

Ability Score Increase. +1 Wis

Age. They reach adulthood by 15. Although the true maximum lifespan of Skaven has been lost to history, various scholars have claimed they can live up to 400 years or even longer with the assistance of magic. Due to their violent nature and thirst for ever-increasing power even the strongest of Skaven tend to die before 30.

Alignment. Skaven are inherently chaotic, often putting their own interests above others. As such, they tend towards neutral and chaotic alignments.

Size. Skaven are generally shorter and skinnier than humans, normally standing between 3 to 5 feet tall and weighing between 50-150 pounds. (Size is based on subrace)

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Due to their living in nothing but darkness, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Claws and Teeth. Your overgrown teeth and unkempt claws are natural weapons, which you can use to make unarmed strikes. If you hit with your claws or teeth, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

Conniving. You are proficient with stealth and deception

Scurrying Escape. When you take the disengage action, and no other action, your movement speed is doubled until the end of your turn. (Once per long rest)

Tainted Blood. Your blood is thick with tainted magic, making it dangerous to consume. Whenever a creature attempts to feed on your blood (such as through the Bite attack), they must make a Constitution save (DC 8 + your Constitution modifier + your proficiency bonus). On a failed save, they take 1d6 poison damage and are poisoned for 1 minute. On a successful save, they take half damage and are not poisoned.

Languages. You can speak, read, and write Common and Undercommon.

Subraces

Night Runner - Marked by your dark (typically black) fur, you stand between 4.5-5' tall. Your size is medium.

Ability Score Increase. Your Dex increases by 2

Skitter. Your base walking speed increased by 5 feet

Shadow Meld. You have advantage to Stealth (Dexterity) checks to hide in ruins, sewers, alleys, and other rural areas.

Brownfurs – Typically killed before their fur finishes growing out, they are the smallest Skaven standing between 3.5-4 ft. Their size is small.

Ability Score Increase. Your Dex increases by 2

Slave Willpower. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5).

Once you use this trait, you can't use it again until you finish a short or long rest.

Gopher - As the lowest class of Skaven, you are used to being pushed around. You gain the ability to carry double your normal capacity.

Stormvermin – The strong leaders of Skaven, they stand broad shouldered and between 5' - 6' tall.

Ability Score Increase. Your Str increases by 2

Survivor - Born to survive, and lead, you need to be heartier than the filth around you. You gain +1hp per level.

Rat of the People - The other races of Skaven look to your kind for leadership, expecting your wisdom when they need it. You gain the guidance cantrip.

Greater Rat (Replaces Scurrying Escape) - You gain the ability to survive when others shouldn't. Once per long rest you gain the ability to reduce damage from the next hit by 1d6. This can be used after damage is dealt