Races of Elysium

**Global Features: These features are the baseline stats each race has. If NO alteration is stated in a racial feature than your race follows the base stats for a creature.   
*(it will state as part of the feature: alteration)***

* **Creature Type**: You are a Humanoid
* **Size**: Your size is Medium
* **Walking Speed**: Your walking speed is 30 Feet
* **Age**: Your character can feasibly live up to an age between 98-106. *Any year they grow in that time diminishes them reducing their constitution score by 1 this effect can be reversed by the effects of a greater restoration temporarily- this will only restore the creature’s constitution for 1d20 days in which the effects revert. Every month the character lives while above the age of 98 has a chance for a character to pass due to old age. Your dm will roll a 1d100 at the start of each month with a slowly increasing odds that the character will die within the month. Every roll the dm must make increases the likelihood by 1 until it is impossible for the characters body to continue.*
* **Languages**: You can speak, read, and write common.
* **Stat bonuses**: Each Race provides a sum total of your choice of +3 to your stats. No stat can exceed 17 as part of character creation at level 1. *(unless otherwise stated)*
* **Afflicted Existence**: You may choose weather or not your character suffers from an afflicted existence. You may choose what type of affliction your character has and apply the afflicted bonuses and negatives to your character. The Afflictions are found after the list of races and subraces.

Your Racial Bonuses are granted in three layers  
  
BASE Your base Race. This gives the universal or global features your whole race shares.  
  
NURTURE Your Cultural significance. These are things that on the broad your people have adapted to. Those humans of the far north are more adept at dealing with the colds of the north for example.  
  
NATURE Your subrace. These are biological adaptations that your people have undergone to survive their specific environments or are relevant to how you were born.

*Keep in mind that with some features and biological adaptations the lines are blurred as with all things there are no distinct lines between basic raising of a creature and their base instincts.*

*Total List of Standard Languages: Common, Dwarvish, Elvish, Giant, Goblin, Orcish*

*Total List of Exotic Languages: Celestial, Draconic, Deep Speech, Infernal, Primordial, Sylvan*

***Common Races****: Dragon Kin, Dwarven People, Halfling, Humanity, Orchish People\*(not within cities)****Uncommon Races****: Avian People- (Aarakocra + Kenku), Elven, Djinn, Feline Kin, Gorgoniids,   
Merfolk\* (at sea), Mythfolk****Exotic Races****: Aasimar, Avian People (Owlin), Fey, Gnomish Folk, Minotaur, Demonic Races, Warforged*

