

Polychrome

Races



Cro-Mag

Basic Attributes

Ability Score Increase

Two different ability scores of your choice increase by 1.

Proficiencies

You gain proficiency in one skill of your choice

Abilities

Feat

You gain one feat of your choice.

Description

Cro-Mags have roughly the same cognitive abilities and variance as other humans, but have a slightly different physique, being broader and shorter, with a more pronounced brow.

Rule: *Variant Humans*

For the purposes of any mechanic that specifies Human, that mechanic also applies to Cro-Mags.



Durrha

Basic Attributes

Ability Score Increase

CON +2. STR +1

Age

Durrha age at roughly the same rate as humans, but they may hibernate for any length of time without aging.

Size

Durrha are very large, starting at over 6 feet and sometimes reaching 8 feet. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Tradespeak and an Durrha dialect. All Durrha languages are mutually comprehensible.

Abilities

Bioluminescent

You may choose to light up your body, casting a diffuse colored light (your choice) similar in brightness and range to a torch.

Font of Health

Gain 1 extra hit point per level.

Gelatinous

Reduce damage from non-magic piercing, slashing and bludgeoning attacks by 2.

Mithridization

You have advantage on saving throws against poisons.

Description

Hibernating Hulks

Durrha mature at the same rate as humans, but they have the ability to hibernate, indefinitely, without aging. Durrha stand between six and seven feet tall, and weigh in excess of 350 pounds. Durrha skin tones range from Amber to Purple, and have a slight translucent quality. Their bodies give off a faint bioluminescent glow.

Your size is Medium. Your size class is Medium.

Polar Giants

The Durrha are large, blubbery humanoids, native to the arctic circle of Oda. The Durrha are broad and robust, and are the heaviest of the major races of Oda. Durrha skin is light in color, with undertones of red, yellow or blue. Large bone crests and knobs on their skull make their heads appear lumpy and grotesque to Oda's other races.

The Durrha worship those that came before them; their ancestors are their creators, those who gave them life. This emphasis has led the Durrha to develop the most thorough genealogical records on Oda. Most Durrha can recite their lineage back ten generations, and some trace their family's origin to the days before the Urdfall.

