

Delvebound Races

Heritages: Part I

The playtest material in this article is intended to showcase the revised content coming with the next update of the Basic Rules.

For the sake of this article, the heritages shown here have been stripped down to their mechanical values. Each heritage will continue to have a lore section that describes them in more detail. These will also be reviewed and see revisions.

Feedback. *The best way to provide feedback is to include comments in this document. All feedback is reviewed and the contents are refined based on it. With your help, we can make Delvebound the best it can be.*

Creating Your Character. At 1st level, instead of selecting a race, you instead choose your character's Heritage. Your character's Heritage is defined by a combination of their ancestry and culture.

Each of the classic Elder Scrolls races are represented here as a Heritage, and each Heritage is separated into Ancestral Traits and Cultural Traits. This gives you a lot of customization opportunities when creating unique characters that perfectly fit their story. An Argonian character who has never left the deep swamps of the Black Marsh would likely select Argonian for both their ancestry and their culture, while a Dunmer that has lived their entire life within the walls of the Imperial City could choose the Dunmer ancestry and the Imperial culture.

Choose Your Ancestry. This is classically defined as your race. It is your ancestral lineage, and usually defines your

appearance. A character of Bosmer ancestry might have tawny, bronze skin with reddish-brown hair, pitch black irises, and small antlers. Your ancestry provides your character with a variety of Ancestral Traits, often defined by their lineage and biology.

Choose Your Culture. A character's culture is often determined by regional or social norms. Things like the languages you speak, the knowledge you value, or the habits you've developed are often part of your cultural upbringing. A character with Altmer culture might put a lot of value in studying history or magic and would take pride in their ability to speak many languages. Your culture gives your character Cultural Traits, which are typically learned skills and talents.

Attribute Score Increases. When determining your attribute scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The "Quick Build" section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

Alignment. Each ancestry has stereotypes about what they believe, but these are broad strokes that might only apply to a group, rather than to an individual. Each player character's alignment is entirely under the purview of the player.

Languages. Your character can speak, read, and write Tamrielic (sometimes referred to as Cyrodiilic or Common) and one other language that you and your GM agree is appropriate for the character. Chapter 4 provides lists of languages that are common and rare among the population of Tamriel.

Life Span. The typical lifespan of a player character on Tamriel is about a century, assuming the character doesn't meet a violent end on an adventure. Any ancestry that has a life span beyond the typical is noted in their description, such as the elven ancestries, which typically live longer than their human counterparts.

Altmer (High Elves)

Altmer Ancestral Traits

Your Altmer character has a variety of natural abilities, the result of thousands of years of elven refinement.

Age. The average Altmer can live for over 400 years, although they are known to be able to live for thousands of years. It is rumored that some Altmer on the Summerset Isles are over 4000 years old. They reach puberty at 18 years old and are considered an adult at 30. They mature similar to humans, but their advanced age means that they are still considered young until the age of 60.

Size. High Elves are the tallest of the races of Tamriel, sometimes as tall as 7 feet, but they often have slender, thin builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Altmeri Resilience. You have advantage on saving throws to resist diseases.

Highborn. You have an innate well of magicka within you. You have 2 magicka points that you can use to cast spells. Additionally, you know one cantrip and one 1st level spell from the mage spell list.

You gain an additional magicka point when you reach 3rd level (3), 6th level (4), and 10th level (5). Additionally, when you reach 3rd level, you learn a 2nd level spell of your choice from the mage spell list. You regain all expended magicka when you finish a long rest.

Intelligence, Willpower, or Personality is your spellcasting ability for these spells (your choice when you choose this ancestry), you must expend magicka to cast them.

Altmer Cultural Traits

Altmer society values academic knowledge and puts a lot of pride in artisanal skill.

Studious Nature. You gain proficiency with two skills of your choice from arcana, history, nature, or religion.

Tool Proficiency. You gain proficiency with one artisan's tools of your choice from alchemist's supplies, calligrapher's supplies, or the jeweler's tools.

Bonus Language. You learn one additional common or uncommon language of your choice.

Argonian

Argonian Ancestral Traits

Argonians are formed by the Hist and share common traits that give them a reptilian form that is similar to other inhabitants of Nirn.

Age. An Argonian's life is usually met with hardship and because of this, their lifespan is typically shorter than it should be. On average they live to 75 years, but living to 200 isn't unattainable.

Speed. Your base walking speed is 30 feet. As an Argonian, you are a naturally gifted swimmer which grants you a swimming speed of 40 feet.

Argonian Resilience. Your Argonian bloodline grants you advantage on saving throws against disease.

Protective Scales. You have tough, scaly skin. When you aren't wearing armor, your AC is $12 + \text{your Agility modifier}$. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Water-breathing. Argonians are able to breathe underwater indefinitely.

Subancestry. While Saxhleel Argonians are most commonly found outside of the Black Marsh, many other subancestries exist, including the Naga.