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| Aasimar  Celestial Subraces (choose one): Deathpact, Protected, Solari Path (choose one): Keep to the path, Reject your path, Vanquishers path  Keep to the path: You follow the voice that guides you to peace and hope. You gain the Healing Hands and Celestial Legacy path features.  Reject your path: You ignore the voice that attempted to guide you. Now you are left empty for better or worse. You gain the Radiant Consumption and Healing Hands path features.  Vanquisher path: You have chosen to listen to the voice that teaches you how to purge the unclean, to smite your foes, and bring low those who oppose your glorious self-made purpose. You gain the Conquerors Tools and Radiant Consumption path features.  **Features (global):**   * **Celestial Resilience:** You have resistance to radiant damage. * **Wings of Creation:** As an action you form two wings that take the form of your choice that match a celestial visage. You may have the wings appear pearl white dove feathers, like those of a hawk, or wings that appear like the black wings of a raven. These wings may change how people treat you and grant you a flying speed equal to your walking speed. You may dismiss them body over the course of a short or long rest where they regress back into your body. Any armor you wear must be made to accommodate these wings *(with a dc 11 smiths tool check or for 5sp any armor can be made to accommodate your wings).* You cannot fly while wearing heavy armor with an equip weight greater than 1 as it is too cumbersome to fly with. * **Additional language:** You can speak, read, and write celestial. * **Inured to Affliction:** You cannot start or gain an Afflicted Existence nature.   .  **Path-Features (*gained as part of your chosen path*):**   * **Healing Hands:** As an action you may heal a creature you touch causing it to recover a number of hit points equal to your level. Once you use this feature you cannot use it again until you finish a long rest. * **Conquerors Tools:** You gain proficiency with a weapon of your choice. You gain one cantrip of your choice that requires a weapon as material cost. You may use your Intelligence, Wisdom, or Charisma ability score as your spellcasting ability for these spells, choose which score you use when you gain this feature. * **Celestial Legacy:** You know the light cantrip. Once you reach 3rd level, you can cast the lesser restoration spell once with this trait, and you regain the ability to do so when you finish a long rest. You may use your Intelligence, Wisdom, or Charisma ability score as your spellcasting ability for these spells, choose which score you use when you gain this feature. You can also cast the lesser restoration spell using any spell slots you have of the appropriate level. * **Radiant Consumption:** Starting at 3rd level, you can use your bonus action 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. During it, 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 your level.  Once you use this trait, you can’t use it again until you finish a long rest.   Path:  Unlike most races you are not born to a celestial at all, but are a child of humans or elves. You grow up with some form of stigma as being a blessed child, a prodigy, or as some treasure to a village. From birth a guiding voice that attempts to teach you through your formative years. As you grow older the voice grows dimmer and it is up to you to listen to its teachings. Will you use them to help the meek? To further your own interests? To vanquish your foes? Did you grow to resent what it tried to force upon you?  Often Aasimar leave their villages and lives behind to pursue their life in the world for one reason or another. You might find yourself running from a cult, demon, or the weight placed on you by your village. You might be called as a healer or sage wanting to follow the voices teachings. You may seek out a world to conquer or in malice seek the worlds downfall.  . Subraces: **Deathpact:** You have been warped by death in some foul way. People may have brought people who are sick to you to be healed as a baby. Or maybe you died in the womb and survived due to the wishes of your voice. No matter what caused you to be stalked or surrounded by death you have become more resilient in the face of it. You gain resistance to Necrotic damage.  **Protected:** You have been given love and hope even before birth. Your ears developed listening to the whispers and prayers of your parents. You gain proficiency with religion.  **Solari**: You have been bathed inside celestial waters as a baby. Or have been raised as a religious relic inside of a chapel. You take on a minor ability to detect lies aspects of a solar. You gain proficiency with Insight. |
| Avian People- Subraces (choose one): Aarakocra, Kenku, Owlin Skyclave (choose one): Born to Rule, Born to Serve, Born to Wander  Born to Rule: You are part of the highborn. You learned the languages of many tribes and people to maintain relations with those who walk the land and swim the sea. Your post requires you to act as both leaders and ambassadors. You gain proficiency in two languages.  Born to Serve: You are low born. Your roll is both important and subservient. Most of this caste are called wing splints as their wings are often damaged as an act of subjugation if the low born is obstinate or disobedient by the highborn. While not all those who are born to this caste harbor resentment to highborn many do and they often do their best to hide their offspring from the highborn as to prevent them from being damaged during their childhood. You gain proficiency in two tools as trade works of your employ or servitude.  Born to Wander: Your people ran from the hierarchy or rejected outright on principal alone. Some just wished to wander and found peace among the nomads. Your people now wander the skies looking for suitable roosts and to stay away from the rigid structure of the sky-claves. Your people brough both the languages gained by the highborn and the tool working of the low born together in harmony with the land, as a result you gain proficiency in one tool and one language.  **Features (global):**   * **Wings**: Thanks to your wings, you have a flying speed equal to your walking speed. Any armor you wear must be made to accommodate these wings *(with a dc 11 smiths tool check or for 5sp any armor can be made to accommodate your wings)* You cannot fly while wearing heavy armor with an equip weight greater than 1 as it is too cumbersome to fly with. * **Talons**: You have talons that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike. * **Internal Compass:** You always know which way is north. You always know which way is up**.** * **Additional Language:** You can speak, read, and write Primordial.   .  Society:  The Sky-Claves are floating rocks upon which the Avian people rule the skies. They stick to a rigid hierarchy that is denoted during early age. Until the fledgling is of age, they have every chance to become highborn based on their skills and intelligence or other natural prowess such as those of the Black-feather Mages. Those who do not show promise or become damaged during their growth are forced into the lower caste of tool workers, servants, and farmers. The schools of the sky-claves are known for their prestige and those born to a higher status are given every opportunity that their parentage can garner for them. Those of the lower caste must prove themselves quickly and avoid the tampering of the highborn in order to ascend among their people. The civilization can be brutal with highborn parents disowning or “un-naming” a fledgling entirely treating them as though they were from a different family.  The nomads of the avian people travel the lands in small “Coo’s” and are more tribal in their beliefs. Many humans prefer to deal with these creatures as they often offer both unique goods and interesting insights into the world at large. They are slower to act and are often laid back in their attitudes. The society is more forgiving, as almost a way to cope with how many were treat poorly in their time with the Sky-claves. However, they have learned to let go of their grudges so long as the others let go of their prejudices and are a very understanding people. They are quick to forgive, but make no mistake; they never forget.  .  Subraces:  **Aarakocra**: Your people are similar to falcons, hawks, and other predators of the skies like eagles. They have learned to put their instincts to work and gain the following features:   * **Fall control**: You take half damage from falling if that falls damage would not kill you outright. * **Keen eyes**: You gain proficiency in perception.   **Kenku:** Your people are similar to ravens and crows and are known for their cleaver nature. They have learned to exploit their natural guile in multiple ways, you gain the following features:   * **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. * **On the Sly**: You gain proficiency in sleight of hand.   **Owlin**: Your people resemble owls both large and small and are known for their long lives and silent flight. You gain the skills of a night flyer and gain the following features:   * **Darkvision:** You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray. * **Silent Flight:** Your wings do not produce noise during flight. *(yep, that’s it)* * ***Alteration*** **Elder Race**: You have an expanded lifespan and can live as long as 198 to 206 years of age. Your race is rare and slow to reproduce. |
| Dragon KinDraken Subraces (choose one): Dragonborn, Dracoten, Dragonspawn, Kobold Wurm-blood (choose one): Acid, Cold, Fire, Lightning, Poison  Acid: You descend from emerald dragons or purple dragons gaining resistance to Acid damage. This feature effects other features found in this race.  Cold: You descend from white dragons or frost dragons gaining resistance to Cold damage. This feature effects other features found in this race.  Fire: You descend from red dragons or dragon tyrants gaining resistance to Fire damage. This feature effects other features found in this race.  Lightning: You descend from black dragons or dark blue dragons gaining resistance to Lightning damage. This feature effects other features found in this race.  Poison: You descend from light green dragons or earth dragons gaining resistance to Poison damage. This feature effects other features found in this race.  **Features (global):**   * **Breath Weapon:** You may use your bonus action to make an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Wurm-blood. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).   You may use this feature once between each long rest.   * **Natural Cunning:** When you fail a Deception, History, Insight, Intimidation, or Persuasion check, you may roll a 1d6 and add it to the roll possibly changing the outcome. Once you use this trait, you can’t do so again until you finish a short or long rest. * **Additional language:** You can speak, read, and write draconic.  Society: (Non-Kobold/Dragonspawn)  Dragon Kin on the whole are creatures of magic and cunning. Dragonborn and Dracoten live similar lives to humans. They live and cities and share spaces with civil races. Dragon Kin are known for their steady temperament and are slow to anger and laugh. They often are seen as serious creatures most of the time but the truth is that they simply take a long time to warm up to most people. Getting a Dragonborn or Dracoten to laugh is considered a challenge. They are fierce friends and loyal to their causes, houses, or “scale keeper”. A “Scale keeper” are those people that the Dragon Kin have pledged service to, even if only on a temporary basis. And its well known that if you get a Dragon Kin to pledge themselves to take you to the other side of the road. Be prepared to be dragged to the other side even if that means they have to do so with you kicking and screaming.  .  Subraces:  **Dragonborn**: Hulking creatures that are large and reptilian in nature. Your people are known for their power and ferocity in all things. You are what happens when blood magic and dragons mix with ancient humans. You have mostly dragon features in a more bipedal walk. Your people share the following features:   * **Powerful Build**: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. * **Improved Breath Weapon**: You **may** have your breath weapon act as 30-foot line 5 feet in width instead of a cone when you use it. Additionally, you may use your breath weapon once each short or long rest. You may use it twice between rests at 11th level.   **Dracoten:** You are a mostly human creature with horns and dragon teeth, Finger nails like dragon talons, and a thin muscular tail. You are what happens when a human and a dragon fall in love. Humans may often distance themselves from you, and dragons will not acknowledge you any more than they would a typical human. People similar to you share the following features:   * ***Alteration* Variant**: You may place all of your racial ability score increases into the same stat if you choose up to a maximum of 18 during character creation. * **Defiant Body:** Whenever you are forced to make a constitution saving throw you add a 1d4 to the roll. This does not apply to concentration checks.   **Dragonspawn (Playable monster race- ask your dm first)**: Your people are more lizard like and are results of dragonborn and other beast blood mixing after thousands of years. You are more beastlike than dragon with more reptilian features similar to that of lizards. Your people are often considered primitive and have a more alien logic to them. They may see a dead comrade as a source of food, or see things as more “black and white”. Some even call them Lizardfolk rather than Dragonspawn. Your people share the following features:   * **Natural Armor:** You have tough, scaly skin. When you aren’t wearing armor, your base AC is 13 + your Dexterity 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. * **Swamp Inhabitant:** You gain a swim speed equal to your walking speed. You can hold your breath up to 30 minutes at a time. * **Cunning Artisan:** As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size 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.   **Kobold (Playable monster race- ask your dm first)**: To the horror of dragons at large you are the closest real relative to them. You are short in stature and hated by most people. Expect hostility (*not violence*) from most civil creatures. Your people are the result of diminishing magic in a dragons bloodline. Your people maintained all the wit and cunning of dragons without their large bodies and magical gifts. You are often found in large groups underground labyrinths lit by torches and are known for your traps and tricks placed on adventurers. As the saying goes “*never trust a Kobold in a dungeon, otherwise you might as well sign your soul to a demon without reading the fine print, it will end about the same*”- Adventurer at Round Hold  You gain the following features:   * ***Alteration*** **Size:** You are size small. * ***Alteration*** **Ageless:** You are functionally immortal in terms of growing old. Your body grows until you hit the age of 10 and then it ceases to grow and age. However, Kobolds are seldom known for living long as they often meet violent deaths, mostly due to their own curiosity. * **Crafty:** You gain proficiency with tinkerers tools. And have deeper knowledge of traps, you have advantage on checks you make to disarm, identify, and locate traps. * **Defiance**: You have advantage on saving throws to avoid or end the frightened condition on yourself. |

