

AARAKOCRA

DMG'14 p282

Ability Scores: Dexterity +2; Wisdom +2

Creature Type: Humanoid

Size: Medium

Speed: 20 feet, Fly 50 feet

Dive Attack. If you are flying and dive at least 30 ft. straight toward a target and then hit it with a melee weapon attack, the attack deals an extra 1d6 damage to the target.

Talons. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Language. You can speak, read, and write Auran.

AARAKOCRA

EEPC p5

Ability Scores: Dexterity +2; Wisdom +1

Creature Type: Humanoid

Size: Medium

Speed: 25 feet, Fly 50 feet

Age. Aarakocra reach maturity by age 3. Compared to humans, aarakocra don't usually live longer than 30 years.

Alignment. Most aarakocra are good and rarely choose sides when it comes to law and chaos. Tribal leaders and warriors might be lawful, while explorers and adventurers might tend toward chaotic.

Size. Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

Flight. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Talons. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Language. You can speak, read, and write Common, Aarakocra, and Auran.

AARAKOCRA

MPMM p5

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet, Fly equal to your walking speed

Flight. Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

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.

Wind Caller. Starting at 3rd level, you can cast the gust of wind spell with this trait, without requiring a material component. Once you cast the spell with this trait, you can't do so again until you finish a long rest. You can also cast the spell using any spell slots you have of 2nd level or higher.

Intelligence, Wisdom, or Charisma is your spellcasting ability for when you cast gust of wind with this trait (choose when you select this race).

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

AASIMAR**DMG'14** P286**Ability Scores:** Charisma +2; Wisdom +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Aasimar mature at the same rate as humans but live a few years longer.**Size.** Aasimar are built like well-proportioned humans. Your size is Medium.**Darkvision.** Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.**Celestial Resistance.** You have resistance to necrotic and radiant damage.**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. Once you reach 5th level, you can cast the daylight spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.**Language.** You can speak, read, and write Common and Celestial.**AASIMAR****MPMM** P7**Ability Scores:** Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1**Creature Type:** Humanoid**Size:** Small or Medium**Speed:** 30 feet**Size.** You are Medium or Small. You choose the size when you select this race.**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.**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.**Healing Hands.** As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus. The creature regains a number of hit points equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.**Light Bearer.** You know the light cantrip. Charisma is your spellcasting ability for it.**Celestial Revelation.** When you reach 3rd level, choose one of the revelation options below. Thereafter, you can use a bonus action to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using your revelation below, you can't use it again until you finish a long rest.**Necrotic Shroud.** Your eyes briefly become pools of darkness, and ghostly, flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Until the transformation ends, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.**Radiant Consumption.** Searing light temporarily radiates from your eyes and mouth. For the duration, 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, each creature within 10 feet of you takes radiant damage equal to your proficiency bonus. Until the transformation ends, 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 damage equals your proficiency bonus.**Radiant Soul.** Two luminous, spectral wings sprout from your back temporarily. Until the transformation ends, you have a flying speed equal to your walking speed, and 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 damage equals your proficiency bonus.**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

AASIMAR**VGM** p104**Ability Scores:** Charisma +2**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet

This race has multiple subraces, as listed below:

- Aasimar (Fallen)
- Aasimar (Protector)
- Aasimar (Scourge)

TRAITS**Age.** Aasimar mature at the same rate as humans, but they can live up to 160 years.**Size.** Aasimar have the same range of height and weight as humans.**Darkvision.** Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.**Celestial Resistance.** You have resistance to necrotic damage and radiant damage.**Healing Hands.** As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.**Light Bearer.** You know the light cantrip. Charisma is your spellcasting ability for it.**Languages.** You can speak, read, and write Common and Celestial.**AASIMAR****PHB'24** p186**Creature Type:** Humanoid**Size:** Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species**Speed:** 30 feet**Celestial Resistance.** You have Resistance to Necrotic damage and Radiant damage.**Darkvision.** You have Darkvision with a range of 60 feet.**Healing Hands.** As a Magic action, you touch a creature and roll a number of d4s equal to your Proficiency Bonus. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.**Light Bearer.** You know the Light cantrip. Charisma is your spellcasting ability for it.**Celestial Revelation.** When you reach character level 3, you can transform as a Bonus Action using one of the options below (choose the option each time you transform). The transformation lasts for 1 minute or until you end it (no action required). Once you transform, you can't do so again until you finish a Long Rest.

Once on each of your turns before the transformation ends, you can deal extra damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your Proficiency Bonus, and the extra damage's type is either Necrotic for Necrotic Shroud or Radiant for Heavenly Wings and Inner Radiance.