Naga

One of the lesser known ancestries of Argonians is known as the Naga. They mostly live in the inner swamps of the Black Marsh and are hardly seen in other parts of Tamriel.

Size. Tall and slender, Naga stand 7 to 8 feet tall on average and usually weigh less than 250 pounds. Your size is medium.

Appearance. Like their Saxhleel cousins, Naga come with unique cranial features and coloring. Their frills and ridges tend to be more snake-like in nature and they have large mouths with needle-like fangs.

Strength of the Hist. You can call on the Hist to provide its strength when you need it most. As a bonus action, your scales harden and your bite becomes deadly for the next minute.

Your sharp teeth become a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $2d6 + \text{your Strength modifier}$, and this attack is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The armor provided by your Protective Scales trait increases to $14 + \text{your Agility modifier}$.

Once you use this trait, you must finish a long rest before you can do so again.

Saxhleel

As one of the most common Argonian ancestries found outside of the Black Marsh, most people are familiar with you and your connection with the Hist.

Size. Argonians are about the same size as humans, averaging around 6 feet tall, but their frills and feathers make them appear larger. Your size is medium.

Appearance. Argonians have a wide variety of cranial features such as fins, feathers, ridges, spines, spikes, or horns. Some Argonians have been known to pierce their cranial features.

Histskin. You can invoke the power of the Hist to quickly recover your injuries. When your current hit points are less than half your hit point maximum, you can use an action to immediately expend any number of your Hit Dice and regain hit points equal to the result.

Once you use this trait, you must complete a long rest before you are able to use it again.

Argonian Cultural Traits

Argonian culture varies greatly between the many tribes and morphologies.

Argonian Combat Proficiency. You have proficiency with Blades and spears.

Subculture. The two most known cultures of Argonians are the Saxhleel and the Naga. Choose one of these two subcultures.

Saxhleel

Saxhleel are known for their dedication to alchemy and creating healing concoctions.

Potion Affinity. You gain proficiency with your choice of artisan's tools: alchemist's supplies or the herbalism kit. Additionally, the amount of time it takes to craft an item using the chosen artisan's tools is reduced by half.

Naga

The Naga are fierce and strategic warriors that know how to survive in the harsh conditions of Black Marsh.

Perseverance. You gain proficiency in the Survival skill.

Bosmer (Wood Elf)

Bosmer Ancestral Traits

Your Bosmer character has a variety of natural abilities common with all other Bosmer.

Age. Like the Altmer, Bosmer mature the same way as humans do, but they can live up to 300 years or more.

Size. Bosmer are smaller and more delicate than other races, they are rarely over 5 and a half feet in height. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Beast Tongue. You have the ability to communicate in a limited manner with Beasts. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Personality checks made to influence them.

Bosmeri Resilience. Your Bosmer ancestry grants you advantage on saving throws against being poisoned or diseased, and you are resistant to poison damage.

Y'ffre's Gift. You know one cantrip of your choice from the warden spell list. You also know the *animal friendship* spell and can cast it once with this trait. You regain the ability to cast it again when you finish a long rest. Intelligence, Willpower, or Personality is your spellcasting ability for these spells (your choice when you choose this ancestry).

Bosmer Cultural Traits

Bosmer culture puts an emphasis on understanding and surviving natural environments.

Bosmeri Combat Training. You are proficient with Marksman weapons.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain Beast, Dragon, Monstrosity, or Plant creature that is Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Nimble Skills. You are proficient in the Acrobatics skill.

Breton

Breton Ancestral Traits

Your Breton character has certain characteristics in common with other Bretons.

Age. Your elven lineage allows you to live slightly longer than your human counterparts. Your average lifespan is 150 years.

Size. Bretons take after their elven bloodlines and are typically more slender than your average human. They range from 5 to 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Dragon Skin. Your skin thickens to become that of a dragon when harmed. When you take damage from a spell, you can use your reaction to gain resistance against the damage dealt by the spell until the start of your next turn. If the spell deals multiple types of damage, you gain resistance to each of them.

Once you use this trait, you must finish a long rest before you can use it again.

Spell Warding. You have a natural ability to ward off the hazardous effects of magic. Once on each turn, when you take damage from a spell, the total damage is reduced by an amount equal to your proficiency bonus. Additionally, you have advantage on saving throws against magic that cause the **burning**, **chilled**, or **dazed** condition.

Breton Cultural Traits

Magical knowledge and their connection to the arcane is important to Breton culture.

Find Familiar. You know the *find familiar* spell and can cast it once with this trait. You regain the ability to cast it again when you finish a long rest.

Magical Studies. You are proficient in your choice of the Arcana or Nature skill. Additionally, you learn one cantrip from mage or warden spell list. Intelligence, Willpower, or Personality is your spellcasting ability for this spell (your choice when you choose this culture).

Tool Proficiency. You have proficiency with artisan's tools (alchemist supplies).