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| Elven KindElf Subraces (choose one): High, Swamp, Shadow (Drow), Wood Conclave (choose one): Aereni, Eladrin, Marked  Aereni: This conclave believes that one must focus on one specific aspect of society. Those who talk must be experts at talking. Those who smith must be the best smiths in the world. And those who dabble in magic must be all knowing in magic. Anything less is failure. Your people are unforgiving, and specialize for the benefit of the many. If you are called to perform your given aptitude then you are expected to produce the best result possible. You gain proficiency in one skill or tool. Double your proficiency bonus you add to that skill or tool.  Eladrin: This conclave believes that nature is the ultimate truth. Most of your people are druidic in nature and have a strong connection to the land. Your homes are found near the Mother-Tree and are spun out of songs woven into the local landscape. You can speak Druidic and have at least one friendly relation with a druidic grove local to your home. You can cast the misty step spell once using this trait. You regain the ability to do so when you finish a short or long rest. You may use your Intelligence, Wisdom, or Charisma ability score as your spellcasting ability for this spell, choose which score you use when you gain this feature. You can also cast the misty step spell using any spell slots you have of the appropriate level.  Marked: This conclave is marked by the magic of the Moonwell. The Moonwell marks your skin with a tattoo or birthmark that has a deeper meaning to the individual or the individual’s family. Your people are known for their secretive nature. Keeping facts from people unless specifically asked for. You must always ask every detailed question to a marked elf if your wish to get a full story or picture of events for example. You know the minor illusion cantrip. Starting at 3rd level, you can cast the invisibility spell once with this trait, and you regain the ability to cast it when you finish a long rest. You may use your Intelligence, Wisdom, or Charisma ability score as your spellcasting ability for these spells, choose which score you use when you gain this feature. You can also cast the Invisibility spell using any spell slots you have of the appropriate level.  **Features (global):**   * **Spun from Nature:** Your people are born from druidic rituals and are spun from the bodies of plants, beasts, even the roiling streams. As a result of this your people have the ability to communicate in a limited manner with Beasts, Plants, and vegetation. 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 and Animal Handling checks you make to influence them. * **Flesh to Memories:** Your people can consume the flesh of other Beast, Celestial, Dragon, Fey, Feind, Giant, Humanoid, Monstrosity, or Undead creatures’ bodies to garner small amounts of memories and insights into the lives of the creature. As a result, your people take the consumption of flesh as a more sacred thing and a sacrifice of the creature to fuel your body. You have no control over these flash backs. Often the spirit of the creature has some control over what you experience. If you use a spell or feature to ask questions, or influence a creature in the afterlife and then consume some of their flesh you may influence the creature to reveal information to you. * **Mask of the Wild**: Nature itself will hide your people. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. * **Additional Language:** You can speak, read, and write Elvish.   .  Society:  Eleven society is centered around their conclaves and live in tight nit communities knotted throughout their forests, which have a tendency to have “*cruelty*” towards outsiders. This reputation stems from "*fact*" that elves invite intruders to partake in ancient ritual during which they partake in the tribes most sacred of meals… the unsuspecting traveler himself. The reality is that in most (*not all*) situations the intruder was a woodsman or hunter that was given warnings to stop their forays into their groves. To cease their deforestation or hunting of their beast brothers. But elves will never let the death of a creature be it human, beast, or even a demon go to waste. They view it as a last will of the creature to share its knowledge, emotion, or even vision as the last rite after the creature’s death.  As a result of this shared knowledge and their natural instincts garnered from their unusual birth elven people are often seen as wise and long lived. They have the same lifespan as a regular human but each meal grants them more and more lived experience and differing outlooks. This makes most of them very esoteric. They have no aversion to eating others of their tribe after their death or that of a loved one wishing to be granted the last consolation of their memories. They know enough about other creatures and cultures to not do so openly or without asking in a respectable manner.  Once other races get past the stereo type placed upon the elves they discover that eleven culture regards all life as sacred and to be protected and cherished. That most of them form strong friendships and bonds. They can be extremely affected if one of their loved ones die and they are not given the consolation of their people’s burial rituals.  .  Subraces:  **High:** Your people are all spun directly from the Mother-Tree or from the Moonwell and have a natural arcane nature provided by their spinning ritual. Your people gain the following features:   * **Keeper of the Arcane**: You gain proficiency in Arcana. * **Ancient Protectors**: Your people are the Ancient protecters of the Mother-Tee and Moonwell. Your weapon training grants you proficiency with the Longsword, Shortsword, Twin Blade, and Shortbow   **Swamp:** Your are spun directly from the bogs and watery trenches. Your people gain the following features:   * **Bog Walker**: You gain a swim speed equal to your walking speed. * **Toxin Resilience**: You have advantage on saving throws against poison, and you have resistance against poison damage. You are immune to the poisoned condition. * **Dart Blower**: You gain proficiency with the Blowgun. Blowguns count as aquatic weapons for you. * **Toxic Fangs**: Once per short or long rest you may have one unarmed strike deal an extra amount of poison damage equal to your proficiency bonus.   **Shadow (Drow):** Your people are spun from dark creatures and places such as the underdark.   * **Darkvision:** You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray. * **Sunlight Sensitivity**: You have disadvantage on perception checks that rely on sight when you or whatever you are trying to perceive is in direct sunlight. * **Shadow Gile:** You have proficiency in stealth.   **Wood:** Your people are the most common and are spun directly from woods and beasts of the land. Your people gain the following features:   * ***Alteration*** **Fleet of Foot**: Your base walking speed is 35 feet. * **Primal Sense:** You have proficiency in Perception. * **Additional Language:** You can innately speak, read, and write Sylvan |

