

Racial Feats

Aarakocra

Hawkeyed Accuracy

Prerequisite: Bird race

You have uncanny aim with ranged attacks that rely on precision and pinpoint targeting. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks that rely on sight.
- Whenever you have advantage on a ranged attack roll using Dexterity or Wisdom, you can reroll one of the dice once.

Sky Warden

Prerequisite: Aarakocra

You are trained for both scouting the skies and aerial combat. You gain the following benefits:

- Increase your Dexterity or Wisdom by 1, to a maximum of 20.
- You gain proficiency in the Perception skill if you don't already have it. You add double your proficiency bonus to Perception checks that rely on sight.
- Once per turn, if you are flying and dive at least 30 feet straight toward a target and then hit it with a melee weapon attack, the attack deals an extra 1d6 damage to the target.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Aasimar

Angelic Protection

Prerequisite: Aasimar

The innate resistance to magic that angels possess extends to you. You have advantage on saving throws against spells and other magical effects.

Celestial Constitution

Prerequisite: Aasimar

Celestial blood runs strong in you, unlocking a resilience akin to that possessed by some inhabitants of the Seven Heavens. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have resistance to cold damage and poison damage.
- You have advantage on saving throws against being **poisoned**.

Divine Ascendant

Prerequisite: Aasimar

The blood of your celestial ancestor is exceptionally strong within you, granting you power uncommon even among Aasimar. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *Sacred Flame* cantrip. The spells' spellcasting ability is the ability increased by this feat.
- You regain all expended uses of your **'Healing Hands'** feature when you finish a short rest.

Sacred Soul of the Storm

Prerequisite: Aasimar

You learn to call on primal energies to serve your commands. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- When you roll lightning damage for a spell you cast, you can reroll any roll of 1 on the lightning damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals lightning damage, you can cause a storm cloud to wreath you until the end of your next turn. The storm cloud doesn't harm you or your possessions, and it shed bright light out to 30 feet and dim light for an additional 30 feet. While the storm cloud is present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 lightning damage.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Autognome

Intricate Design

Prerequisite: Autognome

The internal components used in an autognome's manufacture can vary wildly. You gain the following benefits:

- Increase your Constitution, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You regain all expended uses of your **'Built for Success'** feature when you finish a short rest.
- You don't need to sleep, and magic can't put you to sleep.
- In addition to the healing spells present on your **'Healing Machine'** trait, you are also affected by the following spells: *Heal*, *Healing Spirit*, *Mass Heal*, *Power Word Heal*, and *Prayer of Healing*.
You learn the *Mending* cantrip. You can cast it as normal, and you can also cast it as a bonus action, without needing a material component, a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. Your spellcasting ability for the spell is the ability increased by this feat.

Mobile Design

Prerequisite: Autognome

No two autognomes are necessarily made of the same materials. Your design is much more efficient. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You regain all expended uses of your **'Built for Success'** feature when you finish a short rest.
- Increase your speed by 5 feet. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.
- You gain proficiency in the Acrobatics skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement and your movement doesn't provoke opportunity attacks until the end of the current turn.

Sturdy Design

Prerequisite: Autognome

Your creator made you from an atypical material, or included protective magic that has enhanced your ability to resist damage. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- You regain all expended uses of your **'Built for Success'** feature when you finish a short rest.
- **Enhanced Armored Casing.** Your body has been reinforced and enchanted with magic, granting you greater resistance to attacks and the elements. Your armor class increases by 1 and any critical hit against you becomes a normal hit. You have resistance to one of the following damage types of your choice: acid, cold, fire, lightning, or thunder. You can change the damage type when you finish a long rest.
- **Specialized Integration.** Choose one tool you're proficient with. This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Bugbear

Brutish Force

Prerequisite: Bugbear

Your strength on the battlefield is unmatched in its primal ferocity. You gain the following benefits:

- Your weapon attacks score a critical hit on a roll of 19 or 20.
- When you make a melee weapon attack against a creature, you may choose to do so with advantage. If the attack hits, you roll one of the weapon's damage dice an additional time and add it as extra damage. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. If you land a critical hit, you regain one use of this feature.

Well-Rested

Prerequisite: Bugbear

Your practiced napping leaves you invigorated when you are awake. You gain the following benefits:

- Increase your Dexterity or Strength by 1, to a maximum of 20.
- Whenever you spend one or more hit dice during a short rest, you can regain an extra 1d6 hit points.
- At the end of a long rest, you gain inspiration (described in chapter 4 of the Player's Handbook).

Bugbear (continued)

Formidable Smile

Prerequisite: Bugbear

Neither bugs nor bears, covered in coarse hair with wedge-shaped ears and pointed teeth, bugbears feature in the nightmare tales of many races. You gain the following benefits:

- Increase your Strength, Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- As long as you are not wearing heavy armor or using a shield, you gain a +1 bonus to AC.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is **frightened** until the end of your next turn. If your check fails, the target can't be **frightened** by you in this way for 1 hour.

Quiet and Deadly Skulker

Prerequisite: Bugbear

With roots in the Feywild, early bugbears resided in hidden places, in hard-to-reach and shadowed spaces. Long ago and from out of the corner of your eye, they came to the Material Plane. Centuries later, they still bear a fey gift for lurking just out of sight. Despite their formidable build, bugbears are quiet and deadly skulkers. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain expertise with Stealth, which means your proficiency bonus is doubled for any ability check you make with it.
- **Unseen Advantage.** If you have advantage on a weapon attack roll against a creature that can't see you, you can roll one of the weapon's damage dice one additional time and add it to the damage. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Unexpected Aggression.** When you hit with an opportunity attack using Strength, you can attempt to knock the target down. The target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Swift and Ruthless Violence

Prerequisite: Bugbear

Bugbears are capable of bouts of incredible ferocity, using their long-limbed muscular bodies to exact swift and ruthless violence. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You can make one melee weapon attack as a bonus action. You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.
- On your turn, when you reduce a creature to 0 hit points, you can gain temporary hit points equal to the damage roll. You can use this ability a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.
- When you move on your turn in combat, you can double your speed until the end of the turn. You can use this ability a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.

Centaur

Centaur Orcish Heritage

Prerequisite: Centaur

Through a twist of fate, an ancestor's legacy, or by some other means, you might not look like other centaurs. Your orcish heritage is plain for all to see. Rather than having the physical characteristics described in the usual centaur description, you may choose any of the following features: grayish pigmentation, sloping forehead, jutting jaws, or prominent teeth. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Darkvision.** Thanks to your orc blood, 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.
- **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.

Centaur (continued)

Dexterous Gait

Prerequisite: Centaur

Centaur's gallop throughout the multiverse and trace their origins to many different realms. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- As long as you are not wearing heavy armor or using a shield, you gain a +1 bonus to Armor Class.
- Your hooves have the finesse property.
- As a bonus action, you can make a DC 15 Dexterity (Acrobatics) check. If you succeed, difficult terrain doesn't cost you extra movement until the end of your next turn.

Favor of the Seldarine

Prerequisite: Centaur

A god of the elven pantheon has chosen you to carry a spark of their divine power. You manifest feathered Pegasus wings, and gain the following benefits:

- **Equine Influence.** You have the ability to communicate in a limited manner with equines. 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. You learn the *Animal Friendship* spell and can cast it at will, but you can target only equines with it. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (choose when you select this feat).
- **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.

Half-Moon Adept

Prerequisite: Centaur

You're expertly proficient with the double-crescent. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- While you are holding a double-crescent with two hands, you gain a +1 bonus to Armor Class.
- A double-crescent has the finesse property when you wield it.

Double-Crescent

Martial weapon, melee weapon

100 gp, 6 lb. 2d4 piercing - special, two-handed

Special. If you attack with a double-crescent as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 piercing damage on a hit, instead of 2d4.

Changeling

Changeling Instinctive Adjustment

Prerequisite: Changeling

The instinctive ability of changelings to adjust their body on the spur of the moment gives them uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.

More Than Skin Deep

Prerequisite: Changeling

Your ability to shapechange is more than skin deep. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you use your '**Shapechanging**' trait, you can choose one of the following benefits, which lasts until you use your **Shapechanging** trait again. Some of these benefits require specific physical features, such as gills or claws, that can be seen by observers.
 - **Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
 - **Darkvision.** You adapt your eyes and gain darkvision with a range of 60 feet.
 - **Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage (your choice).

Morphic Body

Prerequisite: Changeling

Your control over your body allows you some control of your internal organs as well as your external appearance. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You can use your reaction to make yourself resistant to bludgeoning, piercing, or slashing damage until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- You can use your reaction to make a critical hit of bludgeoning, piercing or slashing damage against you a normal hit. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

See also **Mighty Small** and **Squat Nimbleness** in the **Small-sized Races** section

Custom Lineage

Likable Quality

Prerequisite: Custom Lineage

You develop your magnetic personality to ease your way through the world. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

Perseverance

Prerequisite: Custom Lineage

You are filled with a determination that can draw the unreachable within your reach. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

Quilled Skin

Prerequisite: Custom Lineage (Hedgehog/Porcupine folk)

The backs of hedges are covered with spiny quills. These quills provide exceptional protection. You gain the following benefits:

- Increase your Dexterity, Constitution or Charisma by 1, to a maximum of 20.
- While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.
- As a bonus action, you can cause your quills to protrude all over your body or cause them to retract. At the start of each of your turns while the quills are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you.

