entrench themselves in non-elf institutions to train outsiders in the ways of wisdom. For the sake of preserving ancient knowledge and guiding civilization, Scietti (and those trained in their ways) often serve other groups as advisors, librarians, military officers, and teachers. Individual Scietti adventurers often seek to recover or preserve some ancient treasure, and their tyrannical counterparts might usurp foreign institutions or consolidate power for a war of unification.

TRAITS

DROSNI

Whereas most eldari cultures focus on the sustenance, and tranquility of the world, the il'rintri —also known as Eldorei, or Drosni — contemplate the nature of death and desire, and seek lives full of passion.

Although other Eldari cultures often consider them heretical, drosni are merely creatures of independence, and who see themselves as claiming a place in the world when no one else would have them. The traditional drosni religion is to worship Illoeth,, although there are also animistic traditions which venerate creatures favored by assassins (such as scorpions, snakes, spiders, and even the undead). Drosni do not view the darkness as being inherently evil, although they recognize that the most vile monsters do prefer the darkness—for Drosni, it provides forms of freedom and wisdom which are unavailable in the oppressive light.

While most drosni were born and raised in Terra Duhr, not all stay, and some manage to find a niche in the dark and mysterious corners of the world that others have forgotten. Deserts, scorched lands near a volcano, haunted territories, notorious slums, and deep jungle ruins are but some places Drosni have found which normally strike fear into the hearts of other mortals. This is partially intentional because these places are ideal for contemplating independence, but the “choice” is also often the result of ostracization and banishment by would-be neighbors.

Of all eldari cultures, Drosni are the most likely to offer their services to other peoples. They and people trained in their ways make some of the most cunning assassins, advisors, mercenaries, and spies—and having such a person in one's entourage is often a mark of pride among the rich and famous.

TRAITS

DROSNI SOCIALITE

Drosni lie as easy as breathing, and are accomplished at discerning lies in others. You gain proficiency in one of the following: Deception, Insight, Performance, or Stealth.

UMBRAL ACCLIMATION

Prolonged exposure to sheer darkness has improved your ability to see without light. You gain darkvision to a range of 60 feet or you increase the range of your darkvision by 30 feet if you already have it.

DROSNI WEAPON TRAINING

You have proficiency with rapiers and hand crossbows. You also gain proficiency with a poisoner's kit.

LANGUAGES

You can speak, read, write, and sign Drosni and two additional languages.

AURUM

The Eldarin are the result of thousands of years of attrition the feywild has given to the ancient humans that fled Rynn during the daemon wars. Due to the flow of time, the Eladrin have lived many generations, though the wild fae have kept them from expansion in the ways the Eleiri have achieved.

TRAITS

LANGUAGES

You can speak, read, write, and sign Sylvan and two additional languages.

SPEECH OF BEAST AND LEAF

You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

KNOWLEDGE OF THE FAE COURTS

The fae have an appreciation for the style of many bits of knowledge, though not always the substance. You gain proficiency in one of the following: Arcana, Deception, Insight, Performance

COURTLY INVOCATION

Hierarchies among the fey often deploy pact magic and a ripple of that power is available to all eladrin subjects. You know one cantrip from Table: Eladrin Invocations, based on the aspect of nature you wish to manifest or that of your liege.

Your selected aspect also imparts minor changes of your choice to your appearance, such as to your eye and hair color, skin tone, or even the color of your clothing. Finally, in addition to being humanoid, you also have the fey creature type.

At the end of a long rest, you can change your selected aspect. Your spellcasting ability for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

Eladrin Invocations

- Autumn: *resistance*
- Hiding: *minor illusion*
- Respite: *mending*
- Rot: *chill touch*
- Spring: *druidcraft*
- Stars: *dancing lights*
- Storm: *shocking grasp*
- Summer: *produce flame*
- Toxicity: *pestilence*
- Winter: *ray of frost*

ZAMEEN

CLOSE TO DECAY

Zameen often interact closely with necromantic energy, and explore builds some resilience to the worst effects. You have advantage on saving throws to resist effects that would reduce your attributes or your hit points.

MYCELIAL MELD

Anyone who spends a length of time in Zameening communities eventually establishes a loose connection to a shared collection of symbiotic spores. After spending at least 10 minutes within 30 feet of a creature, you can speak telepathically with them while within 30 feet. This benefit lasts until you complete a Long Rest.

UMBRAL ACCLIMATION

Prolonged exposure to sheer darkness has improved your ability to see without light. You gain darkvision to a range of 30 feet or you increase the range of your darkvision by 30 feet if you already have it.

SURGEON'S TOOLS

Many Zameen learn the concepts of anatomy at an early age, and are often well equipped on basics of surgery and medical care. You gain proficiency with the Medicine skill. If you are already proficient in Perception, or would gain proficiency at any point in the future, you gain Expertise with Perception instead.

You also gain proficiency with either the apothecary's kit, sewing kit, or herbalism kit.

CORPSE LORE

You know the cantrip *spare the dying*. Once you reach 3rd level, you learn the *sanctuary*. At 5th level, you can learn the *aid* spell. You may cast either spell using the ancestry magic trait.

LANGUAGES

You can speak, read, write, and sign Zameen and one additional language.

INFERNAL

Infernal communities are rare, representing those that have nearly completely devoted themselves to the cultural rituals and traditions of the Hells. While for most mortals, this behavior is usually only exhibited by cultists, heretics, and exiles, there are mortals who have found themselves residents of the Infernal Isles in a non-contractual capacity. Hell, as you might imagine, is a brutal society, and is not for the faint of heart. Yet those that have managed to survive the traditions inspired by the realm are rarely taken aback by anything.

TRAITS

You gain the following options:

LANGUAGES

You can speak, read, write, and sign Infernal and two additional languages.

FIENDISH KNOWLEDGE

Your community is steeped in scripture, song, and storytelling. You gain proficiency in one of the following: Deception, Intimidation, Insight, or Religion.