Here are the transformation options:

Heavenly Wings. Two spectral wings sprout from your back temporarily. Until the transformation ends, you have a Fly Speed equal to your Speed.**Inner Radiance.** Searing light temporarily radiates from your eyes and mouth. For the duration, 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, each creature within 10 feet of you takes Radiant damage equal to your Proficiency Bonus.**Necrotic Shroud.** Your eyes briefly become pools of darkness, and flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you must succeed on a Charisma saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus) or have the Frightened condition until the end of your next turn.

AASIMAR (FALLEN)

VGM p105

Ability Scores: Charisma +2; Strength +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Aasimar mature at the same rate as humans, but they can live up to 160 years.

Size. Aasimar have the same range of height and weight as humans.

Darkvision. Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it.

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

Necrotic Shroud. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

AASIMAR (PROTECTOR)

VGM p105

Ability Scores: Charisma +2; Wisdom +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Aasimar mature at the same rate as humans, but they can live up to 160 years.

Size. Aasimar have the same range of height and weight as humans.

Darkvision. Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it.

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

Radiant Soul. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

AASIMAR (SCOURGE)

VGM p105

Ability Scores: Charisma +2; Constitution +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Aasimar mature at the same rate as humans, but they can live up to 160 years.

Size. Aasimar have the same range of height and weight as humans.

Darkvision. Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it.

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

Radiant Consumption. Starting at 3rd level, you can use your 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.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
4'8"	110 lb.	+2d10	× 2d4 lb.

AETHERBORN

PSK p17

Ability Scores: Charisma +2; Choose any other two unique +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Aetherborn come into being as adults and live no more than a few years.

Alignment. As a rule, aetherborn are driven by hedonism and self-interest, making them neutral at best and thoroughly evil at worst. Neutral aetherborn might devote much of their time (and wealth) to parties and social activity, while evil aetherborn are usually involved in the criminal underworld.

Size. Aetherborn are about the same size as humans, ranging from 5 to 6 feet tall. They are quite light—only about 100 pounds—and their weight diminishes as they age and more and more of their substance returns to the aethersphere. Your size is Medium.

Darkvision. Thanks to your heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Born of Aether. You have resistance to necrotic damage.

Menacing. You have proficiency in the Intimidation skill.

Languages. You can speak, read, and write Common and two other languages of your choice.

GIFT OF THE AETHERBORN

An unknown aetherborn, desperately seeking a means to extend their short life, discovered a process of transformation that prolonged their existence—by giving them the ability to feed on the life essence of other beings. Since then, other aetherborn have learned and carried out this monstrous transformation, and aetherborn with this "gift" have become a small minority among an already small population.

A gifted aetherborn has the ability to drain the life essence of other beings. Similar to the way heat is transferred from a warm object to a cold one, a gifted aetherborn need only touch another living being with a clawed hand to draw life essence out, fueling their own continued existence while draining strength and vitality from their victim.

For many aetherborn, living as they do for indulgence and instant gratification, the concepts of "want" and "need" are virtually synonymous. But Aetherborn with this gift understand what it is to truly need, for they develop a hunger for life essence that far exceeds any desires they might have felt before their transformation. A gifted aetherborn who abstains from this feeding deteriorates even more rapidly than other aetherborn, while enduring unspeakable agony caused by the deprivation of life energy.

At the DM's option, an aetherborn character can research methods of achieving this dark "gift." The process is similar to inventing and manufacturing a rare magic item (see "Inventing and Manufacturing Devices" earlier in this document). But rather than aether, the process requires a variety of rare unguents and unusual ingredients that make up the cost of researching and undergoing the transformation.

An aetherborn with this gift gains the Drain Life ability: a natural attack that deals 1d6 necrotic damage and restores the same number of hit points to the aetherborn. However, if the aetherborn goes for 7 days without dealing this damage, their hit point maximum is reduced by 1d6 per week. This reduction can't be removed until the aetherborn has used their Drain Life ability and completed a long rest.

ASTRAL ELF

AAG P10

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Creature Type. You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

Astral Fire. You know one of the following cantrips of your choice: dancing lights, light, or sacred flame. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this race).

Darkvision. You can see in dim light within 60 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.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Keen Senses. You have proficiency in the Perception skill.

Starlight Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. 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.

Astral Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

Whenever you finish this trance, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory and the experiences of entities on the Astral Plane, and you retain them until you finish your next long rest.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

AUTOGNOME

AAG P11

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Creature Type: Construct

Size: Small

Speed: 30 feet

Creature Type. You are a Construct.