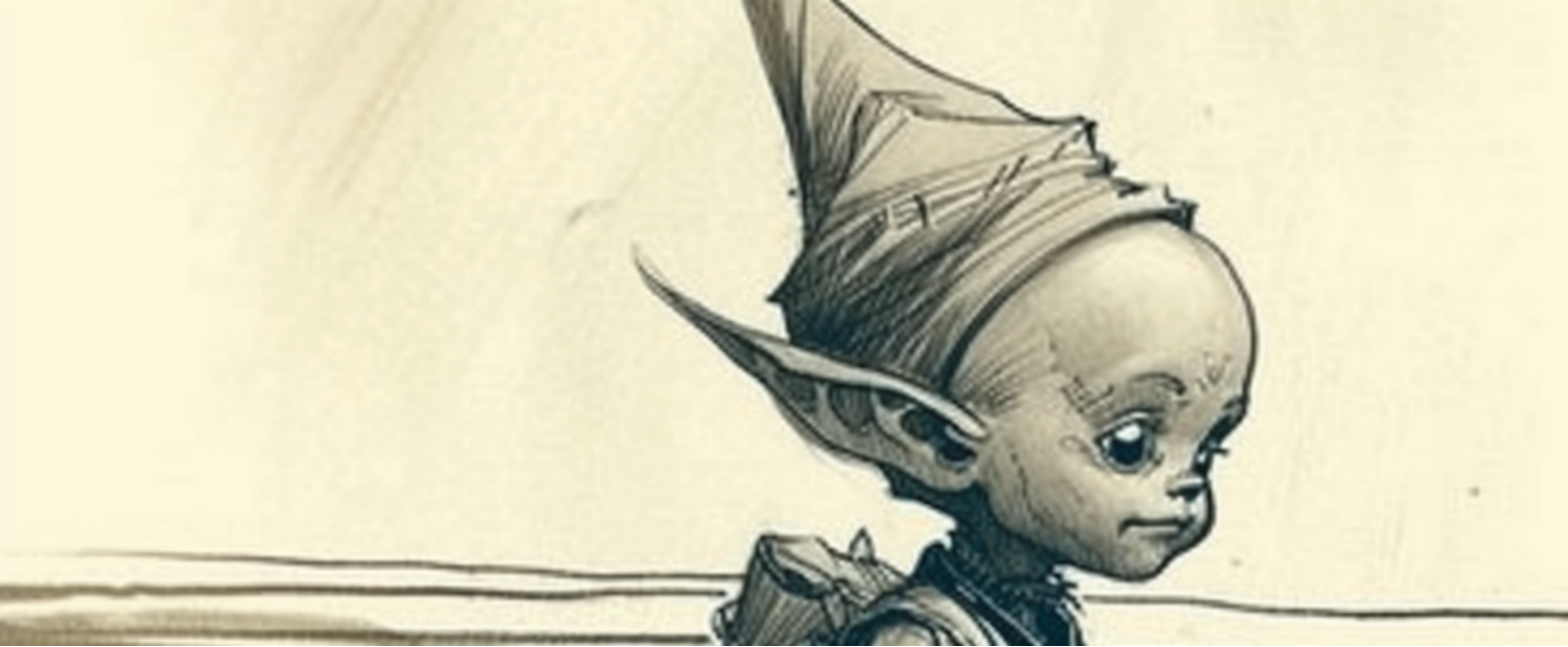
Timeslumber

The Durrha have the ability to hibernate for nearly indefinite periods of time. Durrha may do this for any number of reasons, but the most notorious is the Timefeud. Because of the importance of family to the Durrha, a wrong against their kin is considered a wrong against that Durrha itself. Darker, kin of those who wronged a Durrha are considered just as culpable. A Durrha that is unable to avenge a wrong may sleep for years, awakening to wreak vengeance on the unprepared next generation of the "family" that wronged them.

Durrha Urbanism

Durrha live in frozen palace-complexes carved in to the ice and rock of glacial valleys. They usually take the form Ice Halls. An Ice Hall has a large ornate ceremonial gate that opens into a very large colonnaded hall. Numerous chambers and tunnels are carved out extending from the hall. Ice Halls are often arrayed with skins and bones of their ancestors; marked with records of their deeds. Durrha homes are often akin to small tombs, within which they hibernate.





Gnallix

Missing





Hmonqi

Basic Attributes

Ability Score Increase

DEX +2, CHA +1.

Age

A hmonqi reaches adulthood at the age of 5 and generally lives into the middle of his or her twenties.

Alignment

Most hmonqi are chaotic good. As a rule, they are good-hearted and kind, but mischievous and curious to a fault. They are difficult to govern, and hmonqi states and organizations tend to be small and short lived.

Speed

30' base walking speed

Size

Hmonqi average about 2 feet tall and weigh about 20 pounds. Your size is Small.

Languages

You can speak, read, and write Tradespeak and a regional Hmonqi variant of either Vosche or Cro-Mag language. They write very little, so they don't have a rich body of literature.

Almost all hmonqi speak Tradespeak to converse with the people in whose lands they dwell or through which they are traveling.

Abilities

Climber

You can climb at move speed.

Hmonqi Nimbleness

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

Prehensile Tail

Your tail counts as an extra free hand.

Description

the Purple Banana

Hmonqi are “born” when a monkey eats a purple banana. The Purple Banana has psychedelic effects that magically change monkeys, granting them greater intelligence and self-awareness. Hmonqi are physically indistinguishable from normal monkeys. The effects of the Banana are non-transmissible; a pregnant Hmonqi will birth a regular monkey.

the Banana Kingdoms

The Hmonqi homeland is the Northern Jungle of the western Riftlands. Hmonqi often squat in the ruins of earlier, greater civilizations. Monkey Lords rise through the highly social, and often brutal world of Hmonqi politics. The Lords command, through their extensive loyalty networks, huge and diverse armies. The jungle fiefdoms of the Monkey Lords are collectively known as the Banana Kingdoms.

Things change quick in the Kingdoms, with new Monkey Lords rising on seemingly weekly basis. A Dominant Lord will declare himself Monkey King. Hmonqi will only recognize one king as legitimate, and declaring oneself king is often a prelude to regional war.

the Hmonqi Diaspora

Many Hmonqi feel stifled under the traditional simian politics and culture of the Banana Kingdoms and choose to make their life among the other humanoid civilizations. Hmonqi minority communities exist in cities across Oda. Some rumor that a Eastern Monkey King is forming a new Hmonqi Kingdom hidden in the wildernesses of the Tradelands.

Hmonqi Style

Like other monkeys, Hmonqi are small, agile and curious. Hmonqi rarely create their own cultural objects, but they do combine and “remix” the artifacts of other races. Hmonqi often adorn themselves extravagantly, preferring shiny, noisy or bright attire.