INFERNAL DEVOTION

You have advantage on saving throws against being Frightened.

SIGNS OF THE BEAST

You have advantage on Intelligence checks to recall information related to Fiends, as well as Wisdom and Charisma checks when interacting with them.

INFERNAL LEGACY

You have learned to channel some of the powers of the Hells. Choose one of the following options:

Legacy of Nessus (Asmodeus). You learn the *produce flame* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *arcane riposte*. Starting at 5th level, you may use Heritage Magic to cast *darkness*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Maladomini (Baalzebul). You know the *poison spray* cantrip. You learn the *ray of sickness* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *blindness/deafness* spell and may cast that spell instead.

Legacy of Dis (Dispater). You know the *message* cantrip. You learn the *disguise self* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *detect thoughts* spell and may cast that spell instead.

Legacy of Phlegethos (Fierna). You know the *friends* cantrip. You learn the *charm person* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *suggestion* spell and may cast that spell instead.

Legacy of Malboge (Glasya). You know the *minor illusion* cantrip. You learn the *disguise self* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *invisibility* spell and may cast that spell instead.

Legacy of Stygia (Levistus). You know the *ray of frost* cantrip. You learn the *armor of agathys* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *hold person* spell and may cast that spell instead.

Legacy of Minauros (Mammon). You know the *mage hand* cantrip. You learn the *identify* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *magic weapon* spell and may cast that spell instead.

Legacy of Cania (Mephistopheles). You know the *firebolt* cantrip. You learn the *burning hands* spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *flaming sphere* spell and may cast that spell instead.

Legacy of Avernus (Zariel). You know the *sure strike* cantrip. You learn the *searing smite* as a 2nd-level spell spell if you do not already know it, and you may cast it once without using a spell slot with your Infernal Magic feature. When you reach 5th level, you also learn the *branding smite* spell and may cast that spell instead.

CELESTIAL

For some, the interests of the mortal world pale in comparison to that of the divine. Whether they be religious acolytes, or mysterious itinerants raised by cults or estranged communities, the call of the Sea of Stars can be heard. Eschewing interest in the more traditional rituals and holidays of their homeland, these individuals come to develop a culture that is a reflection of the divine world they worship, or at least perhaps once did.

TRAITS

You gain the following options:

LANGUAGES

You can speak, read, write, and sign Celestial and two additional languages.

DIVINE KNOWLEDGE

Your community is steeped in scripture, song, and storytelling. You gain proficiency in one of the following: Insight, Persuasion, Performance, or Religion.

DETECT FAITH

You are trained to detect even the most subtle indications of a person's religious perspective. After you speak with a person for at least 1 minute, you can take the Study Action. On a success, you also learn the following:

- Whether they are religious; if so, you also learn their faith.
- Whether or not the creature can wield divine magic
- Whether or not the creature is from the Astral Sea

SIBLINGS IN FAITH

You have advantage on checks made to socially interact with members of your current or former faith, such as when requesting services or gathering information.

CELESTIAL LEGACY

You have learned to channel some of the powers of the Celestial Heavens. Choose one of the following options:

Legacy of Mercy. You learn the *spare the dying* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *cure wounds*. Starting at 5th level, you may use Heritage Magic to cast *lesser restoration*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Prophecy. You learn the *guidance* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *bless*. Starting at 5th level, you may use Heritage Magic to cast *enhance ability*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Affirmation. You learn the *resistance* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *detect evil and good*. Starting at 5th level, you may use Heritage Magic to cast *zone of truth*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Illumination. You learn the *sacred flame* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *guiding bolt*. Starting at 5th level, you may use Heritage Magic to cast *moonbeam*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Judgement. You learn the *true strike* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *divine favor*. Starting at 5th level, you may use Heritage Magic to cast *magic weapon*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Peace. You learn the *blade ward* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *sanctuary*. Starting at 5th level, you may use Heritage Magic to cast *calm emotions*. You regain all uses of Heritage Magic when you finish a short or a long rest.

Legacy of Mediation. You learn the *thaumaturgy* cantrip. Once you reach 3rd level, you may use the Heritage Magic feature to cast *comprehend languages*. Starting at 5th level, you may use Heritage Magic to cast *detect thoughts*. You regain all uses of Heritage Magic when you finish a short or a long rest.

HERITAGES (OLD)

KARRAK

Karraks refer to the vast majority of Draum that trace their lineage back to the ancestors of the Kajatopka mountains. Having grown up in the mountain valleys and rolling hills of southeastern Kelta, Draum have proven capable of heavy labor at an early age, and often develop these capabilities with eagerness.

Combat Training. You learn one trained exploit of your choice.

Tireless. You have advantage on Constitution saving throws to resist exhaustion.

Hardy. Whenever you fail a saving throw, you can use your reaction to reroll that die, but you must take the new result.

After you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

MORDRUG

The Mordrug are an ancestral family separated from their kin during the Daemon Wars. While they escaped the enslavement of the titan lords that followed, the Mordrug instead befell transformation by the planar forces of the Underdark and eldritch terrors of the world webs.

Darkvision. You are accustomed to the pitch-black warrens of the Underdark. You can see in darkness up to 60 feet as if it were dim light. You can't discern color in darkness, only shades of gray.

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.

Mordrug Resilience. You have advantage on saving throws against illusions and against being charmed or paralyzed.

Third Hand. You know the *mage hand* cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible.

Ancestry Magic (Mordrug). You learn the *catapult* and *detect thoughts* spells and can cast either spell using the Ancestry magic feature. When you cast *detect thoughts*, you cannot use the spell to probe deeper into a creature's mind with this feature.

DRAJA

Dragonborn of Terra Rynn

DRAJA TRAITS

The Draja characters of Rynn has the following traits.

Dragonborn Culture

There are many circumstances in which a great wyrm might choose to sire a clutch of dragonborn, and the resulting dragonborn clans are as varied as their progenitors. Ultimately though, the life and society of each dragonborn clan is inexorably linked to the dragon that created it.