Armored Casing. You are encased in thin metal or some other durable material. While you aren't wearing armor, your base Armor Class is $13 + \text{your Dexterity modifier}$.

Built for Success. You can add a d4 to one attack roll, ability check, or saving throw you make, and you can do so after seeing the d20 roll but before the effects of the roll are resolved. 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.

Healing Machine. If the mending spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).

In addition, your creator designed you to benefit from several spells that preserve life but that normally don't affect Constructs: cure wounds, healing word, mass cure wounds, mass healing word, and spare the dying.

Mechanical Nature. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe.

Sentry's Rest. When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

Specialized Design. You gain two tool proficiencies of your choice, selected from the Player's Handbook.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

AVEN

PSA p15

Ability Scores: Dexterity +2

Creature Type: Humanoid

Size: Medium

Speed: 25 feet, Fly 30 feet

This race has multiple subraces, as listed below:

- Aven (Hawk-Headed)
- Aven (Ibis-Headed)

TRAITS

Age. Like humans, aven reach adulthood in their late teens and can theoretically live into their 80s. Of course, most find a glorious (or inglorious) death long before that point.

Alignment. Most aven lean toward some form of neutrality. Ibis-headed aven, focused more on knowledge than any other virtue, are usually neutral. Hawk-headed aven are inclined toward lawful neutral.

Size. Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

Flight. You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

AVEN

PSD p6

Ability Scores: Dexterity +2; Wisdom +2

Creature Type: Humanoid

Size: Medium

Speed: 25 feet, Fly 30 feet

Age. Like humans, aven reach adulthood in their late teens and can live into their 80s.

Alignment. Aven are inclined toward the lawful good alignment of the Church of Serra

Size. Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

Flight. You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

Hawkeyed. You have proficiency in the Perception skill. In addition, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

AVEN (HAWK-HEADED)

PSA p16

Ability Scores: Dexterity +2; Wisdom +2

Creature Type: Humanoid

Size: Medium

Speed: 25 feet, Fly 30 feet

Age. Like humans, aven reach adulthood in their late teens and can theoretically live into their 80s. Of course, most find a glorious (or inglorious) death long before that point.

Alignment. Most aven lean toward some form of neutrality. Ibis-headed aven, focused more on knowledge than any other virtue, are usually neutral. Hawk-headed aven are inclined toward lawful neutral.

Size. Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

Flight. You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

Hawkeyed. You have proficiency in the Perception skill. In addition, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

AVEN (IBIS-HEADED)

PSA p16

Ability Scores: Dexterity +2; Intelligence +1

Creature Type: Humanoid

Size: Medium

Speed: 25 feet, Fly 30 feet

Age. Like humans, aven reach adulthood in their late teens and can theoretically live into their 80s. Of course, most find a glorious (or inglorious) death long before that point.

Alignment. Most aven lean toward some form of neutrality. Ibis-headed aven, focused more on knowledge than any other virtue, are usually neutral. Hawk-headed aven are inclined toward lawful neutral.

Size. Aven stand from 5 to 6 feet tall, but their bodies are slender and their bones are partially hollow to facilitate their flight. Your size is Medium.

Flight. You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

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

Kefnet's Blessing. You can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.

BARDING

TLOTRR P28 

Ability Scores: Strength +1; Charisma +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Adventuring Age. Between 18–40 years of age. Bardings rarely become adventurers before their 18th year, and retire in their forties, when they return home to serve their family and folk.

Archers of Dale. You have proficiency with the great bow.

Starting Virtue. You gain one cultural virtue of your choice (see Chapter 4).

Trading People. You have proficiency in the Persuasion skill.

Languages. You can speak, read and write Westron and Dalish, a language that can be described as a very old form of the Common Speech.

Standard of Living: Prosperous. The city of Dale and nearby Esgaroth are successful trading towns. Those among the Bardings who choose a life of adventure are usually members of less affluent families—yet, their wealth is still superior to that of most of the denizens of Eriador.



STARTING GEAR

TLOTRR P70 

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

Backgrounds. Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Dragon Stories
- By Hammer and Anvil
- Healing Hands
- Gifted Senses
- A Patient Hunter
- Wordweaver

BREE-HOBBIT

TLOTRR p183 ↗

Ability Scores: Dexterity +2

Creature Type: Humanoid

Size: Small

Speed: 25 feet

This race has multiple subraces, as listed below:

- Bree-Hobbit (Fallohide)
- Bree-Hobbit (Harfoot)
- Bree-Hobbit (Stoors)

TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Adventuring Age. Between 25–60 years of age, Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

Bree-Hobbit Curiosity. You have proficiency in the Insight skill.