Hmonqi Urbanism

Hmonqi, where they are dominant, most often live in the ruins of older, more prestigious civilizations. Hmonqi culture is essentially additive, so they never demolish, repair or maintain anything. They simply build another layer on top. Hmonqi cities are loud, garish and completely dysfunctional.

*All the talk we ever have heard
Uttered by bat or beast or bird – Hide or fin or scale
or feather – Jabber it quickly and all together! Excellent! Wonderful! Once again!
Now we are talking just like men. Let 's pretend we are... never mind, Brother, thy
tail hangs down behind! This is the way of the Monkey-kind.*



Human

Basic Attributes

Ability Score Increase

Each of your ability scores is increased by 1.

Description

Humans are a comparatively young, and the most numerous, race of intelligent humanoids on Oda.

Versatility & Diversity

Humans are found in environment on Oda, from the frozen tundras of P'tlakeu to deserts of Xiyan. Humans are the most adaptable of Oda's intelligent humanoids, and because of that, they exhibit the greatest range of cultural diversity.



Orxis

Basic Attributes

Ability Score Increase

STR +2

Age

Orxis mature incredibly fast, reaching adulthood around 5 years. They age noticeably faster and rarely live longer than 25 years.

Speed

30' base walking speed

Size

An average Orxis is between five and six feet tall, and weighs less than 200 lbs

Languages

You can speak Tradespeak and Orxis

Abilities

All Fours

You can add 10 to their movement if you move on all fours.

Bite

You may do 1d4 piercing damage with an unarmed attack.

Howl

The loud howls of an Orxis can relay simple messages up to a mile away.

Keen hearing and Smell

You have advantage on Wisdom (Perception) checks that rely on hearing and smell.

Animal Inheritance

Orxis can, and sometimes do, breed with animals of all types. Offspring of these unions exhibit traits characteristic of those animals.

Choose one Dominant and one Recessive Trait

Dominant Traits

1. **Two Heads** You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
2. **Hearty** +1 Constitution
3. **Leader of the Pack** +1 Charisma
4. **Additional Limbs** You have two additional limbs. If these limbs are arms, they count as free hands. If they are legs, each leg increases movement speed by 5.
5. **Quick** +1 Dexterity
6. **Blind Senses** You can't use blind sight while deafened and unable to smell.
7. **Nimble Escape** The Orxis can take the Disengage or Hide action as a bonus action on each of its turns.
8. **Chameleon** You have advantage on Dexterity (Stealth) checks made to hide.
9. **Brute** A melee weapon deals one extra die of damage when you use it.
10. **Pack Tactics** You have advantage on an attack roll against a target if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
11. **Toughness** Your hit point maximum increases by 1, and increases by 1 every time you gain a level.
12. **Spider Climb** You can climb difficult surfaces, including upside down on ceilings, without needing to make ability check.
13. **Relentless Endurance** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.
14. **Talons** Your retractable talons attack as a D4 Finesse slashing weapon.
15. **Venomous** On a successful unarmed attack, target must make a DC13 Con Save or take 2D4 damage.
16. **Strong Jaws** Bite attacks do D6 + STR. On a successful bite, you may make a grapple check as a bonus action.
17. **Glide** You may glide through the air, at your full move speed. You descend 5' every turn.
18. **Fetch** You can use your reaction to catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10.
19. **Mithridized** You are immune from poison damage and the poison condition.
20. **Egg Laying** Once per long rest, you may produce D4 servings of Egg. A serving of egg restores D4 HP.