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| DjinnGenasi Subraces (choose one): Air, Earth, Fire, Water Wish (choose one): Aid the wisher, To the letter, Twisted wish  Aid the wish: Your people have taken a liking to mortals and your ancient ancestors granted wishes with the intention of the wish in mind. You know the guidance cantrip. Constitution is your spellcasting ability for this spell.  To the letter: Your people take the literal meaning of a wish to its final conclusion. Your people a bureaucratic by nature and focus on the letter of the law and the words of a wish. You gain proficiency with the investigation Skill.  Twisted wish: Your people take wishes and twist them into horrific outcomes. Your people are more demonic than demons in some regards and even the profane creatures are reluctant to place wishes with your ancestors. You gain proficiency in deception.  **Features (global):**   * **Trance:** Genasi don’t need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. * ***Alteration* Longer Life:** Your body is similar to a humans in build but aided by the primal magics of your home plane. You will live somewhere between 158-166 years of age. * **Additional Language:** You can speak, read, and write primordial   .  Society:  Your people are descendants of Djinn. Great wish granters and natives of the primordial planes of existence. They are treated with a bit of awe by other races and have a long-heated distrust of the fey. Your people are seen as confident and smile in the face of adversity. They assume a graceful self-assurance that seems hard to find and can be blind to risk. They are often very solitary as creatures and found out in far to reach spaces or in the less populated parts of cities. When many different members of your race they can call upon the ancient magics to call forth your ancestor to grant wishes to your people or to someone seeking something great. They do not do this easily and there is often a great cost to such actions…. .  Subraces:  **Air**: Your race heralds its origin from the elemental plane of air. Your race gains the following features:   * **Unending Breath**: you can hold your breath indefinitely. You cannot die from suffocation. * **Carried by the wind:** You may cast the levitate spell a number of times equal to your proficiency bonus after which you must take a long rest to do so again. Constitution is your spellcasting ability for this feature. You can also cast levitate using any spell slots you have of the appropriate level.   **Earth**: Your race heralds its origin from the elemental plane of earth. Your race gains the following features:   * **Earth Walk**: You can move across difficult terrain made of earth or stone without expending extra movement. You can walk on walls a ceiling made of earth or stone (*but not metal*) as though you were under the effects of spider climb. * **Merge with Stone**: You know the mold earth cantrip. When you reach 5th level, you can cast the meld into stone spell as a 3rd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells. You can also cast the meld into stone spell using any spell slots you have of the appropriate level.     **Fire**: Your race heralds its origin from the elemental plane of fire. Your race gains the following features:   * **Natural Fire**: You know the produce flame and dancing lights cantrips. Once you reach 3rd level, you can cast the burning hands spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells. You can also cast the burning hands spell using any spell slots you have of the appropriate level. * **Fire Resistance**: You have resistance to fire damage.   **Water**: Your race heralds its origin from the elemental plane of water. Your race gains the following features:   * **Born of Water**: You can breathe both air and water and gain a swimming speed equal to your walking speed. * **Acid Resistance**: You have resistance to acid damage. * **Call the Wave**: You know the shape water cantrip. When you reach 3rd level, you can cast the create or destroy water spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells. You can also cast the create or destroy water spell using any spell slots you have of the appropriate level. |

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| Dwarven PeopleDwarf Subraces: Duergar, Gem, Hill, Mountain  Clan (choose one): Crafter, Lore-Keeper, Shield  Crafter: Your clan focuses on craftmanship. Dwarven crafting is know for its hardy nature and is difficult to break. Things are built robust and your peoples armor is legendary. The dwarven clan crafters take great pride in their skills and insulting one of their creations is akin to insulting one of their children. If they know you and trust you they may laugh or learn from it. If they don’t they may take up arms and turn hostile. You gain proficiency with a tool of your choice. Double your proficiency bonus to check made with that tool.  Known crafter clans: Dur-Grime Borith, Dur-Grime Ignan, Dur-Grime Shaddoth  Lore-Keeper: Your people are the keepers or lore and the mages and clerics of your people. They are seen as elders of clans and sears. When the dwarven people are looking for solutions or absolution they seek out the Lore-Keepers. As such this clan is treated with honor and respect and known for their wisdom. You gain proficiency in history. When attempting to recall the history of the dwarves, an item of legendary make, or stonework you double your proficiency bonus in this skill.  Known Lore-Keeper clans: Hoth-Bin Fortun, Hoth-Bin Skal, Hoth-Bin Dimon’d  Shield: Your people are the protectorate of the dwarven realm as well as the miners that delve into the sides of mountains. When arms are called for the shield dwarves war engine will mulch all of their foes before them turning battle into bloodbath. The generals of the shield dwarves have been known for their cunning as well as gravitas. You gain proficiency with two melee weapons of your choice and shields. You have advantage on all checks you make when trying to recall information about great battles in history or legendary warriors. Known Shield clans: Grim-Sen Blad, Grim-Sen Banar, Grim-Sen Laurel  **Features:**   * **Spun from Stone:** Your people may call upon their origin of stone to protect them. As a reaction to being hit by an attack roll you may gain resistance to piercing, slashing, and bludgeoning damage against that attack. You may use this feature once, after which you must complete a long rest to use it again. * **Dwarven Resilience:** You are immune to the poisoned condition and have resistance to any damage that would be delt to you as a result of you eating, drinking, or ingesting something. * ***Alteration* Longer Lives:** Your average age for a Dwarf is between 150-300 years. *(they diminish in the last 8 years)* * **Additional Language:** You can speak, read, and write Dwarvish.   .  Society:  Dwarven society is built around their cities and high mountain holds. They are a strong people with a good sense of humor and a love of alcohol. They have a love for crafting and treasure that is unmatched by any other race. The are known to plumb the depths of tombs and dig wide tunnel systems into the sides of mountains and hills in search of rare minerals. They divide themselves into clans which carry the weight of lawmaking and keeping the peace. They are one of the most common races next to humans and have found a mutual respect for each other. In today’s day and age humans and dwarves are very intertwined with each other and share in each other’s cultures. They are far longer lived than humans so have a bit of a soft spot for “the youngins”. They have a long rivalry with elves from times past but were the first to break the animosity towards their peoples. As such the elves and the dwarves will often come to each other’s aid in times of strife and its not uncommon to see elves among the councilors of their kingdoms.  Dwarven customs of sharing food and hospitality are well known. They are not a people known for their forgiving nature and stealing is something that almost no dwarf will do. A thief in their culture is treated the same way that a kidnapper and murderer is delt with, swiftly and usually at the point of a sword. Their grudges can blind them to the truth and they have been known to be quite stubborn. When a dwarf does change his mind though, they do so quickly and decisively.  .  Subraces:  **Duergar**: Your people took to living underground and plumbing the depths of the underdark. The greediest dwarf you can come across is a Duergar. Unlike the rest of their kin they would be the only type of dwarf to steal from you if it benefits them enough. They are known to be more self-serving than your average dwarf. Your peoples adaptation to their environment grants you the following features:   * **Darkvision:** You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray. * **Sunlight Sensitivity**: You have disadvantage on perception checks that rely on sight when you or whatever you are trying to perceive is in direct sunlight. * **Duergar Resilience**: You have advantage on saving throws against illusions and against being charmed or paralyzed.   **Gem**: Your people were originally born from the finest gems found under their mountain homes. They maintain much of the glimmer and glamour of their rare gem origins. Their skin lightly glimmers in sunlight like a Dimond. They have a “pluckier” disposition than most dwarves and are luckier than most in games of gambling. Dwarves of your race have the following features:   * **Lucky**: When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. * **Natural Jewelers**: You gain proficiency with jewelers tools.   **Hill**: Your people herald from rolling hills and deep valleys. They are the “bones of the land” as they would say. They are the most common dwarf you will come across and are known for their sturdy nature both in personality and body. Dwarves of your race have the following features:   * **Hillborn Resilience**: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. * **Better Dwarven Resilience**: This ability replaces “Dwarven resilience”. Now you may use your reaction when hit by an attack roll to gain resistance to all non-psychic damage against that attack. You may use this feature once, after which you must complete a long rest to use it again.   **Mountain**: Your people are from the high mountain holds which are mostly found in the north. They are hard and flinty as a people and are the slowest to move race. They look down on anyone not of their society. They herald strength as a virtue as those weak of body could not survive in their environments.   * **Mountainborn Strength**: You gain a +1 to strength or constitution, chosen when you take this race. You cannot exceed 17 in those stats as part of character creation.  *(this bonus is in addition to the +3 stats you gain normally)* * **Mountain Adaptation**: You have resistance to cold damage. You also naturally acclimate to high altitudes, even if you’ve never been to one. This includes elevations above 20,000 feet. |