Hobbit-Sense. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

Pipe-Weed Lore. You have proficiency with pipes.

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

Languages. You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

Standard of Living: Common. Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.

STARTING GEAR

TLOTRR p70 ↗

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

Subculture. All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

Backgrounds. Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- | | | |
|--------------|---------------------------|----------------------|
| • Bucklander | • Restless Farmer | • Tookish Blood |
| • On Patrol | • Too Many Paths to Tread | • Witty Gentlehobbit |

Cultural Virtues. Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- | | | |
|-------------|--------------|----------------------|
| • Bree-Pony | • Small Folk | • The Art of Smoking |
|-------------|--------------|----------------------|

- Desperate Courage

- Strange as News from Bree

- Tough as Old Tree-Roots

BREE-HOBBIT (FALLOHIDE)

TLoTRR p38 ↗

Ability Scores: Dexterity +2; Charisma +1

Creature Type: Humanoid

Size: Small

Speed: 25 feet

Ability Score Increase. Your Dexterity score increases by 2.

Adventuring Age. Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

Bree-Hobbit Curiosity. You have proficiency in the Insight skill.

Hobbit-Sense. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

Pipe-Weed Lore. You have proficiency with pipes.

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

Languages. You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

Standard of Living: Common. Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.



STARTING GEAR

TLoTRR p70 ↗

Standard of Living

Cultures

Starting Gear

Frugal

Elves, Rangers

A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)

Common

Hobbits, Men of Bree

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)

Prosperous

Bardings, Dwarves

A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

Subculture. All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

Backgrounds. Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- | | | |
|--------------|---------------------------|----------------------|
| • Bucklander | • Restless Farmer | • Tookish Blood |
| • On Patrol | • Too Many Paths to Tread | • Witty Gentlehobbit |

Cultural Virtues. Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- | | | |
|---------------------|-----------------------------|---------------------------|
| • Bree-Pony | • Small Folk | • The Art of Smoking |
| • Desperate Courage | • Strange as News from Bree | • Tough as Old Tree-Roots |

Skill in Language and Song. You have proficiency with the tools of your choice: calligrapher's supplies, cartographer's tools, or a musical instrument.

BREE-HOBBIT (HARFOOT)

TLOTRR p38 ↗

Ability Scores: Dexterity +2; Wisdom +1

Creature Type: Humanoid

Size: Small

Speed: 25 feet

Ability Score Increase. Your Dexterity score increases by 2.

Adventuring Age. Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

Bree-Hobbit Curiosity. You have proficiency in the Insight skill.

Hobbit-Sense. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

Pipe-Weed Lore. You have proficiency with pipes.

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

Languages. You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

Standard of Living: Common. Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.



TLOTRR p70 ↗

STARTING GEAR

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

Subculture. All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

Backgrounds. Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

Cultural Virtues. Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- Bree-Pony
- Small Folk
- The Art of Smoking
- Desperate Courage
- Strange as News from Bree
- Tough as Old Tree-Roots

Skillful with Tools. You have proficiency with the artisan's tools of your choice: herbalism kit, mason's tools, or weaver's tools.

BREE-HOBBIT (STOOR)

TLOTRR p38 ↗

Ability Scores: Dexterity +2; Constitution +1

Creature Type: Humanoid

Size: Small

Speed: 25 feet

Ability Score Increase. Your Dexterity score increases by 2.

Adventuring Age. Between 25–60 years of age. Hobbits do not abandon their comfortable lives easily, but when they do they usually wait for their coming of age at 33. A particularly reckless fellow might feel the call to adventure when in their tweens, as Hobbits call their twenties.

Bree-Hobbit Curiosity. You have proficiency in the Insight skill.

Hobbit-Sense. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against Shadow.

Pipe-Weed Lore. You have proficiency with pipes.

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

Languages. You speak, read and write Westron, preserving the use of a few words and names of your own forgotten tongue.

Standard of Living: Common. Hobbits live in peace, their land is well-tilled and their borders protected, but theirs is an isolated island in the middle of a desolate region, and trading is an uncommon occurrence.