The Way Up

Prerequisite: Custom Lineage

You manifest wings. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Dhampir

Blood is Life

Prerequisite: Dhampir

Every dhampir knows a thirst slaked only by the living. Those who overindulge their thirst risk losing control and forever viewing others as prey. Those who resist might find exceptional ways of controlling their urges or suppress them through constant, molar-grinding restraint. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have advantage on saving throws you make to avoid or end the charmed condition on yourself.
- **Blood Burst.** When you move on your turn in combat, you can double your speed until the end of the turn. You can use this ability a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.
- **Blood Sense.** As an action, you can open your awareness to detect the living. Until the end of your next turn, you know the location of any beast, giant, or humanoid within 60 feet of you that is not behind total cover. You know the type (beast, giant, or humanoid) of any being whose presence you sense, but not its identity. Once you use this ability, you can't do so again until you finish a short or long rest.

Touched by the Mists

Prerequisite: Dhampir

Through fell magic, you are touched by the corruptive power of a Dread Domain. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- You have resistance to necrotic damage.
- Whenever you spend one or more hit dice during a short rest, you can regain an extra 1d6 hit points.
- Your '**Vampiric Bite**' damage die increases to a d6.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Dragonborn	Dwarf
<p><u>Dragon Fear</u> <i>Prerequisite: Dragonborn</i> When angered, you radiate menace. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength, Constitution, or Charisma by 1, to a maximum of 20. • Instead of exhaling destructive energy, you can expend a use of your Breath Weapon trait to roar, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. <p><u>Dragon Hide</u> <i>Prerequisite: Dragonborn</i> You manifest scales and claws reminiscent of your draconic ancestors. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength, Constitution, or Charisma by 1, to a maximum of 20. • Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit. • You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws 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 normal bludgeoning damage for an unarmed strike. <p><u>Tidal Hatching</u> <i>Prerequisite: Dragonborn</i> You were raised around water, and it's as familiar to you as land. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20. • 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. • Amphibious. You can breathe air and water, and you have a swimming speed equal to your walking speed. 	<p><u>Dwarven Fortitude</u> <i>Prerequisite: Dwarf</i> You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Constitution score by 1, to a maximum of 20. • Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1). <p><u>Squat Nimbleness</u> <i>Prerequisite: Dwarf or a Small race</i> You are uncommonly nimble for your race. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength or Dexterity by 1, to a maximum of 20. • Increase your walking speed by 5 feet. • You gain proficiency in the Acrobatics or Athletics skill (your choice). • You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled. <p><u>Dwarf (Mark of Warding)</u></p> <p><u>Sacred Light of Dumathoin</u> <i>Prerequisite: Dwarf (Mark of Warding)</i> You have been chosen by the 'Keeper of Secrets Under the Mountain' to be a light amongst the darkness. This blessing gives you the following benefits:</p> <ul style="list-style-type: none"> • Increase one ability score of your choice by 1, to a maximum of 20. • You can use Intelligence, Wisdom, or Charisma as your spellcasting ability for the spells you cast from your 'Wards and Seals' feature, and you now need only to finish a short rest before you cast them again. • When you deal radiant damage, you can reroll any roll of 1 on the radiant damage dice, but you must use the new roll, even if it is another 1. • Whenever you deal radiant damage, you can cause a luminous glow to wreath you until the end of your next turn. The glow doesn't harm you or your possessions, and it sheds bright light out to 30 feet and dim light for an additional 30 feet. While the glow is present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 radiant damage.

Elf

Elven Accuracy

Prerequisite: Elf or half-elf

The accuracy of elves is legendary, especially that of elf archers and spellcasters. You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.

Revenant Blade

Prerequisite: Elf

You are descended from a master of the double-bladed scimitar, and some of that mastery has passed on to you. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- While you are holding a double-bladed scimitar with two hands, you gain a +1 bonus to Armor Class.
- A double-bladed scimitar has the *finesse* property when you wield it.

Double-Bladed Scimitar

Martial weapon, melee weapon

100 gp, 6 lb. 2d4 slashing - special, two-handed

Special. If you attack with a double-bladed scimitar as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 piercing damage on a hit, instead of 2d4.

Elf, Astral

Luminous Glow

Prerequisite: Astral Elf

You learn to call on the essence of the Astral to serve your commands. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You regain all expended uses of your **'Starlight Step'** feature when you finish a short rest. Immediately after you use **Starlight Step**, each creature of your choice that you can see within 5 feet of you takes radiant damage equal to your proficiency bonus.
- When you deal radiant damage, you can reroll any roll of 1 on the radiant damage dice, but you must use the new roll, even if it is another 1.
- Whenever you deal radiant damage, you can cause a luminous glow to wreath you until the end of your next turn. The glow doesn't harm you or your possessions, and it sheds bright light out to 30 feet and dim light for an additional 30 feet. While the glow is present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 radiant damage.

Stars in Their Eyes

Prerequisite: Astral Elf

Life in the Silver Void has imbued astral elves' souls with a spark of divine light. That light manifests as a starry gleam in their eyes. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You regain all expended uses of your **'Starlight Step'** feature when you finish a short rest. When you teleport using **Starlight Step**, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet until the start of your next turn.
- You can cast the *Faerie Fire* spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. You can also cast the spell as normal using any spell slots you have.
- In addition, you can cast it as a bonus action a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Your spellcasting ability for the spell is the ability increased by this feat.

Unusual Perspective

Prerequisite: Astral Elf

Astral elves' longevity gives them an unusual perspective on the passage of time. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- You regain all expended uses of your **'Starlight Step'** feature when you finish a short rest. You also gain resistance to all damage when you teleport using **Starlight Step**. The resistance lasts until the start of your next turn.
- At the end of a long rest, you gain inspiration (described in chapter 4 of the Player's Handbook). In addition, you can meditate for 1 minute, at the end of which you gain the benefit of a short rest. You can't meditate in this way again until you finish a long rest.
- When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. You must choose to do so before the roll, and once you use this ability, you can't use it again until you finish a short or long rest.

Elf, Drow

Drow High Magic

Prerequisite: Elf (drow)

You learn more of the magic typical of dark elves. You learn the *Detect Magic* spell and can cast it at will, without expending a spell slot. You also learn *Levitate* and *Dispel Magic*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

See also Elven Accuracy and Revenant Blade in **Elf**

<p>Elf, Eladrin</p> <p><u>Blink of an Eye</u> <i>Prerequisite: Eladrin</i> Eladrin are elves of the Feywild, a realm of perilous beauty and boundless magic. Using that magic, eladrin can step from one place to another in the blink of an eye. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase one ability score of your choice by 1, to a maximum of 20. • You regain all expended uses of your 'Fey Step' feature when you finish a short rest. • When you teleport using 'Fey Step', choose one of attack roll, ability check, or saving throw. You have advantage on the next chosen roll you make before the start of your next turn. • As a bonus action, you may choose to expend a use of 'Fey Step' and instead of teleporting, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet. This lasts for one minute or if you use 'Fey Step' again. 	<p>Elf, Shadar-Kai</p> <p><u>State Between Life and Death</u> <i>Prerequisite: Shadar-kai</i> Once shadar-kai were Fey like the rest of their elven kin; now they exist in a state between life and death, thanks to being transformed by the Shadowfell's grim energy. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase one ability score of your choice by 1, to a maximum of 20. • You regain all expended uses of your 'Blessing of the Raven Queen' feature when you finish a short rest. • When you teleport using 'Blessing of the Raven Queen', choose one of attack roll, ability check, or saving throw. You have advantage on the next chosen roll you make before the start of your next turn. • As a bonus action, you may choose to expend a use of 'Blessing of the Raven Queen' and instead of teleporting, you have immunity to necrotic damage. This lasts until the end of your next turn or if you use 'Blessing of the Raven Queen' again.
<p>Elf, High</p> <p><u>Fey Teleportation</u> <i>Prerequisite: Elf (high)</i> Your study of high elven lore has unlocked fey power that few other elves possess, except your eladrin cousins. Drawing on your fey ancestry, you can momentarily stride through the Feywild to shorten your path from one place to another. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Intelligence or Charisma by 1, to a maximum of 20. • You learn to speak, read, and write Sylvan. • You learn the <i>Misty Step</i> spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell. 	<p>Elf, Wood</p> <p><u>Among the Most Skilled</u> <i>Prerequisite: Kagonesti (Wood elf)</i> Kagonesti, also known as wild elves, are peerless hunters and silent in the woods, as well as amongst the most skilled fighters of elvenkind. You have received extensive training in the favored weapons of your people. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength or Dexterity score by 1, to a maximum of 20. • While wielding a double-tipped weapon with two hands, the weapon has the finesse trait for your attacks with it, and you gain +1 AC. • On your turn, when you use a bonus action to make a melee attack with the tip at the opposite end of the weapon, the weapon's damage die for this attack increases to 2d4, instead of 1d4.
<p>Elf, Sea</p> <p><u>Sharksbane Weapons Training</u> <i>Prerequisite: Sea Elf</i> You have received extensive training in the favored weapons of your people. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength or Dexterity by 1, to a maximum of 20. • When you use a trident, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. • When you use a net, it becomes a melee weapon instead of a ranged weapon, and being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with it. • When you use tridents and/or nets, they have the finesse property and you can use two-weapon fighting with them even though they do not have the light property. 	<p><u>Wood Elf Magic</u> <i>Prerequisite: Elf (wood)</i> You learn the magic of the primeval woods, which are revered and protected by your people. You learn one druid cantrip of your choice. You also learn the <i>Longstrider</i> and <i>Pass Without Trace</i> spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.</p> <p>See also <u>Elven Accuracy</u> and <u>Revenant Blade</u> in Elf</p>

Elf, Wood (continued)

Stories of Their People

Prerequisites: Kagonesti (Wood elf)

The Kagonesti have a strong sense of history and the past, and relate all their tales verbally. The creation tales of the elves has altered over time due to the verbal retelling from generation to generation, however it is the role of the Pathfinder and the shamans of the Kagonesti to remember all the stories of their people. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.
- You can accurately recall anything you have seen or heard within the past month. Whenever you finish a long rest, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook, as you draw upon the reservoir of experiences connected to your people. These proficiencies last until the end of your next long rest.