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| Feline Kin- Subraces (choose one): Leonin, Tabaxi Culture (choose one): Nomadic, Sedentary  Nomadic: You are nomadic in nature and have a bit of wanderlust. You have traveled as far as your feet can carry you. You gain proficiency with athletics or acrobatics, your choice.  Sedentary: You have taken up a small area as your home. Often you have chosen a city or local countryside. You gain proficiency with animal handling or stealth, your choice.  **Features:**   * **Cat’s Claws:** You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike. * **Feline Perception:** You gain proficiency with perception. * **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 double your speed until the end of the turn. Once you use this trait, you can’t use it again until you move 0 feet on one of your turns. * **Cats Mobility:** You double the distance you can cover horizontally from any jumps you make with a running start. You have a climbing speed equal to your walking speed.   .  Society: Unlike most races your people don’t have a traditional society and often adapt to other creature’s societies that they come across or settle down nearby. When all else fails they are seen as traders and nomads who are rather self-serving. They are known for their vexing attitudes and actions and for being playful and curious.  .  Subraces:  **Leonin**: Proud warriors and fierce friends. Your people look like bulky cats, often with more lion based features or similar to other plains cats. Your people are known for their savagery and their irritable attitude and are more often than not mercenaries for higher.   * **Daunting Roar**: As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your constitution modifier. Once you use this trait, you can’t use it again until you finish a short or long rest.   **Tabaxi**: The sleek people of your race mirror cheetahs and pumas and other cats of grace and agility. They are known for being indirect even at the best of times and their aloof attitude towards danger.   * **Cunning Evasion**: You **may** add your intelligence modifier to your dexterity saving throws. |

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| Fey- Subraces (choose one): Changeling, Fairy, Goblin  Court (choose one): Sun Court, Moon Court  Sun Court: Those of the sun court rule the fey wilds during the day. They have strong convictions and long grudges. The sun court is known for granting wishes to travelers if they fulfill favors. They are as chaotic good as it can get… Those who align with the sun court gain the ability to cast enlarge/reduce starting at 3rd level. You may use your Intelligence, Wisdom, or Charisma ability score as your spellcasting ability for this spell, choose which score you use when you gain this feature. You can also cast the enlarge/reduce spell using any spell slots you have of the appropriate level.  Moon Court: Those of the moon court rule the fey wilds during the night. They have loose convictions and their moods can change at the drop of a hat. The moon court is known for tricking people into thinking they are the sun court to fulfill favors. They are as chaotic as it can get…. Those who align with the moon court gain the ability to cast crown of madness starting at 3rd level. You may use your Intelligence, Wisdom, or Charisma ability score as your spellcasting ability for this spell, choose which score you use when you gain this feature. You can also cast the crown of madness spell using any spell slots you have of the appropriate level.  **Features:**   * **Additional Creature type**: You are fey. * **Fey Ancestry**: You have advantage on saving throws you make to avoid or end the charmed condition on yourself. * **Fey Guile**: You may roll an extra 1d4 on all persuasion and deception checks. * **Fey Wild Guide**: You have advantage on check you make to navigate the fey wild. You have advantage on checks you make to find openings into the fey wild. * **Additional Language**: You can speak, read, and write sylvan.   .  Society: The fey are known for their trickery, contracts, and weird rules. Each fey belongs to one of three courts. The Sun court, Moon Court, and Court of the Wilds (*not an available player court*) each representing differing aspects of “law” in the fey world. They are mostly home to the fey wilds and travel fourth from there on their own personal quests. Its unwise to trust a fey creature as they are known to be backstabbers and traitors. They have their own personal interests and those who deal with them do not do so lightly. Its advisable to those who are born to the fey to hide their identity if they are not of the fairy persuasion. Most people have good relations with fairies as they are seen at worst harmless pranksters and often are helpful guides to children lost in the wilds. Portals to the fey wild are everywhere if you know where to look..  .  Subrace:  **Changeling**: Your people are what children fear the most. Being replaced in the night by a horrible creature. Your people are similar to a cuckoo bird in which your people replace a child in a family or if they can manage it just slip in among people. Younger members of your people will often lead to the death of your “siblings” in the families you grow up in. Your race has the following features:   * **Changeling Deception**: You gain proficiency in deception or performance, your choice. * **Shapechanger**: As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight and can change your size between Medium and Small. You can make yourself appear as a member of another race, though none of your game statistics change. You can’t duplicate the appearance of an individual you’ve never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren’t changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die.   **Fairy**: Fairies are one of the few fey that are considered to be “good”. They are tricksters and pranksters, but most of their pranks are harmless. A good laugh is all they are looking for. They are known for having a mean streak if you get on their bad side. But the fairies of Elysium are friends to children of all shapes and sizes. As such people love having them around! Your people have the following features:   * ***Alteration* Size:** You are size Small. * **Flight**: Because of your wings, you have a flying speed equal to your walking speed. Any armor you wear must be made to accommodate these wings *(with a dc 11 smiths tool check or for 5sp any armor can be made to accommodate your wings)* You cannot fly while wearing heavy armor with an equip weight greater than 1 as it is too cumbersome to fly with. * **Faerie Fire**: Starting at 3rd level, you can cast the faerie fire spell with this trait. Once you cast faerie fire with this trait, you can’t cast that spell with it again until you finish a long rest. You can also cast faerie fire using any spell slots you have of the appropriate level.   **Goblin (Playable monster race- ask your dm first)**: Goblins…. Are destructive forces of nature. They want so they take. They are generally evil, self-serving, and overall disgusting. Nothing is ever good when it comes to goblins. Almost everyone believes that a good goblin is a dead goblin. Goblins gain the following features:   * **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 discern colors in that darkness only as shades of gray. * **Fury of the Small**: When you damage a creature with an attack or a spell and the creature’s size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn. * **Nimble Escape**: You can take the Disengage or Hide action as a bonus action on each of your turns. |
| Gnomish FolkGnome Long Term Effects (“subraces”) (choose one): Deep, Forest, Rock Lifestyle (choose one): Hermit, Politician, Tinkerer  Hermit: You would prefer to be left alone. Your good at slipping away from others. You add a 1d4 to all stealth rolls you make.  Politician: You have risen to the top of hierarchies through sheer lifespan in most cases. While you may never hold to top spot you are treated with respect. You have advantage on all charisma checks when talking to leaders, royals, and elders of kingdoms, tribes, or guilds.  Tinkerer: Your passion lies in tinkering. You spend most of your life doing so. You gain the Tinkerer trait (found after the subraces)  **Features:**   * **Gnome Cunning:** You have advantage on all constitution, intelligence, wisdom, and charisma saving throws against magic. * **Darkvision:** You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray. * ***Alteration* Size:** You are Size Small * ***Alteration* Walking Speed:** Your walking speed is 25ft. * ***Alteration* Age:** Your average age for a Gnome is between 998-1006 years. *(they diminish in the last 8 years)* * **Additional Languages:** you can speak, read, and write two additional languages.   .  Society: gnomish people are known for keeping as small families of four or five. They are a long-lived race and are known for being cranky with the younger races. They often seem forgetful or feign a lack of knowledge on purpose. Often, they try to simply outlive their problems and don’t really hold grudges. If they have a problem they often just walk away as they live long enough to rebuild. They make their way into positions of power among humans or other races if they so choose. But most live like hermits and keep away from other people that they have no trust for. Which given enough time, is everyone.  .  Long Term Effects:  **Deep**: You have spent a long time (*of your life*) in the underdark and have garnered some adaptations to deal with its more hostile environment. You gain the following features:   * **Stone Camouflage**: You have advantage on Dexterity (Stealth) checks to hide in rocky terrain. * **Superior Darkvision**: your vision can see in full color rather than shades of gray. It only seems more vibrant in bright light and are able to tell the difference. Many deep gnomes have a problem with their sleep cycles as a result.   **Forest**: You have spent a long time (*of your life*) in the forested regions and have garnered some adaptations to deal with its more wild environment. You gain the following features:   * **Natural Illusionist**: You know the minor illusion cantrip. Intelligence, wisdom or charisma is your spellcasting ability for it. You choose which when you select this race. * **Speak with Small Beasts**: Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.   **Rock**: You have spent a long time (*of your life*) in the rocky and mountainous regions and have garnered some adaptations to deal with its rough and tumble environment. You gain the following features:   * **Rough and Tumble**: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.   .  Tinkerer: You have proficiency with tinker’s tools. Double your proficiency bonus with those tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.  When you create a device, choose one of the following options:  **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.  **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.  **Music Box***.* When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song’s end or when it is closed. |