TLOTRR p70 ↗

STARTING GEAR

Standard of Living	Cultures	Starting Gear
Frugal	Elves, Rangers	A backpack, a bedroll, a mess kit, a tinderbox, 10 days of rations, a waterskin, and a belt pouch containing 10 s (total 40 lbs)
Common	Hobbits, Men of Bree	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and a belt pouch containing 15 s (total 60 lbs)
Prosperous	Bardings, Dwarves	A backpack, a bedroll, a mess kit, a tinderbox, a hooded lantern with 3 flasks of oil, 10 days of cram rations, a waterskin, 50 feet of silk rope, a tent, and a belt pouch containing 20 s (total 60 lbs)

Subculture. All Hobbits display the traits described so far, but in their wandering days the Shire-folk were divided into three distinct groups: the Fallohides, the Harfoots, and the Stoors. Although those branches today are blended together in most families, there is a tendency for an individual Hobbit to display some characteristics that can be traced back to one of the three ancestral origins. Choose one of these subcultures.

Backgrounds. Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features:

- Bucklander
- Restless Farmer
- Tookish Blood
- On Patrol
- Too Many Paths to Tread
- Witty Gentlehobbit

Cultural Virtues. Bree-hobbits pick their cultural virtues from the following list, rather than the options typical for hobbits:

- Bree-Pony
- Small Folk
- The Art of Smoking
- Desperate Courage
- Strange as News from Bree
- Tough as Old Tree-Roots

Riverside Dweller. You have proficiency with the tools of your choice: carpenter's tools, water vehicles, or woodcarver's tools.

BUGBEAR

ERLW p25

Ability Scores: Strength +2; Dexterity +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Bugbears reach adulthood at age 16 and live up to 80 years.

Alignment. Bugbears live on the fringes of society even in Darguun, where they value self-sufficiency and violence. They are generally chaotic, organizing in loose tribes under charismatic and powerful leaders.

Size. Your size is Medium.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

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

Sneaky. You are proficient in the Stealth skill.

Surprise Attack. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
6'	200 lb.	+2d12	× 2d6 lb.

BUGBEAR

MPMM p8

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Creature Type. You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

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.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

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

Sneaky. You are proficient in the Stealth skill. In addition, without squeezing, you can move through and stop in a space large enough for a Small creature.

Surprise Attack. If you hit a creature with an attack roll, the creature takes an extra 2d6 damage if it hasn't taken a turn yet in the current combat.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

BUGBEAR

VGM p119

Ability Scores: Strength +2; Dexterity +1**Creature Type:** Humanoid**Size:** Medium**Speed:** 30 feet**Age.** Bugbears reach adulthood at age 16 and live up to 80 years.**Size.** Bugbears are between 6 and 8 feet tall and weigh between 250 and 350 pounds. Your size is Medium.**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.**Long-Limbed.** When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.**Sneaky.** You are proficient in the Stealth skill.**Surprise Attack.** If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.**Languages.** You can speak, read, and write Common and Goblin.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
6'	200 lb.	+2d12	× 2d6 lb.

BULLYWUG

DMG'14 p282

Ability Scores: Intelligence -2; Charisma -2**Creature Type:** Humanoid**Size:** Medium**Speed:** 20 feet, Swim 40 feet**Amphibious.** You can breathe air and water.**Speak with Frogs and Toads.** You can communicate simple concepts to frogs and toads when you speak in Bullywug.**Swamp Camouflage.** You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.**Standing Leap.** Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start.**Languages.** You can speak, read, and write Bullywug.

CENTAUR

GGR p15

Ability Scores: Strength +2; Wisdom +1

Creature Type: Fey

Size: Medium

Speed: 40 feet

Age. Centaurs mature and age at about the same rate as humans.

Alignment. Centaurs are inclined toward neutrality. Those who join the Selesnya are more often neutral good, while those who join the Gruul are typically chaotic neutral.

Size. Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Your size is Medium.

Fey. Your creature type is fey, rather than humanoid.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

Hooves. Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to $1d4 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Survivor. You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is widely spoken in the Selesnya Conclave, for it is rich in vocabulary to describe natural phenomena and spiritual forces.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
6'	600 lb.	+1d10	$\times 2d12 \text{ lb.}$

CENTAUR

MOT p18

Ability Scores: Strength +2; Wisdom +1

Creature Type: Fey

Size: Medium

Speed: 40 feet

Age. Centaurs mature and age at about the same rate as humans.

Alignment. Centaurs are inclined toward neutrality. Lagonna centaurs tend to be more lawful, while Pheres centaurs are more often chaotic.

Size. Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Pheres centaurs tend to be slightly larger than Lagonna centaurs. Your size is Medium.

Fey. Your creature type is fey, rather than humanoid.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

Hooves. Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to $1d4 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Survivor. You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

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

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
6'	600 lb.	+1d10	$\times 2d12$ lb.

CENTAUR

MPMM P9

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Creature Type: Fey

Size: Medium

Speed: 40 feet

Creature Type. You are a Fey.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet instead of the normal 1 extra foot.