Chromatic dragons usually see dragonborn as soldiers, cannon fodder to be created and spent for power and territory. Such militarized dragonborn clans tend to see their progenitor as a mighty general and inspiring leader who will guide them to glorious victory, often against dragonborn created by rival dragons. Such dragonborn clans are usually brutal, fearless, and blindly obedient to their progenitor.

Essence dragons fly wingless over distant shores, their serpentine pennant-like bodies snapping back and forth magically as they soar. Their spirits are intertwined with the magic of the land and are usually tied to a specific sea, river, or mountain, or to a separate plane entirely. Essence dragons see their dragonborn as trusted guardians and custodians, charging them with the safety and protection of the place from which they draw their power. Such dragonborn clans are often highly attuned to nature, and guard their progenitor's home at all costs.

Gem dragons are rarely seen by surface dwellers and the same is true about their dragonborn. These wyrms live deep within the earth, sometimes for isolation and escape but often pursuing their own esoteric games and schemes millennia in the making. They see their dragonborn as agents, spies, and confidants. Their dragonborn are afforded an unusual level of respect, as they're often the only creatures a gem dragon trusts enough to include wholly into its schemes. Such dragonborn clans are tight-knit but widely dispersed, often spending years in isolation only to reconvene when the time is right.

Metallic dragons tend to see their dragonborn as children, regardless of their age. To the outside observer, they often seem like the dragon's servants, and functionally they often are, but the relationship is more parental than feudal - for some, a more intolerable condition since their unquestioning service is rewarded with condescension and infantilization. Despite all this, such dragonborn clans are typically academic, studious, and often a voice of calm and reason when conflicts arise.

Suggested Cultures

While you can choose any culture for your dragonborn character, the dragonbound and dragoncult cultures are linked closely with this heritage.

DRAJA'KA

Size. Draja'ka are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Breath Weapon. You can exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of exhalation. You have a pool of d6s that you spend to fuel this breath weapon. The number of dice in the pool equals twice your proficiency bonus.

As an action, you can expend one or more dice (up to half your maximum) and make a Breath Weapon attack. 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.

Each creature in the area takes damage equal to the total of all dice rolled on a failed save, and half as much damage on a successful one. Your pool regains all of its dice at the end of a short or a long rest.

Dragon Hide. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. While wearing armor, your AC is instead increased by 1.

DRAJA'BIR

Size. Draja'bir are significantly smaller and lighter than humans, standing at no more than 4 feet tall, and averaging 60-100 lbs. Your size is small.

Darkvision. You are accustomed to the pitch-black warrens of the Underdark. You can see in darkness up to 60 feet as if it were dim light. You can't discern color in darkness, only shades of gray.

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.

Elusive. You have proficiency in the Stealth skill. You do not suffer disadvantage on Stealth checks as a result of armor or being encumbered.

Nimbleness. You can move through the space of any creature that is of a size larger than yours, and opportunity attacks from creatures you can see suffer disadvantage against you.

The dragonborn were created by ancient dragons as servants, soldiers, and perhaps even as cherished children. Dragonborn are humanoid creatures instilled with the power and adorned with the scales of their draconic progenitors. Countless ancient wyrms have sired dragonborn clans, and no two are alike. The dragonborn banner flies over the ferocity of the chromatic dragonborn, the noble cunning of the metallic dragonborn, the mystery of the gem dragonborn, and even the ancient wisdom of the essence dragonborn.

Scales, tails, horns, fangs, claws, wings, and any feature found within dragonkind may emerge randomly for a generation, only to fall back into remission for the next. Despite this, some draconic features remain constant. Whether it be the color of the scales or the shape of the horns, some trace of a dragonborn's original draconic ancestry always shows through.

DRACONIC ANCESTRY

There are many types of dragon in the multiverse.

Chromatic dragons include red, green, blue, white, and black wyrms. These dragons are typically evil in nature.

Metallic dragons include brass, bronze, copper, gold, and silver. Metallic dragons are generally known for their goodness.

Less common are essence dragons, such as the, celestial, chaos, earth, river, sea, shadow, spirit, and underworld dragons (and the dragon turtle).

The gem dragons shimmer with amethyst, crystal, emerald, or sapphire.

You should decide on your draconic ancestry, whether it be one of these options or a combination.

DRAGONBORN TRAITS

Characters with the dragonborn heritage share a variety of traits in common with one another.

*Age

*Size

*Speed

*Dragon Breath

Some dragonborn grow tougher scales and sharper claws. These dragonborn tend to have short tails, wide faces, and broad shoulders, all of which are usually ridged with hardened scales or tipped with spikes. You have the following traits:

Claws. You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d4 + your Strength modifier.

Resistance. You have resistance to the damage type dealt by your Dragon Breath.

Scales. You have tough interlocked draconic scales. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. While wearing armor, you instead gain a +1 bonus to your AC.

Some dragonborn seem naturally adapted to aquatic environments with sleek, hydrodynamic, and often reflective scales. These dragonborn tend to have webbed hands and feet, and long serpentine tails. They also tend to grow soft fin-like scales along their legs and forearms. You have the following traits:

Swimmer. You have a swimming speed of 30 feet and you can hold your breath for up to 15 minutes at a time.

Deep 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. In addition, your eyes are perfectly adapted for spotting movement at depth, and the radius of your darkvision increases to 120 feet while underwater.

Hard to Hit. You either have a tough shell or your quick movements and reflective scales make you difficult to strike. While you aren't wearing armor, your AC equals 12 + your Dexterity modifier. You can use a shield and still gain this benefit.

Some dragonborn are born with draconic wings. They tend to have slender frames and smooth scale patterns, along with a long rudder-like tail to help them fly with their stocky wings. They're far too heavy and lack the strength to really soar like true dragons, but their wings still allow them to lift off and fly a considerable distance before tiring.