See also [Elven Accuracy](#) and [Revenant Blade](#) in [Elf](#)

Fairy

Fairly Bricky

Prerequisite: Fairy

Infused with the magic of the Feywild, most fairies look like Small elves with insectile wings, but each fairy has a special physical characteristic that sets the fairy apart. You gain the following abilities:

- Increase your Strength by 1, to a maximum of 20.
- **Mighty Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, and on ability checks you make to initiate or escape a grapple.
- **Small but Capable.** You do not have disadvantage on attack rolls with weapons with the heavy property.

Fairly Quicky

Prerequisite: Fairy

Infused with the magic of the Feywild, most fairies look like Small elves with insectile wings, but each fairy has a special physical characteristic that sets the fairy apart. You gain the following abilities:

- Increase your Dexterity by 1, to a maximum of 20.
- **Fey Passage.** Increase your walking speed by 5 feet. In addition, without squeezing, you can move through and stop in a space large enough for a Tiny creature.
- **Celerity.** As a bonus action, you gain two benefits until the end of the current turn: you don't provoke opportunity attacks, and you increase your walking speed by 10 feet.

Fairly Tricky

Prerequisite: Fairy

Infused with the magic of the Feywild, fairies share a few commonalities with one another but can differ widely in appearance, behavior, and attitude. You gain the following abilities:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- **Fairy Flight.** You have a flying speed equal to your walking speed and can hover. This flight is magical and does not require the use of your wings (if you have them).
- **Faerie Magic.** When you use your Fairy Magic trait to cast *Faerie Fire* or *Enlarge/Reduce*, the spell lasts for the full duration and does not require concentration.
- **Faerie Tricks.** You learn the *Disguise Self* spell and can cast it at will, without expending a spell slot. When you use this version of *Disguise Self*, you can seem up to 3 feet shorter or taller. You also learn the *Tasha's Hideous Laughter* spell. You can cast it without expending a spell slot, and the spell lasts for the full duration and does not require concentration. Once you cast it in this way, you can't cast it in this way again until you finish a long rest. You can also cast it using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

See also [Mighty Small](#) and [Squat Nimbleness](#) in the [Small-sized Races](#) section

Firbolg

Firbolg Beast Magic

Prerequisite: Firbolg

Your connection to animals deepens. You learn the *Speak With Animals* spell and can cast it at will, without expending a spell slot. You also learn the *Animal Friendship* and *Beast Sense* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.

Firbolg (continued)

Walker in the Woods

Prerequisite: *Firbolg*

You lean further into your connection with nature, gaining additional abilities:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn the *Speak with Animals* spell and can cast it at will, without expending a spell slot.
- You learn the *Speak with Plants* and *Plant Growth* spells. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Genasi

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Genasi, Air

Djinn Heritage

Prerequisite: *Genasi (Air)*

You manifest more of the magical power of your djinn heritage. You gain the following benefits:

- Increase your Dexterity or Constitution by 1, to a maximum of 20.
- You learn the *Detect Magic* spell and can cast it at will, without expending a spell slot.
- You have resistance to lightning and thunder damage.

Storm's Voice

Prerequisite: *Genasi (Air)*

You learn to call on primal energies to serve your commands. You gain the following benefits:

- Increase your Constitution, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- When you deal lightning or thunder damage, you can reroll any roll of 1 on the lightning or thunder damage dice, but you must use the new roll, even if it is another 1.
- Whenever you deal lightning or thunder damage, you can cause a storm cloud to wreath you until the end of your next turn. The storm cloud doesn't harm you or your possessions, and it sheds bright light out to 30 feet and dim light for an additional 30 feet. While the storm cloud is present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 lightning damage.

Vizier Heritage

Prerequisite: *Genasi (Air)*

You manifest more of the magical power of your Vizier (Noble Djinn) heritage. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn the *Gust* cantrip. You learn the *Jump* spell, which you can cast as a bonus action at will, without expending a spell slot, but can target only yourself when you do so. The spells' spellcasting ability is the ability increased by this feat.
- **Get Air.** If you haven't moved during this turn, as a bonus action, you can double your move speed until the end of the turn. The extra movement can only be used as part of a long jump or high jump, neither of which requires a running start to move your full jump distance. After you land, your speed is 0 until the end of the current turn, and you can't use this feature again until you move 0 feet on one of your turns.
- **Whirlwind Form.** As an action, you can transform the lower half of your body into a spiraling whirlwind, allowing you to float through the air. While transformed, you have a flying speed of 30 feet and as a bonus action on each of your turns until the whirlwind ends, you can take the Dash action. Movement while in whirlwind form does not provoke attacks of opportunity. You can maintain this form for up to 10 minutes. Once you use this ability, you cannot use it again until you finish a short or long rest.

Genasi, Earth

Dao Heritage

Prerequisite: *Genasi (Earth)*

You manifest more of the magical power of your dao heritage. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- You learn the *Detect Magic* spell and can cast it at will, without expending a spell slot.
- You gain natural armor. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

Genasi, Earth (continued)	Giff
<p><u>Pasha Heritage</u> <i>Prerequisite:</i> Genasi (Earth)</p> <p>You manifest more of the magical power of your Pasha (Noble Shaitan) heritage. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Constitution, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20. • You learn the <i>Move Earth</i> cantrip. You learn the <i>Earth Tremor</i> spell. You can cast this spell without expending a spell slot. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have. These spell's spellcasting ability is Constitution. • Your skin hardens like stone. While you aren't wearing armor, you can calculate your AC as 13 + your Constitution modifier. You can use a shield and still gain this benefit. 	<p><u>G is for Giff, and Gun</u> <i>Prerequisite:</i> Giff</p> <p>Your mystical connection to firearms that traces back to the gods of the giff, who delighted in such weapons, is stronger in you than in most others. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Dexterity score by 1, to a maximum of 20. • You regain all expended uses of the '<i>Astral Spark</i>' feature when you finish a short rest. • Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. • You can use a one-handed firearm as a club and a two-handed firearm as a greatclub in melee combat. Both weapons gain the finesse property.
<p><u>Genasi, Fire</u></p> <p><u>Efreet Heritage</u> <i>Prerequisite:</i> Genasi (Fire)</p> <p>You manifest more of the magical power of your efreet heritage. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Constitution or Intelligence by 1, to a maximum of 20. • You learn the <i>Detect Magic</i> spell and can cast it at will, without expending a spell slot. • Your darkvision has a radius of 120 feet. 	<p><u>Impressive Size and Unforgettable Appearance</u> <i>Prerequisite:</i> Giff</p> <p>Your Hippopotamidae heritage shows true. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength or Constitution by 1, to a maximum of 20. • <i>Damage Dealer</i>. You are naturally adept at damaging things. When you roll a 1 on a damage die for a melee attack, you can reroll the die and use the new roll. You can do so no more than once per turn. • <i>Headfirst Charge</i>. A charging giff can try to knock a creature over; if you move at least 20 feet in a straight line and end within 5 feet of a Large or smaller creature, you can use your Bonus action to force that creature to succeed on a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone.
<p><u>Genasi, Water</u></p> <p><u>Marid Heritage</u> <i>Prerequisite:</i> Genasi (Water)</p> <p>You manifest more of the magical power of your marid heritage. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Constitution or Wisdom by 1, to a maximum of 20. • You learn the <i>Detect Magic</i> spell and can cast it at will, without expending a spell slot. • You have resistance to cold damage. <p><u>Shahzada Heritage</u> <i>Prerequisite:</i> Genasi (Water)</p> <p>You manifest more of the magical power of your Shahzada (Noble Marid) heritage. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Constitution, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20. • You learn the <i>Detect Evil and Good</i> spell and can cast it at will, without expending a spell slot. • You have resistance to Lightning damage. • As an action, you can transform the lower half of your body into a spiraling waterspout. While transformed, your swim speed is doubled, and you have a flying speed of 30 feet. You can maintain this form for up to 10 minutes. Once you use this ability, you cannot use it again until you finish a short or long rest. 	<p><u>Sparks of Their Own</u> <i>Prerequisite:</i> Giff</p> <p>Although they don't realize it, giff remain connected to their creator gods, who have just enough divine spark left in them to imbue giff with sparks of their own, which giff have learned to channel through their weapons. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase one ability score of your choice by 1, to a maximum of 20. • You regain 1 expended usage of your '<i>Astral Spark</i>' trait each time you roll a 20 on the d20 roll for an attack or deal a killing blow to a creature of significant threat (DM's discretion). • Your weapon attacks score a critical hit on a roll of 19 or 20.

