

HERITAGE & HALFBREEDS



HOMEBREW

Explore the diversity of bloodlines throughout the multiverse in this supplement for the world's greatest roleplaying game

STEP-BY-STEP HERITAGES

INTRODUCING HERITAGES

In a world with powerful spells and meddling gods, there are innumerable possibilities not reasonable in a nonfantasy setting. A world of fantasy practically demands such possibilities be realized, and Heritages intends to do so.

While most fantasy games include half-elves and half-orcs, little thought is given to other possible crossbreed races. In a world of high magic, there may be no limit to what heritages may mix down the line.

Your first step in building a heritage is to consider your character's ancestry, the culture they grew up in, and any exceptional occurrences that may have shaped them. You choose your ability score increase type, your size, if you have darkvision, bloodlines representing your ancestry, cultures representing your shaping influences, and what languages you know.

Once you have a character in mind, follow these steps in order, making decisions that reflect the heritage you want. Your conception of your heritage might evolve with each choice you make. What's important is that you come to the table with a character you're excited to play.

CREATING YOUR CHARACTER

At 1st level, you choose whether your character is a member of the human race or of one of the game's fantastical races. You can use this rule set for determining your heritage traits. The method described here allows you to build a heritage with traits you choose individually.

HERITAGE POINT BUY RULES

You have **15** points to spend on your heritage traits. The cost of each score is shown in parenthesis following the name of the trait. You can only take a trait once from any one source. You are not required to spend all your heritage trait points, but you cannot spend above your maximum.

1. ABILITY SCORE INCREASES

When determining your ability scores, you increase one of those scores by 2 and increase a different score by 1, or you increase three different scores by 1. You follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

Your class's "Quick Build" section offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

2. LANGUAGES

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The Player's Handbook offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

3. CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. Unless you and your DM decide otherwise, your character's creature type is Humanoid.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the cure wounds spell specifies that the spell doesn't work on a creature of the Construct type.

4. CHOOSE YOUR SIZE

Your size determines your speed. Some heritage traits are only available to creatures of a certain size. Choose one of the following options:

MEDIUM

Medium creatures can vary widely in height and build, from barely 5 feet to over 7 feet tall and from nearly 100 to over 300 pounds.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Powerful Build (2). You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Reach (6). When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

SMALL

Small creatures are short and light, often shorter than 4 feet tall and less than 80 pounds.

Size. Your size is Small

Speed. Your base walking speed is 25 feet.

Nimble (2). You can move through the space of any creature that is of a size larger than yours.

Small Stealth (4). You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

5. DARKVISION

Many races have the ability to naturally see in the dark. Choose if your heritage grants you this ability.

Darkvision (3). 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.

6. SPELLCASTING ABILITY

You may choose a heritage trait that grants you the ability to cast certain spells. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you create this heritage).



7. CHOOSE YOUR BLOODLINES

You can choose up to 2 bloodlines from the following options to make up your heritage.

SUBTYPE: PLANAR BLOODLINES

CELESTIAL

You have the blood of a celestial in your ancestry or you have been blessed by the gods.

Healing Touch (2). As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

Cantrip (2). You know one cantrip from the cleric spell list.

Celestial Resistance (3). You have resistance to one of the following damage types: radiant or necrotic.

Innate Magic (3). Choose one 1st-level spell from the cleric list. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

ELEMENTAL

You have the blood of an elemental, such as a genie, in your ancestry, or have been altered by elemental energy.

Elemental Attunement. If you have elemental ancestry, you must take this trait. Choose one of the following damage types: acid, cold, fire, lightning, or thunder.

Cantrip (2). You know one cantrip of your choice that deals damage of the type associated with your elemental attunement.

Elemental Resistance (3). You have resistance to the damage type associated with your elemental attunement.

Innate Magic (3). Choose one 1st-level spell of your choice that deals damage of the type associated with your elemental attunement. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

FEX

You have the blood of a fey in your ancestry, such as through elvish or gnomish heritage, or you have been otherwise touched by the fey.