Flight. You have a fly speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor. Whenever you spend 3 full consecutive rounds airborne without landing, you gain a level of fatigue. Any fatigue gained in this way is removed upon finishing a short or long rest.

Some dragonborn are born more diminutive in stature. Sometimes known as Kobold, these dragonborn have narrow snouts, and scrawny bodies no more than 3 feet tall. They tend to have tails and claws, but less threatening than their larger kin. You have the following traits:

Claws. You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d4 + your Strength modifier.

Resistance. You have resistance to the damage type dealt by your Dragon Breath.

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.

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

Paragon

Your claws and scales harden to the deadly consistency of a true dragon. Your claws deal slashing damage equal to 1d8 + your Strength modifier, and your AC increases by 1.

In addition, you gain resistance to the damage type dealt by your Dragon Breath. If you already have resistance to that type of damage, you gain immunity to it instead.

Your fly speed increases to 40 feet and you can fly while wearing medium or heavy armor. When you would suffer fatigue from using your fly speed, you make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a success, you do not suffer fatigue from flying that round.

In addition, you gain resistance to the damage type dealt by your Dragon Breath. If you already have resistance to that type of damage, you gain immunity to it instead.

Your swim speed increases to 45 feet, you can breathe underwater, and your darkvision increases to 120 feet (or 240 feet while underwater). Additionally, while underwater you gain an expertise die on saving throws and weapon attack rolls.

In addition, you gain resistance to the damage type dealt by your Dragon Breath. If you already have resistance to that type of damage, you gain immunity to it instead.

The range of your darkvision increases to 120 feet. If you didn't already have darkvision already, you gain darkvision to a range of 60 feet.

In addition, your claws and scales harden to the deadly consistency of a true dragon. Your claws deal slashing damage equal to 1d6 + your Strength modifier, and you gain resistance to the damage type dealt by your Dragon Breath. If you already have resistance to that type of damage, you gain immunity to it instead.

Burrow. You have a borrowing speed of 10 feet. You can use your borrowing speed to move through nonmagical sand, loose earth, loamy soil, mud, or snow, but not solid rock. you do not naturally leave any sort of tunnel behind, but you can attempt to create a 5-foot by 5-foot wide tunnel in earthy, soil, or snow by spending extra time and effort shoring up your support. This reduces your borrowing speed to 5 feet every 15 minutes.

FIRBOLG

- Low-light
- Firbolg Magic
 -
 - Disguise Self
 - Invisibility
- Hidden Step
- Powerful Build
- Speech of Beast and Leaf

Woadwalker

- Naturally Stealthy

Crag Strider

- Climb Speed

Rime Treader

- Cold Resistance

GAJAHN

Loxodon of Terra Rynn

- Elephant Build
- Trunk
- Thick Hide
- Keen Smell

Variant 1

- Serenity (adv saves v charm/fright)
- Insight (insight proficiency)

Variant 2

- Gore & Trample
- Cold Resistance

Variant 3

- Improved Bless
- Shared telepathy
- psychic resistance

GJINASI

Genasi of Terra Rynn

Genasi Traits

Your genasi character has certain characteristics in common with all other genasi.

Age. Genasi mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, up to 120 years.

Size. Genasi are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Subraces. Four major subraces of genasi are found among the worlds of D&D: air genasi, earth genasi, fire genasi, and water genasi. Choose one of these subraces.

Jötunn's Blood. You have resistance to your choice of one of the following: acid, cold, fire, thunder, or lightning damage.

Earth

- Lightning Resistance
- Ignore Difficult Terrain
- Mold Earth, Earth Tremor, Spider Climb (natural terrain only)
- Meld with Stone (at will self only), Spike Growth, Erupting Earth

Water

- Acid Resistance
- Swim Speed, Breath Underwater
- Shape Water, Ice Knife, Create or Destroy Water
- Blur/Gaseous Form, Water Walk (at will, self only)

Air

- Cold Resistance
- Unending Breath, Long Jump
- Gust, Thunderwave, Levitate
- Feather fall (at will), Warding Wind/Fly (self only)

Fire

- Fire Resistance
- Darkvision
- Control Flames, Burning Hands, Pyrotechnics
- Flame Blade (at-will), Heat Metal, Fire Shield (warm shield only)

REN

Halflings of Terra Rynn

REN TRAITS

The following features have been added

Age. Halflings reach adulthood in their early twenties, and live to be about a hundred.

Size. Halflings range from 4 to 5 feet tall, and have traditionally slender builds, usually weighing about 100 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Elusive. You have proficiency in the Stealth skill. You do not suffer disadvantage on Stealth checks as a result of armor or being encumbered.

Nimbleness. You can move through the space of any creature that is of a size larger than yours, and opportunity attacks from creatures you can suffer disadvantage against you.

Subtype. The Ren have a divergent history, started like many, during the daemon wars. Many Ren fled during that time, and became altered into the Gnau, while others

XIN

The brave Ren who stayed to defend their homes have changed little in the generations since the great divergence. While they debate much about their future course, they are a proud and fearless folk.

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

Fleet of Foot. Your base walking speed is increased to 30 feet

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

Second Chance. When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll.

After you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

ZUI

Considered jungle savages and swamp goblins, the Escabla are a resilient and crafty people, who survive in the wilds with little that one might call civilization. Rejected by their kin, they scratch out a harsh existence that tolerates little for dead weight or laziness.

Low-Light Vision. Accustomed to dense jungles and swamps, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

Daemonic Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Quickened Recovery. As a bonus action, you can expend one or more hit dice to gain regeneration for 1 minute, or until you are reduced to 0 hit points. Each round, you regain a number of hit points equal to 1 + the number of hit dice spent.

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

GNAU

Gnomes of Terra Rynn

GNAU TRAITS

The following features have been added

Age. Halflings reach adulthood in their early twenties, and live to be about a hundred.

Size. Halflings range from 4 to 5 feet tall, and have traditionally slender builds, usually weighing about 100 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Elusive. You have proficiency in the Stealth skill. You do not suffer disadvantage on Stealth checks as a result of armor or being encumbered.