Githyanki

Dark Silver Savagery

Prerequisite: Githyanki

You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Darkvision.** Thanks to your connection to the Lich Queen, 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.
- **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.

Lich Queen's Notice

Prerequisite: Githyanki

You were noticed by the dread lich-queen, Vlaakith, even if momentarily. You gain the following benefits:

- **Restless Nature.** You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading and keeping watch.
- **Restless Ferocity.** 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.

Lich Queen's Favor

Prerequisites: 4th level, Lich Queen's Notice (feat)

You were noticed by the dread lich-queen, Vlaakith, and gained her favor, even if momentarily. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- **Restless Attacks.** Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Psi-kinetic

Prerequisite: Githyanki

Your Githyanki psionics have developed the ability to move something by thinking about it without the application of physical force. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- **Psi-kinetic Reprisal.** When you take damage from a creature that is within 10 feet of you, you can use your reaction to emanate telekinetic energy. The creature that dealt damage to you must make a Strength saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat). On a failed save, the creature takes 2d8 force damage and is pushed up to 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Psi-kinesis.** As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.

Gnome

Fade Away

Prerequisite: Gnome

Your people are clever, with a knack for illusion magic. You have learned a magical trick for fading away when you suffer harm. You gain the following benefits:

- Increase your Dexterity or Intelligence by 1, to a maximum of 20.
- Immediately after you take damage, you can use a reaction to magically become **invisible** until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

Gnome, Deep (Svirfneblin)

Svirfneblin Magic

Prerequisite: Gnome (deep)

You have inherited the innate spellcasting ability of your ancestors. This ability allows you to cast *Nondetection* on yourself at will, without needing a material component. You can also cast each of the following spells once with this ability: *Blindness/Deafness*, *Blur*, and *Disguise Self*. You regain the ability to cast these spells when you finish a long rest. Intelligence is your spellcasting ability for these spells, and you cast them at their lowest possible levels.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section and Fade Away in Gnome

Goblin

Favor of the Queen of Air and Darkness

Prerequisite: Goblin

Long before the god Maglubiyet conquered the goblins, early goblins served in the court of the Queen of Air and Darkness, one of the Feywild's archfey. Goblins thrived in her dangerous domain thanks to a special boon from her—a supernatural knack for finding the weak spots in foes larger than themselves and for getting out of trouble. For reasons unknown, the Queen of Air and Darkness has taken special notice of you and granted you a further boon, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn a cantrip from the abjuration, enchantment, illusion or necromancy school of magic. The spells' spellcasting ability is the ability increased by this feat.
- You can cast the *Invisibility* spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

Goblin's Furious Accuracy

Prerequisite: Multiverse Goblin

Goblins thrive in dangerous domains thanks to a supernatural knack for finding the weak spots in foes larger than themselves. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- You regain all expended uses of your '**Fury of the Small**' feature when you finish a short rest.
- Whenever you have advantage on an attack roll using Dexterity, you can reroll one of the dice once.

Like a Boss

Prerequisite: Goblin

You are accustomed to using others to avoid being attacked. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When a creature you can see targets you with an attack and another creature is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. Once you use this ability, you can't do so again until you finish a short or long rest.

Trickster Spirit's Legacy

Prerequisite: Goblin

At one point you or one of your ancestors was possessed by the spirit of a Nilbog. Though it has since passed on to another host, the legacy of that possession left its mark on you. You gain the following benefits:

- You have learned the best ways to manipulate others of your kind. You have advantage on any ability check to interact socially with goblinoids.
- **Reversal of Fortune.** In response to another creature dealing damage to you, you may use your reaction to spend one hit die and reduce the damage taken by the amount rolled plus twice your proficiency bonus. If this reduces the damage taken to zero, you regain the spent hit die and a number of hit points equal to the hit die roll.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Goliath

Carved from Mountain Stone

Prerequisite: Goliath

Distantly related to giants and infused with the supernatural essence of their ancestors' mountainous home, their bodies look as if they are carved from mountain stone and give them great physical power. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You have stone-hard fists 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. If you strike with two free hands, the d6 becomes a d8.
- You gain natural armor. When you aren't wearing armor, your stone-hard skin gives you a base AC is 13 + 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.
- Immediately after you use **Stone's Endurance**, you gain a bonus to AC equal to your Constitution modifier (minimum of +1) until the end of your next turn.

Goliath (continued)

Mountain's Endurance

Prerequisite: Goliath

Your ability to shrug off some injuries is legendary, even for your race. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- When you use your '**Stone's Endurance**' trait as a reaction to reduce damage, instead of rolling a d12 and adding your Constitution modifier, you can choose to gain resistance to the triggering attack's damage type until the start of your next turn. If the triggering attack deals more than one type of damage, choose one. As normal, after you use this trait, you can't use it again until you finish a short or long rest.

Peak to Peak

Prerequisite: Goliath

Goliaths wander a bleak realm of rock, wind, and cold. Their spirits take after the wandering wind, making them nomads who wander from peak to peak. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You regain all expended uses of your '**Stone's Endurance**' feature when you finish a short rest.
- **Avalanche Shout.** Immediately after you use **Stone's Endurance**, you can target up to two creatures within 5 feet of you that you can see. Each target must succeed on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier or be pushed a number of feet away from you equal to 5 + your Constitution modifier (minimum of +1). A target can choose to fail this save.
- **Realm of Rock.** As a bonus action, you may cause the ground within up to 30 feet of you to become difficult terrain for 1 minute or until you create this effect again. Until the effect ends, the area moves with you, centered on you. During that time, you can move across ground that is difficult terrain without spending extra movement. You can create this effect a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. In addition, you learn the *Mold Earth* cantrip. Constitution is your spellcasting ability for this spell.

Stone's Fury

Prerequisite: Goliath

Your competitive fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you hit with an attack using a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your '**Stone's Endurance**' trait, you can make one weapon attack as part of that reaction.

Hadozee

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Half-Elf

Prodigy

Prerequisite: Half-Elf, half-orc, or human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

See also Elven Accuracy in Elf

Half-Orc

Orcish Fury

Prerequisite: Half-Orc

Your fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- When you hit with an attack using a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your '**Relentless Endurance**' trait, you can use your reaction to make one weapon attack.

Half-Orc (continued)

Orcish Centaur Heritage

Prerequisite: Half-Orc

The upper bodies of centaurs are comparable to human torsos in size, and below the waist, they have the bodies of small horses, averaging about 4 feet tall at the withers. Similar range of coloration as horses—from various shades of chestnut or bay to dappled or even zebra-like striped patterns. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **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 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Equine Build.** Your walking speed increases by 10 feet. 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.

Prodigy

Prerequisite: Half-Elf, half-orc, or human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Halfling

Bountiful Luck

Prerequisite: Halfling

Your people have extraordinary luck, which you have learned to mystically lend to your companions when you see them falter. You're not sure how you do it; you just wish it, and it happens. Surely a sign of fortune's favor!

- When an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll.

When you use this ability, you can't use your '**Lucky**' racial trait before the end of your next turn.

Second Chance

Prerequisite: Halfling

Fortune favors you when someone tries to strike you. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Halfling, Mark of Hospitality

Allez Cuisine!

Prerequisite: Mark of Hospitality Halfling

If memory serves me right... the Mark of Hospitality grants powers related to food and shelter. But it also helps the bearer connect with others. They may not always have gold, but a halfling with the Mark of Hospitality is sure to be rich in friends. You gain the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- You gain proficiency with Cook's utensils. If you are already proficient with them, you gain expertise with them, which means your proficiency bonus is doubled for any ability check you make with them. Additionally, you can use Cook's utensils as a spellcasting focus for any spell you cast that uses Charisma as its spellcasting ability.
- You learn the *Create Food and Water* spell. Your spellcasting ability for the spell is Charisma. You can cast it without a spell slot or needing a material component, and you must finish a long rest before you can cast it in this way again. If you have spell slots of 3rd level or higher, you can also cast this spell with them.

You can create the standard bland fare without requiring any sort of check, but you can attempt to create finer food by making a Charisma check, adding your Cook's utensils bonus to this check.

<u>Food Quality</u>	<u>Difficulty</u>
Poor	No roll required
Modest	10
Comfortable	13
Wealthy	15
Aristocratic	18

A failed check results in a sour and squalid meal.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section and Bountiful Luck and Second Chance in Halfling

Harengon (Rabbitfolk)

Colony Defender

Prerequisite: Harengon

Your colony has trained with double-tipped spears for as long as anyone can remember. You have received extensive training in the favored weapons of your people. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- While wielding a double-tipped spear with two hands, the weapon has the finesse trait for your attacks with it, and you gain +1 AC.
- On your turn, when you use a bonus action to make a melee attack with the tip at the opposite end of the weapon, the weapon's damage die for this attack increases to 2d4, instead of 1d4.