Trance (2). Instead of sleeping, you can meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit as 8 hours of sleep.

Charm Resistance (2). You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Cantrip (2). You know the *friends* cantrip.

Innate Magic (3). Choose one 1st-level spell of your choice from the divination or enchantment school of magic. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

Fey Step (6). You can cast the misty step spell once using this trait. You regain the ability to do so when you finish a short or long rest.

Fey Cunning (7). You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Magic Resistance (13). You have advantage on saving throws against spells and other magical effects.

FIEND

You have the blood of a devil or demon in your ancestry, or one of your ancestors made a corrupting deal with a fiend.

Cantrip (2). You know one cantrip from the warlock spell list.

Fiendish Resistance (3). You have resistance to one of the following damage types: cold, fire, or lightning.

Innate Magic (3). Choose one 1st-level spell from the warlock list. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

SHADOWBORN

You have the blood of a creature from the Shadowfell or have been otherwise touched by its dark magic.

Fear Resistance (2). You have advantage on saving throws against being frightened.

Cantrip (2). You know the *minor illusion* cantrip.

Necrotic Resistance (3). You have resistance to necrotic damage.

Innate Magic (3). Choose one 1st-level spell of your choice from the illusion or necromancy school of magic. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

Close to Death (4). You have advantage on death saving throws.

Shadow Step (6). You can cast the misty step spell once using this trait. You regain the ability to do so when you finish a short or long rest.

SUBTYPE: BESTIAL BLOODLINES

AQUATIC

You have the blood of an aquatic creature in your ancestry, such as a sea elf or triton, or otherwise have aquatic traits.

Amphibious (2). You can breathe both air and water.

Aquatic Speech (2). You can communicate simple ideas with beasts that has an innate swim speed. They can understand the meaning of your words, though you have no special ability to understand them in return.

Swim Speed (2). You have a swim speed of 30 feet.

Cantrip (2). You know the *shape water* cantrip.

Aquatic Resistance (3). You have resistance to one of the following damage types: acid or cold.

AVIAN

You have the blood of an avian creature in your ancestry, such as an aarakocra, or otherwise have avian traits.

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

Cantrip (2). You know the *gust* cantrip.

Glide (3). While you aren't incapacitated, you fall at a rate of 60 feet per round and take no falling damage when you land.

Keen Sight (6). You have advantage on Wisdom (Perception) checks that rely on sight.

Wings (12). You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

FELINE

You have the blood of a feline creature in your ancestry, such as a tabaxi, or otherwise have feline traits.

Claws (1). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to $1d4 + \text{your Strength modifier}$, instead of the normal bludgeoning damage.

Climb Speed (2). You have a climbing speed of 30 feet.

Feline Leap (2). Your long jump is 20 feet and your high jump is 10 feet, with or without a running start.

Catfall (3). When you fall and aren't incapacitated, you can make a DC 10 Dexterity (Acrobatics) check when you land. If you succeed, you take no falling damage and land on your feet.

Feline Swiftmess (4). You can take the Dash action as a bonus action on each of your turns.

Roar (6). As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

REPTILIAN

You have the blood of a reptilian creature in your ancestry, such as a lizardfolk, or otherwise have reptilian traits.

Hold Breath (1). You can hold your breath for up to 1 hour at a time.

Bite (2). Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d6 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

Natural Armor (3). You can calculate your AC as $13 + \text{your Dexterity modifier}$. A shield's benefits apply as normal while you use your natural armor.

Camouflage (4). As long as you don't move, you have advantage on Dexterity (Stealth) checks and can attempt to hide even when you are only lightly obscured.

SUBTYPE: OTHER PHYSIOLOGIES

CONSTRUCT

You have a constructed nature. You may have been an organic creature that has been partially replaced by machinery, or a wholly unique construct with a specific purpose.

Toxin Resilience (2). You have advantage on saving throws against poison and disease.

Vigilant Rest (2). When you take a long rest, you can 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, and you can see and hear as normal.

Poison Resistance (3). You are resistant to poison damage.