Hooves. You have hooves that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Natural Affinity. Your fey connection to nature gives you an intuitive connection to the natural world and the animals within it. You therefore have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

CERVAN

HWCS P22

Ability Scores: Constitution +2

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

This race has multiple subraces, as listed below:

- Cervan (Grove)
- Cervan (Pronghorn)

TRAITS

Age. Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

Alignment. Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

Size. Grove cervans stand between 5 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds. Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Practical. Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.

Surge of Vigor. All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to 1d12 + your Constitution Modifier. You can't use this feature again until you have completed a long rest.

Languages. You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

CERVAN (GROVE)

HWCS p22 ↗

Ability Scores: Constitution +2; Dexterity +1

Creature Type: Humanoid

Size: Medium

Speed: 35 feet

Age. Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

Alignment. Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

Size. Grove cervans stand between 5 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds. Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Practical. Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.

Surge of Vigor. All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to $1d12 + \text{your Constitution Modifier}$. You can't use this feature again until you have completed a long rest.

Languages. You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

Swift. Your base walking speed increases to 35 feet.

Standing Leap. Your base long jump is 30 feet, and your base high jump is 15 feet, with or without a running start.

Nimble Step. Opportunity attacks made against you are rolled with disadvantage.

CERVAN (PRONGHORN)

HWCS p22 ↗

Ability Scores: Constitution +2; Strength +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

Alignment. Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

Size. Grove cervans stand between 5 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds. Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Practical. Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.

Surge of Vigor. All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to $1d12 + \text{your Constitution Modifier}$. You can't use this feature again until you have completed a long rest.

Languages. You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

Robust Build. Your carrying capacity is doubled, as is the weight you can push, drag, or lift.

Antlers. You have a set of large, strong antlers that can be used to make devastating charge attacks. You can use your unarmed strike to gore opponents, dealing $1d6 + \text{your Strength Modifier}$ piercing damage on a hit.

Additionally, if you move at least 20 feet in a straight line towards an opponent, you can spend a bonus action to charge them, dealing an extra $1d6$ points of piercing damage. If the target of your charge is Large or smaller, they must make a Strength saving throw against a DC of your Proficiency Bonus + 8 + your Strength Modifier. On failure, the target is pushed 10 feet away from you into a space of your choice.

CHANGELING

ERLW p17

Ability Scores: Charisma +2; Choose any other +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Changelings mature slightly faster than humans but share a similar lifespan—typically a century or less. While a changeling can transform to conceal their age, the effects of aging affect them similarly to humans.

Alignment. Changelings tend toward pragmatic neutrality, and few changelings embrace evil.

Size. Your size is Medium.

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, but not so much that your size changes. 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 a creature 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.

Changeling Instincts. You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.

Languages. You can speak, read, and write Common and two other languages of your choice.

You may roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

Random Height and Weight

Base Height	Base Weight	Height Modifier	Weight Modifier
5'1"	115 lb.	+2d4	× 2d4 lb.

CHANGELING

MPMM p10

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Creature Type: Fey

Size: Small or Medium

Speed: 30 feet

Creature Type. You are a Fey.

Size. You are Medium or Small. You choose the size when you select this race.

Changeling Instincts. Thanks to your connection to the fey realm, you gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, Performance, or Persuasion.

Shapechanger. As an action, you 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 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.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

CORVUM

HWCS P12

Ability Scores: Intelligence +2

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

This race has multiple subraces, as listed below:

- Corvum (Dusk)
- Corvum (Kindled)

TRAITS

Age. Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

Alignment. Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

Size. Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Learned. You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

Appraising Eye. You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

CORVUM (DUSK)

HWCS P12 

Ability Scores: Intelligence +2; Dexterity +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

Alignment. Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

Size. Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Learned. You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

Appraising Eye. You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

Skulker. You have advantage on Dexterity (Stealth) checks made in dim light or darkness.

Street Smarts. You gain proficiency in the Insight skill.

CORVUM (KINDLED)

HWCS P12 ↗

Ability Scores: Intelligence +2; Charisma +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Age. Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

Alignment. Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

Size. Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Learned. You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

Appraising Eye. You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

Convincing. Kindled corvums have a way with words, and are accomplished at saying what someone wants or needs to hear. You have proficiency in either the Deception or Persuasion skill. Additionally, you have advantage on all Charisma checks made to convince someone of your exceptional knowledge on any topic related to the skill you selected with your learned trait (Arcana, History, Nature, or Religion).

Sharp Mind. You learn one additional language of your choice, gain proficiency in a tool of your choice, and are able to accurately recall with perfect clarity anything you have seen or heard within the past month.