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| GorgoniidsGorgon Subraces (choose one): Stone Eaters, Purebloods Ancient Hatred (choose one): The Celestials, The Demons  The Celestials: Your people were ravaged a long time ago by the celestial heavens during the ancient “war in heaven”. As a result, your people have garnered a deep-seated hatred of celestial creatures. You have learned to hunt them and gain the following features: You can speak read and write celestial. You have advantage on survival checks to track them, as well as intelligence checks you make to recall information on them.  The Demons: Your people were ravaged a long time ago by the demonic hells during the ancient “war in hell”. As a result, your people have garnered a deep-seated hatred of demonic creatures. You have learned to hunt them and gain the following features: You can speak read and write infernal. You have advantage on survival checks to track them, as well as intelligence checks you make to recall information on them.  **Features:**   * **Poison Resistance:** You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage. * **Petrification Immunity:** You cannot forcibly become petrified by any spell or effect. You cannot be turned into stone against your will. * **Lesser Hypnotic Gaze:**  you can use your action to attempt to petrify a creature withing 30 feet of you that you can see and that can see you (using other natural senses such as blind sense or tremor sense for example does not count as seeing you for this ability). The creature must make a constitution saving throw where the DC= 8 + constitution + proficiency bonus. If the creature fails it is petrified for 1d4+1 rounds. The creature can make a constitution saving throw at the end of each of their turns. On a success it ends the effect. You cannot do so again until you finish a short or long rest. If a creature dies under the effects of this ability the petrification remains permanent unless you spend and action to revert the creature. You can only revert creatures that you have petrified in this way as part of this feature. * **Snake Hair:** As a bonus action your hair can attack creatures within 5 feet of you. This attack uses your dexterity or strength for its attack roll and you are considered proficient with the attack. The attack deals 1 piercing + 1d4 poison damage. You can make this attack a number of times equal to your proficiency bonus. You recover all uses of this ability on a short or long rest. If you make a weapon attack within reach of your hair as part of a bonus action you can expend a use of this ability to add 1d4 poison damage to the attack.   .  Society:  Gorgons are one of the most ancient races on elysium. They have fought in many wars and have lost much. Their ancient ruins scatter the land and hold magical secrets that most people seek out. What is left of your people, now wander the lands seeking their ancient grudges out and looking for retribution for your people. Often this takes the form of hunting a specific being that wronged your homeland. Other races tend to avoid your people to the best of their ability. While gorgoniids are not evil they **often** care little for other races and will try to eat them in the same way humans would eat a chicken. Not all gorgoniids are that way of course and those who seek out humans on purpose are first treated with a level of discomfort. Given time individual gorgons are quickly treated the same as everyone else once they prove they are not here to make trouble. For some reason gorgons seem to have a love for the sea and make great ship captains.  .  Subraces:  **Stone Eaters:** Your people are ones who have adapted to eat rocks. They are the lesser forms of your once great empire. Your people have the following features:   * **Consume stone**: you garner little nutrients from traditional forms of sustenance (though you still can consume them to survive). You can consume rocks to garner better sustenance for basic survival during a long rest. If you kill a creature under the effects petrification you can consume parts of their body to fuel yourself as well. * **Poison Immunity**: You are immune to Poison damage.   **Pure bloods:** Your people are an exact mirror of the ancient gorgons. You are one of the most exotic creatures walking this land. You often command fear regardless of what you attempt to do.   * **Magic Resistance**: You have advantage on saving throws against spells. |