Double-Tipped Spear

Martial weapon, melee weapon

100 gp, 6 lb. 2d4 piercing - special, two-handed

Special. If you attack with a double-tipped spear as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 piercing damage on a hit, instead of 2d4.

Jumping Flash

Prerequisite: Harengon

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You regain all expended uses of your '**Rabbit Hop**' feature when you finish a short rest.

Powerhouse Hopper

Prerequisite: Small-sized Harengon

You are uncommonly hardy for your race. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You regain all expended uses of your '**Rabbit Hop**' feature when you finish a short rest.
- You do not have disadvantage on attack rolls with weapons with the heavy property.

That's No Ordinary Rabbit!

Prerequisite: Harengon

You are a special example for your race. You gain the following benefits:

- Increase your Strength, Dexterity, Constitution or Wisdom by 1, to a maximum of 20.
- **Huge, Sharp.** You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.
- **Leap About.** You regain all expended uses of your '**Rabbit Hop**' feature when you finish a short rest.
- **Better Not Risk Another Frontal Assault.** You have advantage on Wisdom (Perception) checks that rely on hearing.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Hexblood

A Heart's Desire

Prerequisite: Hexblood

Where wishing fails, ancient magic can offer a heart's desire—at least, for a time. Hexbloods are individuals infused with eldritch magic, fey energy, or mysterious witchcraft. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn the *Detect Magic* spell and can cast it at will, without expending a spell slot. You also learn the *Blindness/Deafness* and *Bestow Curse* spells. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Hexblood (continued)

Heir of Hags

Prerequisite: Hexblood

A bargain with a hag or other eerie forces transformed your character into a magical being. Your transformation was more potent than many other hexbloods. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- **Eerie Tokens.** You can now create a number of Eerie Tokens equal to your proficiency bonus. Instead of an action, you may instead use a bonus action for '**Remote Viewing**' or to send a '**Telepathic Message**'. The creature holding or carrying the token can respond to you telepathically with a short message of twenty-five words or less but cannot initiate a message to you.
- **Episcaricacy.** When a creature you can see within 30 feet of you rolls a 1 on an attack roll, skill check, or saving throw, you can use your reaction to gain advantage on your next attack roll, skill check, or saving throw. You can give yourself advantage in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short rest.

Weird Companionship

Prerequisite: Hexblood

Although they are solitary by nature, hags sometimes feel the need for companionship, and the weird magic at a hag's disposal means that she might have almost any type of creature helping or serving her. Some of this weird magic has transferred over to you. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- **Mimicry.** You can can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.
- **Minion.** You learn the *Find Familiar* spell. You can cast it as a ritual and can also cast it without expending a spell slot. Once you cast it in this way, you can't cast it in this way again until you finish a long rest. You can also cast it using spell slots you have. The spells' spellcasting ability is the ability increased by this feat.
- The familiar can perch on your shoulder. While perched on your shoulder, the familiar can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated. While the familiar is perched on your shoulder, you gain a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals the modifier for the ability increased by this feat.

- The familiar doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action. The familiar vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles. If it is slain by a creature, you gain advantage on all attack rolls against the killer for the next 24 hours.
- At the end of a short or long rest, you can call the familiar back to you—no matter where it is or whether it died—and it reappears within 5 feet of you.

See also **Mighty Small** and **Squat Nimbleness** in the **Small-sized Races** section

Hobgoblin

Uphold the Legion

Prerequisite: Hobgoblin

You were born for life in the legion. You gain the following benefits:

- Increase your Constitution or Intelligence by 1, to a maximum of 20.
- You can deal an extra 2d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated. You can use this trait only once per combat.
- You can extend the benefit of your '**Saving Face**' trait to an ally. As a reaction, if an ally misses with an attack roll or fails an ability check or a saving throw, you can grant a bonus to the roll equal to the number of allies your ally can see within 30 feet (including you, maximum bonus of +5). As normal, once you use this trait, you can't use it again until you finish a short or long rest.

Human

Angelfire Blessing

Prerequisite : Human

You learn to call on heavenly angelfire to serve your commands. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals fire damage, you can cause flames to wreath you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

Human (continued)

Prodigy

Prerequisite: Half-Elf, half-orc, or human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Kalashtar

Thoughtsinger

Prerequisite: Kalashtar

You have honed your telepathic abilities, allowing you to link to and guide your companions as a united group. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- When using your '**Mind Link**' trait, you can maintain links to up to 6 creatures at a time. When you establish a link, you decide whether the linked creature can telepathically communicate only with you, or if they can telepathically communicate with all of the creatures you are linked to at once. Likewise, you can communicate with one specific creature, or you can communicate with all creatures you're currently linked to.
- If you can speak telepathically to an ally using your **Mind Link** trait, you can use the Help action to aid them in attacking a creature, even if you are more than 5 feet away from them.

Kender

Kender Knack

Prerequisite: Kender

Spurred by their curiosity and love for trinkets, curios, and keepsakes, Kender sometimes amass impressive collections of curiosities. Some might collect mundane knickknacks or relics from magical sites, while others might become professional thieves. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency with Thieves' tools and the Sleight of Hand skill. If you are already proficient in Sleight of Hand, you add double your proficiency bonus to checks you make with it. You are capable of taking items without ever being discovered, even by yourself. As a

result, you have advantage on all sleight of hand skill checks that have to do with stealing.

- You have a knack for pulling a needed item out of a bag or another container. As a bonus action, you can reach into a container you're carrying and choose from the **Kender Pockets** table. The object can't be sold and disappears after 1 hour; lost, misplaced, given away, or by some other unknown method. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Kender Pockets

1 simple weapon of your choice with the light property.

1 item of your choice from the Adventuring Gear table in the Player's Handbook. The item must cost no more than 1 gp and weigh no more than 1 lb.

1 random item from the Trinkets table in the PHB.

Your choice of a crowbar or a grappling hook.

1 item of your choice from the Tools table in the PHB. The item must cost no more than 10 gp.

Supernatural Curiosity

Prerequisite: Kender

Kender have a supernatural curiosity that drives them on to adventures big and small. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- **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.
- **Fearless.** You are immune to the **frightened** condition. When an ally you can see within 30 feet of you fails a saving throw to avoid or end the **frightened** condition on themselves, you can use your reaction to have the ally succeed instead. Once you use this ability, you can't use it again until you finish a short or long rest.
- You can accurately recall anything you have seen or heard within the past month. Whenever you finish a long rest, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, as you draw upon the reservoir of informational tidbits you've collected along the way. These proficiencies last until the end of your next long rest.

Kender (continued)	Kenku
<p><u>You Get the Gist</u> <i>Prerequisite:</i> Kender</p> <p>Your extraordinary ability to fluster creatures is unparalleled. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20. • Whenever you finish a long rest, you gain proficiency in one language of your choice. This proficiency last until the end of your next long rest. • Improved Taunt. Your 'Taunt' feature is enhanced in the following ways: <ul style="list-style-type: none"> + You regain all expended uses when you finish a short rest. + A creature with an Intelligence score of 4 or more need only hear you to be targeted by your 'Taunt', it need not understand you. + The disadvantage on attack rolls against targets other than you from your 'Taunt' lasts until the end of your next turn. + Before the creature makes its saving throw, you may choose one of the following effects: <ul style="list-style-type: none"> ➤ The creature subtracts 1d4 from the next saving throw it makes before the start of its next turn. ➤ The creature's speed is reduced by 10 feet until the start of its next turn. ➤ The creature can't take reactions until the start of its next turn. ➤ The creature takes 1d4 psychic damage. This damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). <p>If the creature fails its saving throw against your 'Taunt', the additional effect is also applied.</p> <p>See also <u>Mighty Small</u> and <u>Squat Nimbleness</u> in the <u>Small-sized Races</u> section</p>	<p><u>Blessed with Keen Observation</u> <i>Prerequisite:</i> Kenku</p> <p>Feathered folk who resemble ravens, kenku are blessed with keen observation and supernaturally accurate memories. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Intelligence or Wisdom by 1, to a maximum of 20. • You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. • Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear. • You can use your action to try to get uncanny insight about one creature you can see within 30 feet of you. Make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If your check succeeds, you have advantage on attack rolls and ability checks against the target until the end of your next turn. <p><u>Hawkeyed Accuracy</u> <i>Prerequisite:</i> Bird race</p> <p>You have uncanny aim with ranged attacks that rely on precision and pinpoint targeting. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Dexterity or Wisdom score by 1, to a maximum of 20. • You have advantage on Wisdom (Perception) checks that rely on sight. • Whenever you have advantage on a ranged attack roll using Dexterity or Wisdom, you can reroll one of the dice once. <p><u>Lightly Feathered, Less Flightless</u> <i>Prerequisite:</i> Kenku</p> <p>Feathers on your arms provide you with a limited ability to fly. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength, Dexterity, Constitution, or Charisma score by 1, to a maximum of 20. • You can choose to use your Dexterity instead of your Strength to determine how far you can jump. • Feathered Hop. As a bonus action, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. • Glide. When you fall at least 10 feet above the ground, you can use your reaction to extend your feathered arms to glide horizontally a number of feet equal to your walking speed, and you take 0 damage from the fall. You determine the direction of the glide.