Recessive Traits

1. **Aggressive** As a bonus action, you can move up your walking speed towards an enemy that it can see.
2. **Ambusher** You have advantage on attack rolls against any creature you have surprised.
3. **Hold Breath** You can hold your breath for 30 minutes
4. **Burrow** You have a burrow speed of 10ft. You cannot dig through solid rock
5. **Goliath:** You a carrying capacity equal to that of a large animal.
6. **Sure-Footed:** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.
7. **Menacing:** You gain proficiency in the Intimidation skill.
8. **Slippery:** You have advantage on ability checks and saving throws made to escape a grapple.
9. **Brave:** You have advantage on saving throws against being frightened.
10. **Savage Attacks:** 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.
11. **Running Leap:** Your long jump is up to 30 feet and its high jump is up to 15 feet when you have a running start.
12. **Play Dead** You may Feign Death, as per the spell. You may only do this once per short rest.
13. **Small:** Your size small and you are naturally stealthy. You can attempt to hide even when obscured only by a creature medium or larger.
14. **Charge:** If you move at least 10 feet straight toward a target and then hit it with a melee weapon attack on the same turn, the target takes an extra d8 damage.
15. **Mask of the Wild:** You can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
16. **Barbed Hide:** At the start of each of your turns, you deal d4 piercing damage to any creature you are grappled with.
17. **Prehensile Tail** You have one extra hand.
18. **Sprinter** Once per short rest you can double your movement rate for one turn.
19. **Thick Skinned** You have a natural Armor Class of 13.
20. **Noxious Spray** Each creature within a 15 foot cone must make a DC 13 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. You may only do this once per short rest.

Description

the Blood of the Rage God

The Orxis claim that their species was born in the final days of the Gods' War. In his battle with Herule, Oraxis, God of Rage, was cut in twain above the Blood Peaks. His intestines fell on those great mountains, and was feasted upon by jackals. These jackals were filled with lust and fury, hunting and breeding until the only thing living on the spine of the world were their offspring: the Orxis.

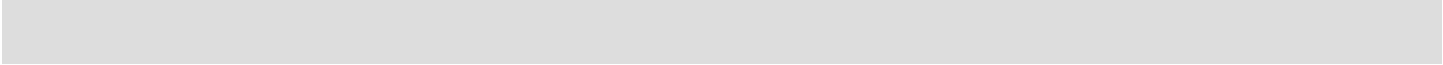
Mongrel Men

Orxis can breed with most species of animals. This makes the race highly adaptable across diverse environments. When invading a new land, Orxis will commonly breed with the species of that region to better adapt to the area.

After generations of this behavior, across many regions, the Orxis species carries the traits of many animals.

Orxis Urbanism

Domesticated Orxis are known to adjust and conform to any environment they find themselves in. Feral Orxis, on the other hand, spurn the comforts of civilized life and live nomadically, conquering and exploiting weaker people. Feral Orxis never live in cities, as they become domesticated within a generation, but do sometimes conquer them for the purposes of exploiting their resources or labor. Domesticated Orxis are prized allies within the lands of other races, as they make loyal and fierce retainers.





Tulgg

Basic Attributes

Ability Score Increase

WIS +2, +1 to an ability score of your choice

Age

Like the trees they serve, Tulgg have long lifespans. A Tulgg reaches adulthood around 30, and the oldest of them can live for 500 years.

Size

Tulgg stand between six-foot and seven-and-a-half-feet tall and weigh between 150 and 250 pounds. Your size class is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Tradespeak and a dialect of Tungan language. All Tungan dialects are mutually comprehensible. You can also communicate with plants and animals (see Speech of Beast & Leaf).

Abilities

Plantlers

Two wood and bone protrusions emerge from the crown of your head. They are sharp, and you may do 1d6 Piercing damage on a successful unarmed attack.

Rough Hide

You have tough, thick hide. When you aren't wearing armor, your AC is 12 + 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.

Speech of Beast & 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.

Tree Climber

You may climb trees at move speed.

Tulggcraft

You may cast the Tulggcraft (*Druidcraft*) cantrip at will.

Fierce Sentinels

Tulgg society focuses on the tribe and it's stewardship of the land. Tulgg tribes prefer remote forests, high mountain passes, and other areas remote enough to avoid the taint of city life. For many centuries, the Tulgg had lost homelands to the urban world's unending hunger for wood, iron, game.

In their role as guardians of the wild, Tulgg often tend towards the fanatic - giving themselves to causes greater than themselves. Frequently this devotion is to their stewardship, often to gods. In rare cases a Tulgg might even grant this bond to another person.

Food and Medicine

Like humans, most Tulgg are omnivorous - although some observe dietary restrictions for religious or cultural reasons - despite the rumors, cannibalism, or the consumption of humanoids, is generally as taboo in Tulg society as it is in others.

Tulgg lore of medicinal & efficacious herbs & botanicals is unparalleled - they keep extensive seed library caches - adding to these libraries is a noble calling among the Tulgg.

Tulgg Urbanism

Tulgg build minimal communal structures to provide safety and crucial support. Most productive and recreational activity happens outside of these structures, in the Tulggan hinterland. Tulggan hinterlands look like wilderness to outsiders, but actually represent generations of growing, pruning, shaping and transplanting to create a more predictable, defensible and productive environment for the Tulgg tribes.