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| Halfling- Subraces (choose one): Lightfoot, Ghostwise Found Among (choose one): Dwarves, Humans, Nomads  Dwarves: You have chosen to spend a large amount of time among Dwarves. You gain the Dwarvin Resilience trait found within the Dwarvin racial features. You can speak, read, and write Dwarvish.  Humans: You have chosen to spend a large amount of time among humans. You gain the Variant trait found within their racial features.  Nomads: You have chosen to spend a large amount of time among the nomadic peoples of the world. ***Alteration***- Your base walking speed is increased to 35 feet.  **Features:**   * **Lucky:** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. * **Brave:** You have advantage on saving throws against being frightened. * **Halfling Nimbleness:** You can move through the space of any creature that is of a size larger than yours. * **Naturally Stealthy:** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you. * ***Alteration*- Size**: you are size small   .  Society: Same as the people your found among. Nomads a more open ranging and traveling so you may have specific idioms and qualities of a specific troop like a traveling circus goer or a wandering band of thieves.  .  Subraces:  **Lightfoot**: “Light of foot, fleet of sound, a joy in the heart. To live among those who you chose and who choose you. One of life’s greatest pleasures”- Lightfoot Saying  Your people have the following features:   * **Bolster Resolve**: When an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll. You may use this feature once per long rest   **Ghostwise**: “Speak to soon, be seen among, or be found in the wrong place. I will pass by unknown. I will make their world better even if they barely know I am there” – Ghostwise saying  Your people have the following features:   * **Silent Speech**: You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time. |

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| HumanityHuman Subraces: N/A Cultures (choose one): Northern Born, Central Born, Southern Born  Northern Born: Your people are from the frozen northern reaches of Elysium. You have learned the basics of survival in harsh environments. You add 1d4 to all animal handling or survival rolls, choose one when you select this part of your race.  Central Born: You are accustom to life in the city or nomadic traveling. You have learned to live with all the other races local to the central regions of Elysium. You add a 1d4 to all insight or perception rolls, choose one when you select this part of your race.  Southern Born: Your people are from the southern wilds of Elysium. You have learned better navigate the dense forests of the south. You add a 1d4 to all acrobatics or athletics checks, choose one when you select this part of your race.  **Features:**   * **Adaptable**: You gain proficiency in one skill. * **Ambitious**: You gain one tool, language, and weapon proficiency. * **Human Durability:** You gain +1 to your constitution score. *(this bonus is in addition to the +3 stats you gain normally)* * ***Alteration* Variant**: You may place all of your racial ability score increases into the same stat if you choose up to a maximum of 18 during character creation.   .  Society: Humans are the most common people across the lands and their societies are blends of many differing races. They are known for making vast sprawling cities and complex trade routes. They have a propensity for forming nations and dividing land. Humans are innovators and very adaptable and resilient. What natural born gifts they are not born with compared to the other races they make up with tenacity and sheer will. |

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| MerfolkUNDER CONSTRUCTION (I will build these if people have interest) Subraces (choose one):  Body of Water (choose one):  A:  E:  M:  **Features:**   * **.**   Society: |

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| MinotaurUNDER CONSTRUCTION ( I will build these if people have interest) Subraces (choose one): N/A Trial of the Labrinth (choose one): Northern Born, Central Born, Southern Born  Northern Born:  Central Born:  Southern Born:  **Features:**   * .   Society: |

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| Mythfolk- Shift Races (start with one): Satyr, Centaur  Calling (choose one): of Stars, of Song, of Satiation  Calling of Stars: You are called to guide your people or keep them from dangers. You gain proficiency with navigator’s tools.  Calling of Song: You are called to sing to your people or to bring the gift of music and mirth to those around you. You gain proficiency with one instrument of your choice.  Calling of Satiation: You are called to bring sustenance to your people or your fellow travelers. You gain proficiency in cook’s tools or brewer’s supplies (your choice).  **Features:**   * **Mythmakers Skill:** You gain proficiency in one of the following skills: Arcana, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, or Survival. * **Shifting:** You shift from one shift race to another. This can be done as an action. None magical clothing and armor do not shift with you. However, your upper portion of your body remains the same regardless of which shifted race you are currently in the form of. * **Charge**: When you take the dash action on your turn and travel at least 30 feet straight forward you may make a melee weapon attack with your hooves as part of that action. * **Hooves**: You may use your hooves to attack and kick your foes. Your unarmed strikes deal 1d6 + your strength as bludgeoning damage instead of your regular unarmed strikes.   .  Society: Mythfolk are shifters that slide between a equine build known for traveling longer distances. And a more bipedal build that they use for climbing and short forms of travel. They are unapologetic and very forward on their intentions. They have a weird standoff nature with mythfolk not of their tribe. They have a good sense of humor, but are very militaristic. They often form raiding parties and are rare to see among other peoples of the land. The make excellent mercenaries and ranger guides. They believe in merit of deed and care little for titles. They have been known to insult nobles and praise farmers in the same breath. They ascend the ranks of their people through combat or through the shaman trials. In either case they do not garner rank with their people without a little risk of bodily harm.  .  Shift Races:  Satyr: Your satyr form takes the look of a bipedal human with the bottom half of a goat. Both forms have horns. While in this form you gain the following features:   * **Mirthful Leaps**: Whenever you make a long jump or a high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal. * **Natural Climber**: Your goatlike features in this form grant you a skill in climbing. You gain a climbing speed equal to half your walking speed.   Centaur: your centaur form takes the look of an equine creature with the top half of a human. Both forms have horns. While in this form your gain the following features:   * ***Alteration* Equine Build**: You count as size large.  In addition, any climb that requires hands and feet is almost impossible. When you attempt such a climb it costs you 8 feet of movement for every 1 feet you move. *(5feet=40feet of movement)* * ***Alteration* Centaurs Movement**: your base walking speed is 40 feet while in this form. |