Nimbleness. You can move through the space of any creature that is of a size larger than yours, and opportunity attacks from creatures you can suffer disadvantage against you.

Subtype. The Gnau have a divergent history, started like many, during the daemon wars. Ancestral Gnau debated before eventually several groups set out to escape the invasion, each with drastic results for their followers.

SHEN

Sometimes translated as the cautious or prudent, the Maibusi and Tuquet regard themselves as the descendants of the Shen Gnau who passed through to the feywild to survive for centuries before their eventual return.

Low-Light Vision. Accustomed to dense forests and feywild glens, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

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

Hidden Step. As a bonus action, you can magically turn invisible until the end of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

ZAMEEN

A reclusive folk that have found a niche in a small corner of the feywild, the Zameen are as curious as they are ominous. To outsiders, their practices are mysterious, though they rarely venture beyond their own territories.

Darkvision. You are accustomed to the pitch-black warrens of the Underdark. You can see in darkness up to 60 feet as if it were dim light. You can't discern color in darkness, only shades of gray.

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.

Touch of Life. You know the *spare the dying* cantrip.

Ancestry Magic (Zameen). You learn the *sanctuary* and *blindness/deafness* spells and can cast either spell using the Ancestry magic feature.

GOLIATH

Goliaths are half-giants that may have several ancestral backgrounds.

Size. Goliaths are generally between 7 and 8 feet tall and weigh over 300 pounds. Your size is medium.

Appearance. Goliaths vary in appearance depending on their ancestry. A Fire Goliath will have charcoal skin and hair of smoking flames. A Stone Goliath will be bald with greyish skin that's covered in tattoos. A Cloud Goliath will be tall and lanky, with soft light grey skin and eyes the color of milk.

Speed. Your base walking speed is 35 feet.

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 have proficiency in the Athletics skill.

Enduring. You are acclimated to extreme climates, and can survive exposure to harsh elements, such as volcanic ash, high-altitudes, or polar chills. You have advantage on Constitution ability checks and saving throws to resist effects of these environments.

Jötunn's Blood. You have resistance to your choice of one of the following: acid, cold, fire, thunder, or lightning damage.

Titan's Fortitude. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your proficiency bonus to the number rolled, and reduce it by that total. After you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

HASIP

Rabbit/Ratfolk of Terra Rynn

The Hasip are a small, rodent-like people that can be found throughout all of Nabare. While they have no large cities or settlements of their own, they are abundant among the land, seemingly as much a part of nature as the trees and flowers.

Size. Hasip are small, and range from 4 to 5 feet tall.

Speed. Hasip are quick, given their size, and have a base speed of 30 feet.

Elusive. You have proficiency in the Stealth skill. You do not suffer disadvantage on Stealth checks as a result of armor or being encumbered.

Nimbleness. You can move through the space of any creature that is of a size larger than yours, and opportunity attacks from creatures you can suffer disadvantage against you.

Keen Ears. Thanks to your sensitive ears, you have advantage on Wisdom (Perception), and Intelligence (Investigation) checks that involve sound.

Standing Leap. You do not need to move 10 feet to make a full long jump or high jump.

BROWNCOAT

Most Hasip are browncoats, and range from a light blonde or reddish tone through deep chocolate or even black fur.

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

Hair-trigger. When you roll initiative, roll a d6, and add the result to your initiative result.

Harrier. When you take damage, you can use your reaction to reduce that damage 1d10 plus your proficiency modifier, and you can move half your speed without provoking opportunity attacks. You cannot use this feature if you are blinded, deafened, or incapacitated.

After you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

SILVERCROWN

Silvercrown Hasip are rare, are seemingly born at random, despite attempts by some Hasip to organize marriages to increase their occurrence. Initially born like any other Hasip, a Silvercrown often begins growing a set of antlers around puberty, and their eyes shift to a golden hue.

Acute Senses. You gain proficiency with one of the following skills of your choice: Survival, Perception, Investigation, or Insight

Crown Magic. You know the *message* cantrip. You learn the *alarm* spell if you do not already know it, and you may cast it once without using a spell slot. When you reach 5th level, you can also cast the *pass without trace* spell once without using a spell slot. You regain the ability to cast each spell from this feature after you finish a short or a long rest.

BLACK DEN

Outcast from most communities in Nabare, the black den' hasip fled to the Underdark long ago to forge a new path, one that was perhaps offers new secrets and new opportunities the old world lacked.

Darkvision. You are accustomed to the pitch-black warrens of the Underdark. You can see in darkness up to 60 feet as if it were dim light. You can't discern color in darkness, only shades of gray.

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.

Tunnel Magic. You know the *mold earth* cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. You learn the *grease* spell and you may cast it once without using a spell slot. When you reach 3rd level, you learn the *enlarge/reduce* spell, and can instead cast that spell once without using a spell slot, though you cannot use the spell to probe deeper into a creature's mind with this feature.

Once you cast either of these spells using this feature, you cannot do so again until you complete a short or a long rest. If you have the spellcasting feature, you may use your spell DC for these spells, and expend spell slots to cast these spells as well.

Otherwise, you may choose one ability score as your spellcasting ability for these spells.

KEIKAI

Aarakorka of Terra Rynn

Keika are the dominant birdfolk that rule in northern Nabare. Born with the power of flight, they utilize their keen sight and aerial power to dominate.

Size. Keika range between 5 - 7 feet tall, and between 90 and 150 pounds. Your size is Medium.

Age. Keika have slightly shorter lifespans than humans, and yet take longer to mature. They reach maturity around 20 years old and can live to 80.

Speed. Your base walking speed is 25 feet. They have a flying speed of 40 feet, or 30 feet while wearing medium armor. Cannot wear heavy armor.

Talons. Your talons are natural weapons with the *finesse* trait, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your ability modifier.

Bird's Eye. You can see up to 1 mile away with no difficulty, and are able to discern even fine details as though looking at something no more than 100 feet away from you.