Constructed Nature (3). You don't need to eat, drink, breathe, and magic can't put you to sleep. Additionally, you are immune to disease.

Integrated Protection (7). You gain a +1 bonus to Armor Class.

Poison Immunity (7). You are immune to poison.

DRACONIC

You have the blood of a dragon in your ancestry.

Draconic Ancestry. If you have draconic ancestry, you must take this trait. Choose one of the following damage types: acid, cold, fire, lightning, or poison.

Draconic Resistance (3). You have resistance to the damage type associated with your draconic ancestry.

Draconic Presence (4). You have advantage on Charisma (Intimidation) checks.

Breath Weapon (6). When you take the Attack action, you can replace one of your attacks with an exhalation of a magical energy in a 15-foot cone. Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d8 damage of the type associated with your Draconic Ancestry on a failed save, and half as much damage on a successful one.

The damage increases to 3d8 at 5th level, 4d8 at 11th level, and 5d8 at 17th level. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

PSIONIC

You have an innate knack for psionics, having a psionic race in your ancestry or having been twisted by the far realm.

Cantrip (2). You know the *mage hand* cantrip. The hand is invisible and doesn't require components when you cast it with this trait.

Psionic Resistance (3). You have resistance to one of the following damage types: force or psychic.

Innate Magic (3). Choose one 1st-level spell on the Sorcerer spell list from the abjuration or transmutation school of magic. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. The spell doesn't require components when you cast it with this trait. You can also cast this spell using any spell slots you have.

Telepathy (5). You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

STOUT

You are exceptionally sturdy, perhaps having dwarves, orcs, or giants in your ancestry.

Toxin Resilience (2). You have advantage on saving throws against poison and disease.

Poison Resistance (3). You are resistant to poison damage.

Natural Armor (3). You have a thick skin. You can calculate your AC as 12 + your Constitution modifier. A shield's benefits apply as normal while you use your natural armor.

Relentless (4). When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Toughness (5). Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Durable (7). When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

7. CHOOSE YOUR CULTURES

You can choose up to 2 cultures from the following options to make up your heritage.

ARTISAN

You come from a culture that values the art of craftsmanship.

Tool Proficiency (1). You gain proficiency with the artisan's tools of your choice.

Cantrip (2). You know the *mending* or *guidance* cantrip.

Gifted Artisan (2). When you make an ability check using a artisan's tool with which you are proficient, you can roll one a d4 and add the number rolled to the ability check.

Artisan's Lore (3). Whenever you make an Intelligence (History) check related to the origin of an item related to an artisan tool with which you are proficient, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Skill Proficiency (3). You gain proficiency with one of the following skills of your choice: Athletics, Arcana, History, Insight, Persuasion, Slight of Hand

FRIENDLY

You come from a hospitable culture with an open heart.

Tool Proficiency (1). You gain proficiency with one type of gaming set, musical instrument of your choice, a Cook's Utensils, or Herbalism Kit.

Gifted Entertainer (2). When you make an ability check using a gaming set or musical instrument with which you are proficient, you can roll one a d4 and add the number rolled to the ability check.

Entertainer's Lore (3). Whenever you make an Intelligence (History) check related to the origin of a tale related to a gaming set or musical instrument with which you are proficient, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Skill Proficiency (3). You gain proficiency with one of the following skills of your choice: Acrobatics, Deception, Insight, Medicine, Performance, Persuasion.

Healer's Intuition (4). When you make a Wisdom (Medicine) check or an ability check using an herbalism kit, you can roll with advantage.

MAGE

You come from a society where arcane magic is common.

Cantrip (2). You learn one cantrip of your choice from the wizard spell list.

Learned Magic (3). Choose one 1st-level spell from the wizard spell list. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

Destructive Spell (3). When you damage a creature with a spell, you can cause the spell to deal extra damage equal to your level to a single target of the spell. Once you use this trait, you can't use it again until you finish a short or long rest.

Skill Proficiency (3). You have proficiency in one of the following skills of your choice: Arcana, History, Investigation, Nature, Religion

SKIRMISHER

You come from a background specializing in ambush tactics.