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| Orcish PeopleOrc Subraces (choose one): Orc, Half Orc  Blood Rite (choose one): Beast Blood, Foe Blood, Orc Blood  Beast Blood: You have undergone the blood rite of the beast when you were 13 years of age. You killed a beast in a forest and earned your “Na’gra”. Your Na’gra takes the form of a small dagger that was carved from the bones of the beast, an earring that was the tooth of the beast, or some other trinket taken from your slain quarry. They used the beasts blood in a rite of passing as you came of age. This rite granted you the blessing of the beast gaining the following feature: When you score a critical hit with a melee weapon attack, you can roll one of the weapon’s damage dice one additional time and add it to the extra damage of the critical hit.  Foe Blood: You have undergone the blood right of the foe when you were 13 years of age. You killed a humanoid and earned your “Na’gra”. Your Na’gra takes the form of a small dagger that was carved from the bones of the humanoid, an earring that was the tooth of the humanoid, or some other trinket taken from your slain quarry. They used the foes blood in a rite of passing as you came of age. This rite granted you the blessing of the foe slayer gaining the following feature: You have advantage on death saving throws. You add your proficiency bonus to those saves.  Orc Blood: You have undergone the blood right of the foe when you were 13 years of age. You killed another orc and stole your “Na’gra”. Your Na’gra takes the form of a personal belonging, or even a part of the Orc. They used the orcs blood in a rite of passing as you came of age. This rite granted you the blessing of the orc slayer gaining the following feature: You may use your relentless endurance feature once per short or long rest.  **Features:**   * **Relentless Endurance:** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can’t do so again until you finish a long rest. * **Adrenaline Rush:** You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Whenever you use this trait, you gain a number of temporary hit points equal to your proficiency bonus. * **Menacing:** You gain proficiency in the intimidation skill.   .  Society: your people are warriors and raiders. They threaten the countryside and control vast swaths of the planes on their massive war Wargs. They are naturally nomadic and split off into different tribes with each tribe specializing in one form of war or battle tactic. Your people are very spiritualistic and have shaman leaders than are heralded with respect. Its suicide to disrespect a shaman among their tribe. They are unapologetic and believe in trial by combat. To become a war chief in orcish custom is to kill your predecessor in Mak’Gora. To ascend as a shaman, you must garner the approval of the previous shaman, even if that means calling upon them from the grave.  .  Subraces:  **Orc:** Your people’s ferocity is well known and your blood runs hot with primal magic. Your bulkier than humans and can carry more than most. You gain the following features:   * **Powerful Build**: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.   **Half Orc:** Your blood is mixed, usually with humans creating a lighter nimbler frame. Orcs will treat you the same as the rest of them but won’t expect you to carry as much. They may use you to scout out territories and take advantage of your lighter frame.   * ***Alteration* Variant**: You may place all of your racial ability score increases into the same stat if you choose up to a maximum of 18 during character creation. |

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| Demonic RacesTiefling Subraces (choose one): Feral, Legacy of Frost, Legacy of Fire Acceptance (choose one): Embraced, Neutral, Hated  Embraced: You were born to parents twisted and marred by the horrible fate the befell a child such as you. Be it you were born to human parents or one or both your parents were Tieflings themselves. You were embraced by them. Your community accepted you and raised you. You are more likely to have a pleasant demeanor. You gain the thaumaturgy cantrip. It shares the same spellcasting stat as your infernal legacy.  Neutral: You were born to parents that distanced themselves from you. Society cares little about your existence. You are greeted by subtle disdain and disgust. There are a few people that treat you well, these people are your closest friends, lovers, or even just an employer. Its not uncommon for you to be a useful tool for a thieves guild or a dagger for a group of assassins. Often you are aware that you are only treated well as a result of what services you provide these individuals but seldom do you care. At least you have a home. You gain the mage hand cantrip. It shares the same spellcasting stat as your infernal legacy. The hand you make with this trait is invisible.  Hated: You were tossed into the gutter. You survived the world and you may have hatred for those who wronged you. Everywhere you look you are met with malice and people who don’t want you around. You became resilient against the world and very self-serving. You roll a 1d4 and add it to all survival rolls you make.  **Features:**   * **Hellish Resistance**: You have resistance to fire damage. * **Fine Print:** You gain proficiency with a forgery kit. You may use this tool proficiency to detect magical hidden print within documents as well as analyze contracts both infernal, magical, and mundane in nature. (*it will fulfill all requirements for investigation checks against illusions on those documents for example*) * **Additional Language:** You can speak, read, and write Infernal.   .  Society: Your people are usually found on the outskirts of human society. Oddly Tieflings have the most success among the elves and often find themselves as part of the druids. In all cases life is hard for your people, you are treated with mistrust. Its earned as in many cases your people are hostile, thieving, and murderous. It may be a self-fulfilling prophecy as most of the time your people are reacting to how they are treated. But don’t expect to find a kind Tiefling too often. Tieflings from druidic circles are often treated much better than most.  .  **Subraces:**  **Feral:** Feral Tieflings are the most savage of the Tieflings with more demonic features, your skin is often the deepest red or even black. They often have brutal nature and treat others with disdain. They spend the majority of their time in the underdark or venture into the depths of the abyss. Tieflings of this race gain the following features:   * **Darkvision:** You can see in dim light within 120 feet of yourself as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray. * **Sunlight Sensitivity**: You have disadvantage on perception checks that rely on sight when you or whatever you are trying to perceive is in direct sunlight. * **Infernal Legacy- Suffer no fools**: Starting at 3rd level, you can cast the Hex spell with this trait. Starting at 5th level, you can also cast the Mind Whip spell with this trait. Once you cast Hex and Mind Whip with this trait, you can’t cast that spell with it again until you finish a long rest. Constitution is your spellcasting ability for these spells when you cast them with this trait. *(you do not add these spells to your spell list)*   **Legacy of Frost**: Your bloodline is tainted by those of frost devils from the abyss and your race often have skin tinged with a blue or purple huge. They are seemingly emotionless at times and are often noted to be “expressionless” by those people who do not know them well. Tieflings of this race gain the following features:   * **Replacement- Abyssal Frost Resistance**: you gain resistance to cold damage. This feature replaces your Hellish resistance. You are accustom to the extreme cold and suffer no negative effects from lower temperatures regardless of the nature that causes them. * **Ice Craft**: As an action you can form a small inanimate object in your hand made of ice. The object can be no larger than 1 foot on a side and weigh no more than 5 lbs and must be that of a nonmagical object that you have seen. The ice is brittle in nature and can be easily broken. You may have this ice form small weapons such as a dagger or throwing dart.  The object you create disappears into a puddle of quickly evaporating water after 5 minutes or if you use this feature to make another object in this way. It also shatters if it takes or deals any damage and then quickly disappears in the same way. * **Infernal Legacy- Icy Blood:** Starting at 3rd level, you can cast the Frost Fingers spell with this trait. Once you cast Frost Fingers with this trait, you can’t cast that spell with it again until you finish a long rest. You can also the Frost fingers spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait, chosen when you select this race.   **Legacy of Fire**: Your bloodline is a perfect mix of demon and human. You are what happens when a human makes a pact with a demon and has a kid, falls in love with a demon, or spends too much time in the abyss. You have a demonic body yes, but you are mostly human and have only light demonic features that in some cases could be missed if not for the trained eye or if you so choose the existence of a demonic tail. Tieflings of your race have the following features:   * **Infernal Legacy- Blood of Fire**: Starting at 3rd level, you can cast the Hellish Rebuke spell with this trait. Starting at 5th level, you can also cast the Darkness spell with this trait. Once you cast Hellish Rebuke and Darkness with this trait, you can’t cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait, chosen when you select this race. |

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| WarforgedUNDER CONSTRUCTION (I will build these if people have interest) Subraces (choose one):  Designation (choose one):  A:  E:  M:  **Features:**   * **.**   Society: |

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| Afflicted Existence Under Construction (I will build these if people have interest) |
| Vampiric  **Features:**   * **Bite** |
| Were-\*Creature\*  **Features:**   * Call of the Moon * Beast Speech |
| Reborn  **Features:**   * Past Life * Ghost in a shell |
| HexBlood  **Features:**   * Adaptable |