

Otarii

The otarii (oh-TAR-ee) are a semi-aquatic race that primarily lives on edges of the oceans and in colder climates. An otarii has access to two forms, an aquatic and a land one. Their aquatic form is their more natural state, with a massive tail made of pure muscle in place of the lower half of their body and a set of flippers at the bottom they can use to walk slowly. Their upper body is equally muscular in their aquatic form, allowing them to perform feats of strength surprising for their size. This form boasts unrivaled speeds in the water.

Most people, however, meet an otarii in their land form. This form has a lower half of the body with legs, typical for most humanoids. They lack much of the physical prowess that they have within their aquatic form, but the ability to walk around normally is typically a worthy trade-off for most otarii.

Otarii are typically only around 5 feet tall, although they are surprisingly heavy; despite their fairly sleek build, they are very muscular and have a thin layer of blubber insulating their skin, which can lead them to usually weigh between 200 and 300 pounds. Their skin is typically varying shades of gray, brown, and black, with a very smooth feel to it, allowing them to move more easily within water. They have a larger nose, extending out from their face further than most other humanoids, although they don't seem to have an improved sense of smell because of it. Most otarii have small, round eyes of pure black, although some have a brown halo around the very edge.

Otarii communities are extremely social; an otarii rarely likes to be alone and will often surround themselves with many others—even at home. Families are often fairly large, with multiple generations living together; it is also not uncommon for relationships to form between multiple individuals, as opposed to the couple-centric ideology found in most other humanoid cultures.

Otarii also often practice magic, although many otarii are very active and do not focus on learning spells for a long period of time. For most, sitting still is an activity best left to the dead; they would rather pursue a myriad of tasks, often leaving old ones unfinished as they pursue a new one.

As an otarii, you have the following racial traits.

Ability Score Increases

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy. The "Quick Build" section for your character's class offers suggestions on which scores to increase. You can follow those suggestions or ignore them, but you can't raise any of your scores above 20.

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 languages to choose from. The DM is free to modify that list for a campaign.

Creature Type

You are a Humanoid.

Size

You are Medium.

Speed

Your walking speed is 30 feet, and you have a swimming speed that matches your walking speed.

Darkvision

You have darkvision out to a range of 90 feet; within that range, you can see in dim light as though it were bright light and in darkness as though it were dim light. You cannot discern color in that darkness, seeing only various shades of gray.

Aquatic Form

As an otarii, you have the ability to magically shift to a form more appropriate for aquatic living as a Bonus Action. The lower half of your body turns into a massive, powerful tail, with flippers at the end you can use to walk with, and your hands become webbed and your arms muscular. While in this form, your walking speed decreases to 10 feet, but your swimming speed increases to 60 feet; additionally, you have advantage on Strength checks and saving throws, and you can hold your breath for up to an hour at a time. This form lasts until you use a Bonus Action to revert back to your land form.

Attuned to the Depths

You have natural defenses against the frigid temperatures of the ocean. You have resistance to cold damage, and you have advantage on saves against effects caused by extreme cold (typically weather effects).

Communal Magic

You learn the *Guidance* cantrip, allowing you to better assist your peers with tasks; your spellcasting modifier for it is either Intelligence, Wisdom, or Charisma (you choose when you pick this race).

Additionally, you can use a reaction when a creature within 30 feet of you fails an ability check or saving throw, granting them a bonus to the roll equal to the number of allied creatures you can see within 30 feet. The maximum bonus from this trait is equal to your proficiency bonus, and you can use it a number of times equal to your proficiency bonus. You regain all expended uses on a long rest.