Keikai Gifts

Agile Flyer - expertise die on acrobatics and performance checks while flying

High Flyer - altitude acclimatization, no speed penalty with medium armor

Kenku

KENKU

Kenku are cursed birdfolk that lack the ability to fly or speak with their own voice. They communicate by mimicking other sounds they hear.

Size. Kenku are around 5 feet tall and weigh between 90 and 120 pounds. Your size is Medium.

Age. Kenku have shorter lifespans. They reach maturity around 12 years old and can live to 60.

Speed. Your base walking speed is 30 feet.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Kenku Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.

Cultured. You gain proficiency in one additional language of your choice.

Expert Forgery. You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Wary. You have advantage on ability checks and saving throws to resist or detect illusions.

Talons. Your talons are natural weapons with the *finesse* trait, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your ability modifier.

KHAERN

Tabaxi of Terra Rynn

The Khaern are descendents of the 'first beast', and consist of a diverse people with a wide range of physical characteristics. While mostly appearing like large felines with fangs, claws, fur and tails - their appearance can range from sleek to brutish. While able to walk on two legs and manipulate objects as most humanoid, Khaern are able to sprint on all fours.

Size. Khaern range from 6 to 7 feet tall, though they tend to crouch, ranging from slender to brutish. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Low Light Vision. Accustomed to sparse forests and moonlight grasslands, you have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

Cats Claws. Because of your claws, you have a climbing speed equal to your walking speed. You can also use your claws to make unarmed strikes. They have the *light* and *finesse* traits, and on a hit, you deal 1d4 + your ability modifier damage.

Primal Talent. You are proficient in two of the following skills: Athletics, Acrobatics, Perception, or Stealth, or Survival

Subtype. Choose one of the following subtypes

BEAST FURY

The beast fury Khaern are regarded as the most savage and uncivilized of their kind, and as a result, are given a wide berth. Once considered a bulwark against the Daemons ages ago, they have since been ostracized and hunted, and are now relatively few in number. Often vigilant and standoffish, they are slow to trust, but often insightful and loyal companions.

Feral Instincts. You learn one trained exploit of your choice.

Powerful Build. You count as one size larger when determining your carrying capacity, and the weight you can push, drag, or lift.

Preternatural Senses. When you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

SWIFTSTRIDE

Most Khaern come from swiftstride lineage, and are found throughout Nabare. While still ranging from lithe to muscular, they are consummate warriors, hunters, and traders throughout the land.

Fleet of Foot. Your base walking speed is 35 feet.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can move up to 80 feet. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Change to long rest PB uses, recharge 1 on short rest.

Standing Leap. You do not need to move 10 feet to make a running long jump or running high jump.

VANDAL FANG

Descendants of the 'lost' tribe, Vandal fang are Khaern often thought of as 'unlucky' due to their fae blood. Possessed of more radiant fur colors and larger, often mismatched eyes, Vandal fangs are rarely overlooked. Sometimes they are shunned as bad omens, other times, they are covered by tribes as luck bringers.

Unlucky. You know the *jinx* cantrip.

Luck Magic. You learn the *bane* spell if you do not already know it, and you may cast it once without using a spell slot. When you reach 5th level, you can also cast the *bestow curse*, spell once without using a spell slot. When you cast *bestow curse* using this feature, you can only use the options to affect ability checks, attack rolls, or saving throws.

You regain the ability to cast each spell from this feature after you finish a short or a long rest.

ORC

Orcs of Terra Rynn

ORC TRAITS

The following feature has been altered.

Age. Orcs reach adulthood in their early teens, and live to be about 80.

Size. Orcs are slightly taller and heavier than humans, standing around 6 feet tall and averaging 200 pounds, though they are often very lean and muscular. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Low-Light Vision. You have superior vision in dim-lit conditions. You can see in dim light within 60 feet of you as if it were bright light.

Menacing. You have proficiency in the Intimidation skill.

Savage Attacks. When you score a critical hit with an attack, you deal additional die of damage.

Combat Training. You learn one trained exploit of your choice.

STEEL TUSK

Fleet of Foot. Your base walking speed is 35 feet.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. After you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

FEL SPINE

Daemonic Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Quickened Recovery. As a bonus action, you can expend one or more hit dice to gain regeneration equal 1 + the number of hit dice spent each round. This regeneration lasts for 1 minute, or until you are reduced to 0 hit points.

BLOOD MANE

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

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

SAJEVA

Yuan-ti of Terra Rynn

Size. Sajeve purebloods mature at around 14 and live to about 80 years old.

Speed. Your base walking speed is 30 feet.

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.

Poison Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Forked Tongue. You know the *friends* cantrip. Additionally, you can speak with and be understood by snakes, lizards, and lesser drakes, and when you cast *friends*, can gain advantage on Wisdom (Survival) checks to influence the creatures above.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Subtype. Choose one of the following subtypes:

SKIN THIEF

The most prevalent, as well as the most hated, the Sajeve Skin Thieves are mostly known for their abilities to adopt the form of others. Able to change their physical appearance and voice, a skin thief can hide amongst another society with relative ease.

Socialite. You gain proficiency with one of the following skills of your choice: Deception, Intimidate, Persuasion, or Performance.

Second Skin. If you spend 8 hours (either sleeping, or performing some other minimal activity) you can polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

It slowly reverts to its true form over the course of a day if it dies.

ÆTHERSCALE

Once thought of as cursed among their own people, the Purebloods were eventually realized to have a stronger ancestry to their vilnach heritage. While much of that history is lost, what is known is that the purebloods often exhibit greater sensitivity to raw magical power:

Arcane Affinity. You can cast the *detect magic* spell at will.

Magic Resistance. You have advantage on saving throws against spells.