Kenku (continued)

Master of Mimicry

Prerequisite: Kenku

You have learned to temporarily mimic even the training of others. You gain the following benefits:

- Increase your Dexterity or Wisdom by 1, to a maximum of 20.
- Whenever another creature you can see uses a skill or tool, you can use your reaction to gain proficiency in that skill or tool. Proficiencies gained in this way last for 1 hour, and you can only mimic one proficiency at a time. Once you use this ability, you can't do so again until you finish a short or long rest.

Supernaturally Good Memory

Prerequisite: Kenku

Feathered folk who resemble ravens, kenku are blessed with keen observation and supernaturally accurate memories. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You regain all expended uses of your **'Kenku Recall'** feature when you finish a short rest.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Kobold

Icewind Kobold

Prerequisite: Kobold (Multiverse)

You hail from an icy, desolate land, prone to dramatic swings in temperature. Surviving the interminable harshness of your home gives you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You regain all expended uses of your **'Draconic Cry'** feature when you finish a short rest.
- You have resistance to cold damage and can tolerate temperatures as low as -100 degrees Fahrenheit and as high as 300 degrees Fahrenheit.

Kobold Ancestral Scales

Prerequisite: Kobold

Whatever their relationship to dragons, kobold scales tend to be rust colored, although the occasional kobold sports scale color more akin to that of a draconic ancestor. You gain the following benefits:

- Increase your Dexterity or Constitution by 1, to a maximum of 20.
- Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.
- When you take acid, cold, fire, lightning, or poison damage, you can use your reaction to give yourself resistance to that instance of damage. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Kobold Cleverness

Prerequisite: Kobold (not Multiverse)

The cleverness of Kobolds is well-known. You gain the following benefits:

- Increase your Dexterity or Wisdom by 1, to a maximum of 20.
- You can use your **'Grovel, Cower, and Beg'** trait twice before you must take a short rest.
- Whenever you have advantage on an attack roll using Dexterity or Wisdom, you can reroll one of the dice once.

Kobold Pack Tactics

Prerequisite: Kobold (Multiverse)

Kobolds know they sometimes have to use superior numbers and cunning to take down powerful foes. Kobolds work together with other members of their tribe, allies, pets, and mounts, and use any other advantage they can squeeze out of their environment to accomplish difficult tasks they couldn't manage alone. You gain the following benefits:

- Increase your Dexterity or Wisdom by 1, to a maximum of 20.
- **Pack Tactics.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Urd Wings

Prerequisite: Kobold

You manifest leathery wings, transforming into an urd. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Leonin

Fierce Pride

Prerequisite: Leonin

You often act with confidence, which can come off as imperiousness. While it reassures your allies, it can also suggest that you are quick to quarrel. The truth is that you simply enjoy fighting. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You can deal an extra 2d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated. You can use this trait only once per combat.
- Immediately after you use your **Daunting Roar** trait, you can use your reaction to make one weapon attack.

Pride of Lions

Prerequisite: Leonin

You often act with confidence, which can come off as imperiousness. The truth is that you are proud, and always want to set a good example of your kind. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- **Feline Agility.** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.
- **Feline Grace.** You don't take damage from falling 20 feet or less if you aren't incapacitated.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Lizardfolk

Coatl Blooded

Prerequisite: Lizardfolk

Celestial blood runs strong in you, unlocking a resilience akin to that possessed by some inhabitants of the Seven Heavens. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have resistance to cold damage and poison damage.
- You have advantage on saving throws against being poisoned.

Subterranean Lizardfolk

Prerequisite: Lizardfolk

Your heritage is more akin to the great lizards of the underdark. You gain the following benefits:

- Increase your Strength, Dexterity, Constitution or Wisdom by 1, to a maximum of 20.
- **Darkvision.** 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.
- **Reptilian Build.** Climbing doesn't cost you extra movement. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Deep Hunger.** You can use your **Hungry Jaws** trait twice before you must finish a short or long rest.

Swamp Blood

Prerequisite: Lizardfolk

Your heritage is more akin to the great lizards of the swamp. You gain the following benefits:

- Increase your Strength, Dexterity, Constitution or Wisdom by 1, to a maximum of 20.
- **Aquatic Hunter.** You have advantage on Dexterity (Stealth) checks made to hide while underwater or while in swampy terrain. As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than when you started. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a short rest.
- **Reptilian Build.** You can hold your breath for one hour at a time. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Envie.** You can use your **Hungry Jaws** trait twice before you must finish a short or long rest.

Touch of Sess'inek

Prerequisite: Lizardfolk

You embody the demonic bearing of a lizard king or queen. You gain the following benefits:

- Increase your Constitution or Wisdom by 1, to a maximum of 20.
- You learn to speak, read, and write Abyssal.
- You are immune to being **frightened**.

Locathah

Adaptive Amphibiousness

Prerequisite: Locathah

Your physiology has adapted to the local environment. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Keen Eye.** You gain expertise with Perception, which means your proficiency bonus is doubled for any ability check you make with it. You have advantage on Wisdom (Perception) checks that rely on sight.
- **Hardened Scales.** Your natural armor trait now provides a base AC of 13 + your Dexterity modifier.
- **Adaptation:** You are resistant to poison damage. In addition, you only need to be submerged at least once every 24 hours to avoid suffocating.

Loxodon

An Elephant Never Forgets

Prerequisite: Loxodon

You can accurately recall anything you have seen or heard within the past month. You have a deep hatred for a particular kind of creature. Choose your foes, a type of creature to bear the burden of your wrath: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose two races of humanoid (such as gnolls and orcs). You gain the following benefits:

- Increase your Constitution, Intelligence, or Wisdom by 1, to a maximum of 20.
- During the first round of any combat against your chosen foes, your attack rolls against any of them have advantage.
- When any of your chosen foes makes an opportunity attack against you, it makes the attack roll with disadvantage.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check to recall information about your chosen foes, you add double your proficiency bonus to the check, even if you're not normally proficient.

Blessing of Ivory

Prerequisite: Loxodon

Your Proboscidean heritage gives the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Tusks.** You gain a tusk attack as a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Tusk Shove.** If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your tusks.

Loxodon Gracefulness

Prerequisite: Loxodon

You are uncommonly graceful for your race. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled.

Memory of Elephants

Prerequisite: Loxodon

Loxodon physically mature at the same rate as humans, but they live about 450 years. They highly value the weight of wisdom and experience and have a mystical connection to a shared herd memory. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.
- You can accurately recall anything you have seen or heard within the past month. Whenever you finish a long rest, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook, as you draw upon the reservoir of experiences connected to your people. These proficiencies last until the end of your next long rest.

Woolly

Prerequisite: Loxodon

You hail from an icy, desolate land, prone to dramatic swings in temperature. Surviving the interminable harshness of your home gives you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You have resistance to cold damage.
- You can tolerate temperatures as low as -100 degrees Fahrenheit and as high as 300 degrees Fahrenheit.
- **Darkvision.** You have darkvision, the ability to see 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.

Lupin

Blood of Hounds

Prerequisite: Lupin

Your heritage shows true. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- **Keen Smell.** You have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell. You can accurately recall anything you have smelled within the past month.
- **Chase.** Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Minotaur

Built Horn Tough

Prerequisite: Multiverse Minotaur

Your horns are hard enough to be considered nigh-unbreakable. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- **Improved Horns.** Your Horns damage increases to a d8.
- **Improved Hammering Horns.** If you used your Horns as part of the Attack action on your turn, when you use your '**Hammering Horns**' during the same turn, you may choose to knock the target creature prone instead of push it up to 10 feet away from you.
- **Improved Goring Rush.** When you use your '**Goring Rush**' feature, you gain advantage on ability checks and saving throws that you make against attacks, spells and effects that would move you away from your current space or knock you prone until the start of your next turn.

Bullheadedness

Prerequisite: Minotaur (not Multiverse)

You have a steadfast adherence to an opinion, purpose, or course of action. You gain the following benefits:

- Increase your Strength, Constitution, Wisdom or Charisma by 1, to a maximum of 20.
- **Beast of Burden.** Increase your walking speed by 5 feet, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Improved Hammering Horns.** You may choose to knock the target creature prone instead of push it up to 10 feet away from you. You gain advantage on ability checks and saving throws that you make against attacks, spells and effects that would move you away from your current space or knock you prone.
- **Improved Imposing Presence.** You gain proficiency in the Intimidation or Persuasion skill (your choice). If you are already proficient in the chosen skill, you gain expertise, which means your proficiency bonus is doubled for any ability check you make with it.