CUSTOM LINEAGE

TCE P8

Ability Scores: Choose any +2

Creature Type: Humanoid

Size: Small or Medium

Speed: 30 feet

Instead of choosing one of the game's races for your character at 1st level, you can use the following traits to represent your character's lineage, giving you full control over how your character's origin shaped them:

Creature Type. You are a humanoid. You determine your appearance and whether you resemble any of your kin.

Size. You are Small or Medium (your choice).

Feat. You gain one feat of your choice for which you qualify.

Variable Trait. You gain one of the following options of your choice: (a) darkvision with a range of 60 feet or (b) proficiency in one skill of your choice.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

Your race is considered to be a Custom Lineage for any game feature that requires a certain race, such as elf or dwarf.

DARA

O:TTG p125 ↗

Ability Scores: Choose any +2; choose any other +1

Creature Type: Humanoid

Size: Small or Medium

This race has multiple subraces, as listed below:

- Dara (Blue)
- Dara (Red)

TRAITS

Your dara character gains traits that enable it to traverse and flourish on the island of Obojima.

Ability Score Increase. One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

Age. From the moment dara pop into existence they have all basic motor functions mastered. By the time a month has passed they are a fully functioning member of society. It's unknown how long a dara can live for, but the average is roughly 100 years.

Alignment. Dara tend to lead slow-paced observant lives. Their natural curiosity and desire to learn often leads them down a life as passive bystanders. They're not easily swayed and tend to stay neutral both in conflict and life.

Size. Dara naturally come in a variety of sizes ranging anywhere from 2 to 7 feet tall, with a weight between 65 and 300lbs. Your size is either small or medium depending on which type of dara you are: Small (red) or Medium (blue)

Speed. Your base walking speed is based on your size: 25 feet if you're Small, or 30 feet if you're Medium.

Languages. You can speak, read, and write Common and one other language of your choice.

Awakened Skills. You gain proficiency in three skills of your choice.

Create Talisman. As an action, you can create a magical paper talisman, which can bestow unique abilities to any creature in possession of it. When you do so, choose one of the following forms for the talisman:

- **Sun Talisman.** A creature in possession of this talisman can use its bonus action to activate the talisman, granting it the benefit of the Disengage or Dash action (its choice).
- **Earth Talisman.** When a creature in possession of this talisman is reduced to 0 hit points but not killed outright, the talisman activates, causing the creature to drop to 1 hit point instead.
- **Moon Talisman.** This paper talisman can be placed on any weapon as an action. The next time this weapon successfully hits a target, the talisman activates, dealing extra radiant damage equal to your level.

The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

Sacred Revelation. You possess an innate gift allowing you to perceive and absorb information from the peculiar glyphs strewn across the island. These glyphs take the form of intricate symbols resembling thumbprints and hold the potential to convey anything from simple messages, to complex skills to you. As an action you can touch and absorb any information stored inside one of these glyphs.

Impart Knowledge. In Dara culture, the individuals who go on to obtain wisdom truly worth sharing are blessed with a unique ability to impart glyphs before their death. This extraordinary skill is revered amongst the dara.

When you reach 10th level, you gain the ability to impart messages through dara glyphs. As an action you can press your hand against any surface and create a thumbprint shaped glyph unique to you. When creating this glyph you recite a message, which is stored inside the magical symbol. The glyph can only be seen by other dara and can be absorbed by using the Sacred Revelation ability.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

DARA (BLUE)

O:TTG P127 ↗

Ability Scores: Choose any +2; choose any other +1

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Your dara character gains traits that enable it to traverse and flourish on the island of Obojima.

Ability Score Increase. One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

Age. From the moment dara pop into existence they have all basic motor functions mastered. By the time a month has passed they are a fully functioning member of society. It's unknown how long a dara can live for, but the average is roughly 100 years.

Alignment. Dara tend to lead slow-paced observant lives. Their natural curiosity and desire to learn often leads them down a life as passive bystanders. They're not easily swayed and tend to stay neutral both in conflict and life.

Size. Dara naturally come in a variety of sizes ranging anywhere from 2 to 7 feet tall, with a weight between 65 and 300lbs. Your size is either small or medium depending on which type of dara you are: Small (red) or Medium (blue)

Speed. Your base walking speed is based on your size: 25 feet if you're Small, or 30 feet if you're Medium.

Languages. You can speak, read, and write Common and one other language of your choice.

Awakened Skills. You gain proficiency in three skills of your choice.