MALISON

Considered the first among the Sombras, the Malison are also the most alien. Roughly human height with fully serpent heads, Malisons range from humanoid lower bodies, to simple armed torso's and a slithering tail in place of legs. While they range

Poison Fangs. When you hit a creature with your bite attack, you can force the target to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your highest ability modifier). On a failure, the target takes acid damage equal to 1d6 plus your level poison damage and is poisoned until the end of your next turn. On a success, the target takes half damage and is not poisoned. Once you use this feature, you cannot do so again until you complete a short or long rest, unless you expend one hit die to regain it.

Chameleon Scales. As an action, you can change the color of your scales to match the color and texture of your surroundings. You can attempt to hide even when you are only lightly obscured by foliage and you gain advantage on Dexterity (Stealth) checks.

SOULFRAME

Warforged of Terra Rynn

Known in the ancient tongue as *Arkerat*, a soulframe is a living construct that holds a sentient mind, and - as some believe, a unique soul. According to legend, the first Soulframes were built by the Aeichen during the daemon wars. Although they ultimately failed in their original calling, their designs have survived through the centuries, and these creations have emerged from time to time throughout history.

SOULFRAME TRAITS

A Soulframe has the following traits.

Age: A typical soulframe is between two and thirty years old. The maximum soulframe lifespan remains a mystery; so far, soulframe have shown no signs of deterioration due to age. You are immune to magical aging effects.

Size: Your size is Medium.

Speed: Your base walking speed is 30 feet.

Constructed Resilience: You were created to have remarkable fortitude, represented by the following benefits:

- You don't need to eat, drink, or breathe.
- You are immune to disease and poison.
- You have resistance to necrotic damage.
- You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest: Whenever you take a short or long rest, you must spend that time in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Specialized Design: You gain one skill proficiency and one tool proficiency of your choice.

Integrated Protection. You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way. While you live, your armor can't be removed from your body against your will.

Integrated Storage. Objects can be stored and retrieved with a bonus action, as long as they could reasonably fit within you. You have advantage on checks made to hide the existence of these compartments, and they can't be forced open while you are conscious.

You can retrieve ammunition from your storage compartments as part of the attack action with a ranged weapon. Up to two weapons can be stored as part of this trait, and you cannot be disarmed of either of these objects while conscious, as long as they don't have the heavy property.

Subtype. Choose one of the following subtypes.

GUARDIAN

Most Soulframes were designed as soldiers and protectors, and have chassis designed to fight. You gain the following traits:

Martial Specialization. You learn one trained exploit of your choice.

Composite Armor. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. While wearing armor, your AC is instead increased by 1.

SIEGE

Your chassis is built for strength and endurance. You gain the following traits:

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor or being encumbered.

Powerful Build. You count as one size larger when determining your carrying capacity, and the weight you can push, drag, or lift.

Juggernaut. Your hit point maximum increases by 2, and it increases by 2 every time you gain a level.

COURIER

Your construction was designed with mobility and diplomacy in mind. You gain the following traits:

Speed. Your base walking speed is 35 feet.

Standing Leap. You do not need to move 10 feet to make a running long jump or a running high jump.

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

NEMESIS

An ancient design, the Nemesis is thought to have been one of the most archaic and ruthless servitors. You gain the following traits:

Mental Encryption. You have resistance to psychic damage, and your mind cannot be read unless you allow it to be.

Personality Matrix. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ZABAK

Lizardfolk of Terra Rynn

The Zabik are alien to most other echinder in Rynn. Possessed of a cold cunning that lacks warmth or emotion. While these scaly folk have many allegiances and lineages, there is little to keep them united save for a universal threat.

Size. Lizardfolk are a little bulkier and taller than humans, and their colorful frills make them appear even larger. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a swim speed of 30 feet as well.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier. As a bonus action, you can make a bite attack against a creature you are grappling.

Hold Breath. You can hold your breath for up to 1 hour at a time.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Nature, Investigation, Perception, Stealth, or Survival.

Natural Armor. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit. While wearing armor, your AC is instead increased by 1.

Subtype. Zabak have several unique physiologies, dating back millenia. Choose one of the following:

STONEBACK

Heavy Scales. The shape of your shell and body make you ill-suited to wearing armor. Instead, your shell provides protection, giving you a base AC of 14 + your proficiency bonus (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Shell Defense. You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Hard Target. You have few weak points. Whenever a creature scores a critical hit against you, roll a d6. On a result of 5 or 6, the attack becomes a normal hit.

IRONMAW

Vice Grip. When you hit a creature with a bite attack, they have disadvantage on escape attempts until the start of your next turn.

Steeljaw. When you hit a creature with your bite attack, you can cause the target to be restrained until the end of your next turn. Additionally, roll a number of d6's equal to your proficiency bonus, and add the total to your damage roll. Once you use this feature, you cannot do so again until you complete a short or long rest, unless you expend one hit die to regain it.

Powerful Build. You count as one size larger when determining your carrying capacity, and the weight you can push, drag, or lift.

VINESCALE

Branch Walker. You have a climbing speed equal to your walking speed.

Chameleon Scales. As an action, you can change the color of your scales to match the color and texture of your surroundings. You can attempt to hide even when you are only lightly obscured by foliage and you gain advantage on Dexterity (Stealth) checks.

Prehensile Tongue. You can use your tongue to grab unattended items weighing 2 lbs or less within 15 feet as a bonus action. Alternatively, you can attempt a Dexterity (Sleight of Hand) check on an item worn or carried (though not wielded) by a creature.

VENOMFANG

Toxic Bite. When you hit a creature with your bite attack, you can force the target to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your highest ability modifier). On a failure, the target takes acid damage equal to 1d6 plus your level acid damage and is poisoned for 1 minute. The target may make another constitution saving throw at the start of each of its turns to end this effect. On a success, the target takes half damage and is not poisoned. Once you use this feature, you cannot do so again until you complete a short or long rest, unless you expend one hit die to regain it.

Natural Resilience. You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned.

GHOSTCLAW

Darkvision. You have darkvision out to 60 feet.

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.

Death Scales. You have resistance to necrotic damage.