Orc

Tanarukk Blood

Prerequisite: Orc

Through fell magic or an ancestor, you are touched by the corruptive power of Baphomet. You gain the following benefits:

- Increase your Strength or Constitution by 1, to a maximum of 20.
- You have resistance to fire and poison damage.
- You gain a bite attack as a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Owlin (Owlfolk)

Hawkeyed Accuracy

Prerequisite: Bird race

You have uncanny aim with ranged attacks that rely on precision and pinpoint targeting. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks that rely on sight.
- Whenever you have advantage on a ranged attack roll using Dexterity or Wisdom, you can reroll one of the dice once.

Owlin (Owlfolk) (continued)

Nimble Sight

Prerequisite: Owlin

- Increase your Wisdom by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks that rely on sight.
- You can cast the *Detect Magic* spell at will, without expending a spell slot.
- Your darkvision has a radius of 120 feet.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Plasmoid

Gloop and Gleep of Things

Prerequisite: Plasmoid

Plasmoids are amorphous beings. There's little chance of mistaking a plasmoid for anything else. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you **'Shape Self'**, you can also adjust your height between Medium and Small.
- Your pseudopod can be used to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier bludgeoning damage.
- You can use your reaction to make yourself resistant to bludgeoning, piercing, or slashing damage until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

No Typical Shape

Prerequisite: Plasmoid

Plasmoids don't have internal organs of the usual sort. Their bodies are composed of cells, fibers, plasma-like ooze, and clusters of nerves. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.

Prepseudohensilepod

Prerequisite: Plasmoid

Plasmoids are amorphous beings. Their limbs are strong and flexible. On occasion, due to some biological anomaly, a plasmoid's pseudopod becomes more pliable upon reaching adulthood (around the age of twenty years). You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You can use your pseudopod to lift, drop, hold, push, or pull an object or a creature; grapple someone; manipulate an object; open an unlocked door or container, stow or retrieve an item from an open container, or pour out the contents of a container. The pseudopod can't activate magic items or carry more than 10 pounds. Your DM might allow other simple tasks to be added to that list.
- Your pseudopod can also be used to make unarmed strikes with finesse and reach. When you hit with it, the strike deals 1d4 + your Strength or Dexterity modifier bludgeoning damage.

What Have I Got in My Pocket?

Prerequisite: Plasmoid

Wanderlust compels some plasmoids to explore the Astral Plane and visit different worlds of the Material Plane. Such an explorer usually travels light. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- **Light Sleeper.** When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you **unconscious**.
- **Light Stepper.** While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier. When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace. (See chapter 8 of the Player's Handbook for information about travel pace.)
- You learn the *Vanish* cantrip and can cast it without requiring concentration. You learn the *Wristpocket* spell and can cast it without expending a spell slot or requiring concentration. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell normally using spell slots you have of the appropriate level. These spells' spellcasting ability is the ability increased by this feat.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Reborn

Memory of Past Lives

Prerequisite: Reborn

You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.
- You can accurately recall anything you have seen or heard within the past month. Whenever you finish a long rest, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook, as you draw upon the reservoir of experiences connected to your past lives. These proficiencies last until the end of your next long rest.

See also Mighty Small and Squat Nimbleness in the Small-sized Races section

Satyr

Embodiment of Revelry

Prerequisite: Satyr

For satyrs, revelry is a way of life. It's the delight in small things. To revel means to forget the constraints of time, to let go of the future and past, and to be wholly in the present moment. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain expertise with the Performance and Persuasion skills, which means your proficiency bonus is doubled for any ability check you make with them.
- **Enthralling Performance.** While performing, you can try to distract one humanoid you can see who can see and hear you. Make a Charisma (Performance) check contested by the humanoid's Wisdom (Insight) check. If your check succeeds, you grab the humanoid's attention enough that it makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage until you stop performing.
- **Engrossing Discourse.** If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is **charmed** by you as long as it remains within 60 feet of you, and for 10 minutes thereafter.

Piper of Pan

Prerequisite: Satyr

A satyr might carry panpipes that it can play to create magical effects. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You gain proficiency with panpipes. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Panpipes. While you have panpipes, as an action, you can play the pipes and choose one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby. You can use your panpipes in this way a number of times equal to your proficiency bonus (but no more than once per turn), and you regain all expended uses when you finish a short rest.
- One creature of your choice within 60 feet that can hear the pipes must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be affected as described below. Other satyrs and creature that can't be charmed are unaffected.
 - **Charming Melody.** The creature is **charmed** for 1 minute. If you or any of your companions harms the creature, the effect on it ends immediately.
 - **Frightening Strain.** The creature is **frightened** for 1 minute.
 - **Gentle Lullaby.** The creature falls asleep and is **unconscious** for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

Thornbearer

Prerequisite: Satyr

When forced to defend their friends and homes, satyr thornbearers are quick to take up their bows and strike against danger. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons. Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a shortbow.
- Once on each of your turns when you make an attack with a shortbow, you can make another attack against a different creature within 5 feet of the original target.
- You can make one attack with a shortbow as a bonus action. You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Shifter

Keen Animal Instincts

Prerequisite: Shifter

Your heritage has given you sharp senses and heightened reflexes. You gain the following benefits:

- You have advantage on Initiative rolls and can't be surprised while not **incapacitated**.
- Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can see, smell, or hear.
- While you have temporary hit points granted by your **Shifting** feature remaining, you have resistance to bludgeoning, piercing, and slashing damage from a source that you can see, smell, or hear.

Beast Blood

Prerequisite: Shifter (not Beasthide)

An ancestor earned a Blessing connected to the 'Sacred Moon of the Beast Skin.' The great power of that Blessing passes through the generations of your line. You gain the following benefits:

- Increase your Strength, Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- Your body changes and grows **Retractable Claws**. You have a climbing speed equal to your walking speed and you can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.
- When you use your **Shifting** trait, your transformation lasts longer. Add 1d4 minutes to the duration.
- While you are **Shifted**, you gain the benefits of the Beasthide Shifting Feature trait in addition to your own: (You gain 1d6 additional temporary hit points. While Shifted, you have a +1 bonus to your Armor Class.)

Long Blood

Prerequisite: Shifter (not Longtooth)

An ancestor earned a Blessing connected to the 'Sacred Moon of the Long Bite.' The great power of that Blessing passes through the generations of your line. You gain the following benefits:

- Increase your Strength, Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- Your body changes and grows **Retractable Claws**. You have a climbing speed equal to your walking speed and you can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.
- When you use your **Shifting** trait, your transformation lasts longer. Add 1d4 minutes to the duration.
- While you are **Shifted**, you gain the benefits of the Longstrider Shifting Feature trait in addition to your own: (When you Shift and as a Bonus action on your other turns while Shifted, you can use your elongated

fangs to make an unarmed strike. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.)

Swift Blood

Prerequisite: Shifter (not Swiftstride)

An ancestor earned a Blessing connected to the 'Sacred Moon of the Swift Light.' The great power of that Blessing passes through the generations of your line. You gain the following benefits:

- Increase your Strength, Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- Your body changes and grows **Retractable Claws**. You have a climbing speed equal to your walking speed and you can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.
- When you use your **Shifting** trait, your transformation lasts longer. Add 1d4 minutes to the duration.
- While you are **Shifted**, you gain the benefits of the Swiftstride Shifting Feature trait in addition to your own: (Your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.)

Wild Blood

Prerequisite: Shifter (not Wildhunt)

An ancestor earned a Blessing connected to the 'Sacred Moon of the Wild Hunt.' The great power of that Blessing passes through the generations of your line. You gain the following benefits:

- Increase your Strength, Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- Your body changes and grows **Retractable Claws**. You have a climbing speed equal to your walking speed and you can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.
- When you use your **Shifting** trait, your transformation lasts longer. Add 1d4 minutes to the duration.
- While you are **Shifted**, you gain the benefits of the Wildhunt Shifting Feature trait in addition to your own: (You have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you unless you're incapacitated.)

Small-sized Races

Mighty Small

Prerequisite : Small-sized race

You are uncommonly hardy for your race. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You do not have disadvantage on attack rolls with weapons with the heavy property.
- Increase running long and high jump distances by 10 feet if you are wielding a heavy property weapon with both hands.

Squat Nimbleness

Prerequisite: Dwarf or a Small race

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being **grappled**.

Tabaxi

Feline Grace

Prerequisite: Tabaxi (not Multiverse)

Your incredible reflexes and agility further improve. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can use your '**Feline Agility**' trait twice before you must move 0 feet on one of your turns to use the trait again. You can still only use this ability once per turn when you move.
- You don't take damage from falling 20 feet or less if you aren't incapacitated.

Feline Graceful Accuracy

Prerequisite : Tabaxi

You gain the following benefits:

- Increase your Dexterity, Intelligence, or Charisma score by 1, to a maximum of 20.
- My walking speed increases by 5 ft.
- Whenever I have advantage on an attack roll that uses Dexterity, Intelligence, or Charisma, I can reroll one of the dice once.

See also **Mighty Small** and **Squat Nimbleness** in the **Small-sized Races** section

Thri-Kreen

Evolved Thri-Kreen Physiology

Prerequisite: Thri-Kreen

Some of your inherent thri-kreen traits have become augmented. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- **Kreen Claws.** You grow retractable claws which 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.
- **Leap.** As a bonus action, you can leap up to 20 feet in any direction. You can use this trait only if your speed is greater than 0. You can use it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short rest.