Create Talisman. As an action, you can create a magical paper talisman, which can bestow unique abilities to any creature in possession of it. When you do so, choose one of the following forms for the talisman:

- **Sun Talisman.** A creature in possession of this talisman can use its bonus action to activate the talisman, granting it the benefit of the Disengage or Dash action (its choice).
- **Earth Talisman.** When a creature in possession of this talisman is reduced to 0 hit points but not killed outright, the talisman activates, causing the creature to drop to 1 hit point instead.
- **Moon Talisman.** This paper talisman can be placed on any weapon as an action. The next time this weapon successfully hits a target, the talisman activates, dealing extra radiant damage equal to your level.

The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

Sacred Revelation. You possess an innate gift allowing you to perceive and absorb information from the peculiar glyphs strewn across the island. These glyphs take the form of intricate symbols resembling thumbprints and hold the potential to convey anything from simple messages, to complex skills to you. As an action you can touch and absorb any information stored inside one of these glyphs.

Impart Knowledge. In Dara culture, the individuals who go on to obtain wisdom truly worth sharing are blessed with a unique ability to impart glyphs before their death. This extraordinary skill is revered amongst the dara.

When you reach 10th level, you gain the ability to impart messages through dara glyphs. As an action you can press your hand against any surface and create a thumbprint shaped glyph unique to you. When creating this glyph you recite a message, which is stored inside the magical symbol. The glyph can only be seen by other dara and can be absorbed by using the Sacred Revelation ability.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

Knowledge Talisman. As a blue dara you gain the use of the knowledge talisman and are able to produce it once per day in addition to other talismans you know:

As an action, you can create a knowledge talisman. When a creature in possession of this talisman makes an ability check, it can activate the talisman, rolling a d6 and adding the number rolled to the check; the creature can roll the die before or after making the ability check. The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

DARA (RED)

O:TTG P127 ↗

Ability Scores: Choose any +2; choose any other +1

Creature Type: Humanoid

Size: Small

Speed: 25 feet

Your dara character gains traits that enable it to traverse and flourish on the island of Obojima.

Ability Score Increase. One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

Age. From the moment dara pop into existence they have all basic motor functions mastered. By the time a month has passed they are a fully functioning member of society. It's unknown how long a dara can live for, but the average is roughly 100 years.

Alignment. Dara tend to lead slow-paced observant lives. Their natural curiosity and desire to learn often leads them down a life as passive bystanders. They're not easily swayed and tend to stay neutral both in conflict and life.

Size. Dara naturally come in a variety of sizes ranging anywhere from 2 to 7 feet tall, with a weight between 65 and 300lbs. Your size is either small or medium depending on which type of dara you are: Small (red) or Medium (blue)

Speed. Your base walking speed is based on your size: 25 feet if you're Small, or 30 feet if you're Medium.

Languages. You can speak, read, and write Common and one other language of your choice.

Awakened Skills. You gain proficiency in three skills of your choice.

Create Talisman. As an action, you can create a magical paper talisman, which can bestow unique abilities to any creature in possession of it. When you do so, choose one of the following forms for the talisman:

- **Sun Talisman.** A creature in possession of this talisman can use its bonus action to activate the talisman, granting it the benefit of the Disengage or Dash action (its choice).
- **Earth Talisman.** When a creature in possession of this talisman is reduced to 0 hit points but not killed outright, the talisman activates, causing the creature to drop to 1 hit point instead.
- **Moon Talisman.** This paper talisman can be placed on any weapon as an action. The next time this weapon successfully hits a target, the talisman activates, dealing extra radiant damage equal to your level.

The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

Sacred Revelation. You possess an innate gift allowing you to perceive and absorb information from the peculiar glyphs strewn across the island. These glyphs take the form of intricate symbols resembling thumbprints and hold the potential to convey anything from simple messages, to complex skills to you. As an action you can touch and absorb any information stored inside one of these glyphs.

Impart Knowledge. In Dara culture, the individuals who go on to obtain wisdom truly worth sharing are blessed with a unique ability to impart glyphs before their death. This extraordinary skill is revered amongst the dara.

When you reach 10th level, you gain the ability to impart messages through dara glyphs. As an action you can press your hand against any surface and create a thumbprint shaped glyph unique to you. When creating this glyph you recite a message, which is stored inside the magical symbol. The glyph can only be seen by other dara and can be absorbed by using the Sacred Revelation ability.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

Might Talisman. As a red dara you gain the use of the might talisman and are able to produce it once per day in addition to other talismans you know:

As an action, you can create a might talisman. When a creature in possession of this talisman makes a saving throw, it can activate the talisman, rolling a d6 and adding the number rolled to the save; the creature can roll the die before or after making the saving throw. The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.