Skirmisher's Speed (2). Your base walking speed increases by 5 feet.

Lethal Strike (3). When you damage a creature with a weapon attack, you can cause the attack to deal extra damage equal to your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Skill Proficiency (3). You have proficiency in one of the following skills of your choice: Athletics, Insight, Nature, Perception, Stealth, or Survival.

Ambush (5). If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

Nimble Escape (7). You can take the Disengage or Hide action as a bonus action on each of your turns.

SURVIVALIST

You come from a frontier culture, skilled in woodcraft.

Beast Speech (2). Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Cantrip (2). You know one cantrip from the druid spell list.

Natural Magic (3). Choose one 1st-level spell from the druid spell list. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

Skill Proficiency (3). You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

Beast Tracker (3). Whenever you make a Wisdom (Survival) check to track beasts, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Keen Senses (6). You have advantage on Wisdom (Perception) checks that rely on hearing or sight.

WARRIOR

You were raised in a society dedicated to the arts of war.

Brave (2). You have advantage on saving throws against being frightened.

Aggressive (3). As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Savage Attacks (3). 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.

Combat Training (2). You gain proficiency in 2 simple weapons of your choice.

Martial Training (3). You gain proficiency in 2 martial weapons of your choice.

Light Armor Training (1). You have proficiency with light armor.

Medium Armor Training (4). You have proficiency with light and medium armor.

Heavy Armor Training (2). Your speed is not reduced by wearing heavy armor.

WATERBORNE

You were raised to feel at home with the sea.

Tool Proficiency (1). You gain proficiency with one tool of your choice: carpenter's tools, navigator's tools, or vehicles (water).

Swim Speed (2). You have a swim speed of 30 feet.

Mariner's Lore (4). Whenever you make an Intelligence (History) or Intelligence (Religion) check related to the sea or water vehicles, you are considered proficient in the History or Religion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Weather Worn (1). You do not suffer disadvantage on perception checks due to heavy precipitation, as described in chapter 5 of the Dungeon Master's Guide.

Sea Legs (6). You have advantage on Dexterity (Acrobatics) checks.

Cantrip (2). You know the *gust* or *mending* cantrip.

Skill Proficiency (3). You have proficiency in one of the following skills of your choice: Acrobatics, Athletics, Perception, Nature, Slight of Hand, Survival

THEOCRATIC

You came from a society that values devotion to the gods.

Serenity (4). You have advantage on saving throws against being charmed or frightened, and to resist the effects of madness.

Religious Intuition (4). You have advantage on Intelligence (Religion) checks.

Cantrip (2). You know one cantrip from the cleric spell list.

Devout Magic (3). Choose one 1st-level spell from the cleric list. You can cast the chosen spell once with this trait and regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

Skill Proficiency (3). You have proficiency in one of the following skills of your choice: Religion, History, Insight, Persuasion, Deception, Medicine

CRIMINAL

You grew up living outside the bounds of the law.

Tool Proficiency (1). You gain proficiency with a gameing set or one set of tools of your choice: thieves' tools, disguise kit, forgery kit, poisoner's kit

Expert Forgery (2). You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Thief's Intuition (4). When you make an ability check using thieves' tools, you can roll a d4 and add the number rolled to the ability check.

Cantrip (2). You know one cantrip from the bard spell list.

Merge with Shadows (4). You can cast the *pass without trace* spell once with this trait and you regain the ability to do so when you finish a long rest. You can also cast this spell using any spell slots you have.

Skill Proficiency (3). You have proficiency in one of the following skills of your choice: Deception, Insight, Investigation, Performance, Slight of Hand, Stealth

PRACTICE SAFE HOMEBREWING

This work was partly inspired by Bastards & Bloodlines by Owen K.C. Stephens, the Detect Balance spreadsheet by Eleazzaar, and all the wonderful homebrew on the Unearthed Arcana subreddit.

Thank you to the wonderful homebrewing community for your inspiration and feedback. If you use this supplement at your table or as your own inspiration, feel free to share that with me.

Don't forget to love each other.

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CREDITS

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