Many Arms, One Shield

Prerequisite: Thri-kreen

You've trained in the effective use of shields using your multiple arms. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- You gain proficiency with shields. Your secondary arms can now wield a shield in addition to their other capabilities.
- In combat, you can don or doff a shield as the free object interaction on your turn.
- If you have the Spellcasting or Pact Magic feature, you can use a shield as a spellcasting focus.

Thri-Kreen Psionics

Prerequisite: Thri-kreen

A few thri-kreen manifest greater psionic abilities. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You know the *Mage Hand* cantrip, and the hand is invisible when you cast the cantrip with this feat. You also learn the *Blur* and *Magic Weapon* spells. You can cast each of these spells without expending a spell slot. None of these spells require spell components when you cast them in this manner. Once you cast *Blur* or *Magic Weapon* in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

See also **Mighty Small** and **Squat Nimbleness** in the **Small-sized Races** section

<p>Tiefling</p> <p><u>Feral Barbed Skin</u> <i>Prerequisite: Tiefling</i> Your feral nature metamorphizes you. You manifest scales and barbs protrude from your head. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Dexterity, Constitution or Charisma by 1, to a maximum of 20. • You manifest a scaly skin. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit. • As a bonus action, you can cause small barbs to protrude all over your body or cause them to retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you. <p><u>Fumes of Minauros</u> <i>Prerequisite: Tiefling</i> You learn to call on the polluted energies of the third layer of the Nine Hells to serve your commands. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Intelligence or Charisma by 1, to a maximum of 20. • When you roll acid damage for a spell you cast, you can reroll any roll of 1 on the acid damage dice, but you must use the new roll, even if it is another 1. • Whenever you cast a spell that deals acid damage, you can cause acidic fumes to wreath you until the end of your next turn. These acidic fumes don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the acidic fumes are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 acid damage. 	<p>Triton</p> <p><u>Champion of the Ocean</u> <i>Prerequisite: Triton</i> The ocean has imbued you with additional strength, granting you unparalleled might in marine combat. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength, Constitution or Charisma by 1, to a maximum of 20. • <i>Powerful Build.</i> You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. • As a bonus action, you imbue yourself with power, transforming into a champion of the ocean. For the next minute, you have resistance to acid and poison damage, and your weapon attacks deal additional damage equal to your proficiency modifier. Once you use this feature, you can't use it again until you finish a long rest. <p><u>Revenant Trident</u> <i>Prerequisite : Triton</i> You are descended from a master of the double-trident and their skills have passed on to you. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Dexterity or Strength score by 1, to a maximum of 20. • While you are holding a double-trident with two hands, you gain a + 1 bonus to Armor Class. • A double-trident has the finesse property when you wield it.
<p>Turtle</p> <p><u>Turtle Protector</u> <i>Prerequisite: Turtle</i> You have mastered using your shell to better protect yourself and others. You gain the following benefits:</p> <ul style="list-style-type: none"> • Increase your Strength or Wisdom by 1, to a maximum of 20. • Your natural armor trait now provides a base AC of 18. As normal, your Dexterity modifier doesn't affect this number. • As a reaction when you are forced to make a Dexterity saving throw, choose any number of creatures within 5 feet of you. Each chosen creature is considered to have half-cover against any harmful attacks or effects while within 5 feet of you until the start of your next turn. Once you use this ability, you can't do so again until you've finished a short or long rest. <p>See also <u>Mighty Small</u> and <u>Squat Nimbleness</u> in the <u>Small-sized Races</u> section</p>	<p>Double-Trident Martial weapon, melee weapon 100 gp, 6 lb. 2d4 piercing - special, two-handed <i>Special.</i> If you attack with a double-trident as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 piercing damage on a hit, instead of 2d4.</p> <p><u>Triton Deep Magic</u> <i>Prerequisite: Triton</i> You master more of the magic of elemental air and water. You learn the <i>Create Or Destroy Water</i> spell and can cast it as a 1st level spell at will, without expending a spell slot. You also learn <i>Warding Wind</i> and <i>Water Breathing</i>, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.</p>

Warforged

Integration Upgrade

Prerequisite: Warforged

A warforged's body has built-in defensive layers. Your upgraded integration gives you the following benefits:

- Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- Your upgrades improve your innate defensive properties. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier (this already includes the **Integrated Protection** Warforged trait). You can use a shield and still gain this benefit.
- **Integrated Tool.** Choose one tool you're proficient with. This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

Living Wood Construction

Prerequisite: Warforged

Your creator used wood from a primeval forest as part of your construction. It still flows with nature's power, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- Your body has a rough, bark-like composition. When you aren't using incorporated armor, you have a base AC of 17, including your Warforged **Integrated Protection** +1 AC bonus. Your Dexterity modifier doesn't affect this number, but if you are using a shield, you can apply the shield's bonus as normal.
- **Living Wood.** You learn the *Druidcraft* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this feat). At the end of a long rest, 1d4 berries, as from the *Goodberry* spell, sprout from your skin.

Pactboon Construction

Prerequisite: Warforged

Your creator made a bargain with an arcane entity to provide ensorcelled materials for use in your construction. It still flows with arcane power, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn to speak, read, and write your choice of Abyssal, Celestial, Infernal, or Sylvan.
- You learn the *Misty Step* spell and one 1st-level spell of your choice. The 1st-level spell must be from the illusion or enchantment school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Yaun-Ti

Forked Tongue

Prerequisite: Yuan-Ti

You have unlocked more of your serpentfolk heritage, allowing you to develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have the ability to communicate in a limited manner with snakes and serpents. They can understand the meaning of your words, though you have no special ability to understand them in return.
- You gain proficiency in the Deception skill, and you add double your proficiency bonus to checks you make with it.
- As a Bonus action, you can attempt to deceive one creature you can see within 30 feet that can hear and understand you. Creatures that can't be **charmed** are immune to this effect. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 24 hours.

Serpent Form

Prerequisite: Yuan-Ti

You have unlocked more of your serpentfolk heritage. You gain the following benefits:

- Increase your Intelligence or Charisma by 1, to a maximum of 20.
- You can use an action to polymorph into a Medium snake or back into your true form. Your statistics are the same in each form. Any equipment you are wearing or carrying isn't transformed. If you die, you stay in your current form
- While in snake form, you gain a bite attack as a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you hit with a bite attack, you can choose to deal 2d6 additional poison damage to the target. Once you deal this poison damage, you can't do so again until you finish a long rest.

See also **Mighty Small** and **Squat Nimbleness** in the **Small-sized Races** section

CHANGE LOG

V2.4.12.8

Elf, Wood

- + **Among the Most Skilled**
- + **Stories of Their People**

V2.4.10.1

Giff:

- + **G is for Giff, and also for Gun** (updated)

Kobold:

- + **Icewind Kobold**

V2.4.4.15

Kender:

- + **Kender Knack**
- + **Supernatural Curiosity**
- + **You Get the Gist**

Shadar-kai (Elf):

- + **State Between Life and Death**

V2.4.4.8

Satyr:

- + **Embodiment of Revelry**
- + **Piper of Pan**
- + **Thorn Bearer**

V2.4.3.23

Lizardfolk:

- + **Coatl Blooded**

V2.4.3.12

Eladrin:

- + **Blink of an Eye**

V2.4.2.8

Dwarf (Mark of Warding):

- + **Sacred Light of Dumathoin**

V2.3.12.6

Bugbear:

- + **Brutish Force**

V2.3.11.29

Kenku:

- + **Blessed with Keen Observation**
- + **Lightly Feathered, Less Flightless**
- + **Supernaturally Accurate Memory**

V2.3.9.17

Githyanki:

- + **Dark Silver Savagery**
- + **Lich Queen's Notice**
- + **Lich Queen's Favor**
- + **Psychokinetic**

V2.3.6.8

Fairy:

- + **Fairly Bricky**
- + **Fairly Quicky**
- + **Fairly Tricky**

V2.3.3.30

Hexblood:

- + **A Heart's Desire**
- + **Heir of Hags**
- + **Weird Companionship**

V2.3.3.18

Centaur:

- + **Favor of the Seldarine**

V2.3.3.12

Goliath:

- + **Carved from Mountain Stone**
- + **Peak to Peak**
- + **Stone's Fury**

V2.3.2.28

Astral Elf:

- + **Luminous Glow**
- + **Stars in Their Eyes**
- + **Unusual Perspective**

Autognome:

- + **Intricate Design**
- + **Mobile Design**
- + **Sturdy Design**

Genasi (Air):

- + **Storm's Voice**
- + **Vizier Heritage**

Giff:

- + **G is for Giff, and also for Gun**
- + **Impressive Size and Unforgettable Appearance**
- + **Sparks of Their Own**

Halfling (Mark of Hospitality):

- + **Allez Cuisine!**

Plasmoid:

- + **Gloop and Gleep of Things**
- + **No Typical Shape**
- + **Prepseudohensilepod**
- + **What Have I Got in My Pocket?**

Thri-Kreen

- + **Evolved Thri-Kreen Physiology**
- + **Many Arms, One Shield**
- + **Thri-Kreen Psionics**

V2.3.1.17

Leonin:

- + **Pride of Lions**