Tulgg designs are often inspired by the nests, warrens, dams and hives of Oda's wildlife.

"SURPRISE, SKINBAGS!" - The Tall Tales of the Tulgg'a, by Boum Yicka



Vosche

Basic Attributes

Ability Score Increase

Your Charisma score increases by 2, Dexterity score by 1

Age

Most Vosche mature around 15 and live about 150 years

Alignment

Vosche are considered predictably unpredictable. They run the gamut of good to evil, chaotic to lawful. Most are ambivalent to the plights of other races.

Size

Vosche show range of height similar to humans, but are generally thinner.

Speed

Your base walking speed is 30 feet.

Languages

You can speak, read, and write Tradespeak and a dialect of Vosche language. All Vosche dialects are mutually comprehensible. Vosche literature is considered vast and profound. It's elaborate prose and fables have been adopted and adapted for generations by other cultures.

Abilities

Acute

The world may be a dream, but you are keenly aware of the signals the Sleeping God gives in this life. You are proficient in Perception.

Cantrip

You may choose a cantrip from the bard spell list.

Vosche Weapon Training

You have proficiency with reach and thrown weapons

Description

Vosche Society

Structure and chaos. The Vosche have rigid cultural rules regarding a variety of political and social behavior. To an outsider, they may seem trivial or absurd, but that's because they are tailored to the needs of the Vosche and no one else. Regardless of where you stand in the Vosche hegemony, the ceremonies and rituals that have developed to maintain cultural identity and preserve the link to the Dream, are available to everyone willing. Almost everyone is compelled to go through these benchmark marks of Vosche tribal indoctrination, even those who were raised outside of the sphere of Vosche influence. Orphans raised by other races reach adolescence and develop a powerful wanderlust to return to the Vosche territories, even if they know nothing about where they are.

Wild Vosche and City Vosche

The people of dreams are wanderers. Compelled by an irresistible instinct to migrate, the Vosche who are called, travel en masse to a new location. The time frame for these migrations have never revealed a pattern to them, but it is very disruptive to progress and stability. Luckily, the Vosche have embraced this feature of their existence and adapted to be flexible to the calling. The sites they settle are unusual as they almost always are the locations of previously abandoned Vosche cities. While their cities grow quickly from there, there is an obsession with trying to discover the history and secrets of the previous inhabitants, who always seem to have known more than them.

Leaders of visions

There once was a time when the Vosche were masters of their dreams to such a degree they could carry wonderful knowledge back into the waking world. The lords of the Vosche would rule from their slumber, sleeping for long stretches and sharing their visions with the others in dreams. The waking world of the Vosche was busy with the fulfillment of these visions. Art, buildings, magic and progress. The limits were endless but as the horizon of possibilities stretched, so did caution. Oraksus punished the Vosche, destroying their greatest city. Their patron, Sihn, sacrificed himself to save what remained and entered an eternal slumber. The Vosche lost their visions when returning to the waking world. The Vision Lords were all dead or corrupted, their powerful gift turned them monsters, their dreams infecting the Vosche with waking nightmares. An age of darkness descended and great evil was committed. Many moons passed without a single vision lord being born who was not of a stain heart. They moved from city to city only finding abandoned destruction from the previous residents. Some people stayed to resettle the ruined cities while others renounced their former dwellings to carve new beginnings. A few left to live in the wild, returning to the ancient teachings of dream walking in an attempt to reconnect with the Sleeping God.

The people who live in the wild territories have been somewhat successful in reintegration to their previous relationship with their dreams. A youth came back from a dream walk ceremony with strange powers and some of the abilities lost in the breaking. He claimed to have found where the Sleeping God lays and spoke with him. He pledged his soul to serve the will of Sihn in the waking world, in exchange, he would grant the youth with the power of dreaming. The youth became the first manifestation of what are now known as a Dream Knight. Soon after this encounter, others came to be touched by Sihn through their dreams. These wild Vosche took the news back to the cities and new orders of worship were founded. The god of the great dream had returned and repaired a thread of tapestry the Vosche once wove.

After two days in the city, I wondered about the steady parade of blooming hairstyles and outrageous attire that would shock and dazzle the senses; I asked my guide when the festival was over. She turned to me and said, 'what festival?'
- *Gifts, Bribes & Threats, an Ambassador's Recollection,*
Soladine of Alamar (Trade Guild Ambassador)