Soul Eater. You learn the *death knell* spell, and may cast it as a bonus action once without using a spell slot. If the target dies, they cannot be revived by any means short of a *wish* spell before you die.

After you use this trait, you can't use it again until you finish a short or long rest, unless you expend one hit die to regain it.

Once you cast either of these spells using this feature, you cannot do so again until you complete a short or a long rest. If you have the spellcasting feature, you may use your spell DC for these spells, and expend spell slots to cast these spells as well.

Otherwise, you may choose one ability score as your spellcasting ability for these spells.

WIP/Retired

GNOME

The following features have been altered.

ROCK GNOME

Tinker. You have proficiency with one artisan's tools of your choice: Alchemist's supplies, Jeweler's tools, or Tinker's tools.

GOLIATH RACIAL FEATS

Fire Giant Magic

- Burning Hands, Heat Metal

Stone Giant Magic

- Stone Shape 1/rest

Frost Giant

- Enduring Bloodrage - Rage lasts for 1 minute; regain 1d4 temp hp each round

Cloud Giant Magic

- Misty step, Gaseous Form

Storm Giant

- Gust of Wind, Call Lightning

GENASI RACIAL FEATS

CITY HUMAN

City humans love the streets and shops, and seek large communities. They can become jaded in their experiences, but they are quick to aid their allies and community. The best among them are willing to make sacrifices for the sake of strangers.

Cultured. You may add half your proficiency bonus (rounded down) to any Charisma check you make that doesn't already include your proficiency bonus.

Solidarity. When a friendly creature within 30 feet makes an ability check, attack roll, or saving throw, you may use your reaction and roll a d6 and add the number to the amount rolled. You may use this feature after the roll is made but before the outcome is determined. Once you use this feature, you can't do so again until you finish a short or a long rest.

FRONTIER HUMAN

Frontier humans are individualistic, and seek to explore the edges of civilization. They are wary of strangers, but are loyal to close kin and friends. They prefer to fend for themselves and take steps to make sure they can survive on their own wits and prowess.

SCHOLASTIC HUMAN

Scholastic humans are single-minded and often reclusive, preferring their own company, books or nature to keep them company. What they lack in social grace or community ties they make up for in rare knowledge and esoteric revelations.

Educated. You may add half your proficiency bonus (rounded down) to any Intelligence check you make that doesn't already include your proficiency bonus.

Discerning Mind. As an action, you choose one creature you can see and make an Intelligence check (DC equals 8 + half the creature's total hit dice).

On a success, you may learn two of the following characteristics:

- Highest Ability Score
- Lowest Ability Score
- Armor Class
- Resistances & Immunities
- Vulnerabilities

Once you use this feature, you cannot do so again until you finish a short or a long rest.

CLOUD ANCESTRY

Your blood traces back to the opulence of the cloud giants. Cloud giants care more about gifting to others of their kind, and having a rich culture and economy so they can sneer at those less privileged than them.

Blessing of Sky. You are resistant to thunder damage.

Cloud Magic. You know the *light* cantrip. When you reach 3rd level, you can learn the *feather fall* spell and you may cast it once without using a spell slot. When you reach 5th level, you can also cast the *fog cloud* spell at 2nd-level once without using a spell slot. You regain the ability to cast each spell from this feature after you finish a short or a long rest.

If you do not already have the spellcasting feature, Intelligence is your spellcasting ability for these spells.

FIRE ANCESTRY

Your blood traces back to rumbling volcanos and devastating forest fires. The military lifestyle of the fire giants grants you an aura of respect and command.

Volcanic Flesh. You are resistant to fire damage.

Searing Weapon. As a bonus action, you can cause one weapon you're wielding to burst into flames that last until the end of your turn. While engulfed in flames, the weapon deals an additional 1d6 fire damage on a hit.

FROST ANCESTRY

Your blood traces back to the reaving frost giants, their hardiness in the cold is your power.

Frozen Blood. You have resistance to cold damage.

Bloodrage. The frost giant blood within you can stir you to powerful rage. As a bonus action, you enter a frenzy and gain 2d4 temporary hit points. This increases to 3d4 at 5th level, 4d4 at 9th level, 5d4 at 13th level, and 6d4 at 17th level.

Once per turn while you have these temporary hit points, you may roll a 1d4, and add the result to a Strength ability check, Strength saving throw, or Strength-based weapon damage roll.

After you use this feature, you cannot do so again until you complete a short or a long rest.

HILL ANCESTRY

Your blood traces back to the dimwitted cannibal hill giants, and while you may be slow in the head, you make up for it by being a true survivor.

Gorge. If you spend 10 minutes eating at least 20 lbs of edible material, up to and including part of a creature's corpse, you gain temporary hit points equal to 1d10 + your Constitution modifier.

You can use this ability a number of times equal to your Constitution modifier, after which you cannot use it again until you complete a long rest.

STONE ANCESTRY

Your blood traces back to stone giants, their toughness is in your skin and blood.

Born Of Stone. You have advantage on saving throws to resist being petrified.

STORM ANCESTRY

Your blood traces back to the overpowering strength of the lawful storm giants, you command some semblance of their control of the storm.

Lightning Rod. You are resistant to Lightning damage.

Stormbolt. You hurl a lightning bolt at a point within 150 feet of you, all creatures within 5 feet of the point you choose must make a Dexterity saving throw. You can conjure bolts of lightning to hurl at your foes. You have a pool of d6s that you spend to fuel this ability. The number of dice in the pool equals your Wisdom modifier + half your character level (minimum 1).

You can hurl a lightning bolt at a point within 150 feet of you as an action, spending dice from your pool. The maximum number of dice you can spend at once equals 1+ your Wisdom modifier.

Each creature within 5 feet of the target, as well as the target must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Wisdom modifier + your proficiency bonus. A creature takes damage equal to the amount rolled on a failed save, and half as much damage on a successful one.

Your pool regains all of its dice at the end of a short or a long rest.