

# Dohwar

Dohwars are a race of penguin-like people. They are avian in appearance, although their "wings" end in hands and cannot be used to fly; their plumage typically comes in a singular color, although the exact color can vary between dohwars and can even change at different points in their lives. A typical adult dohwar is around 3 feet tall. Most dohwars come from a culture obsessed with business and trade, and they have developed minor psychic abilities.

As a dohwar, 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 Fey.

## Size

You are Small.

## Speed

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

## Business Acumen

You gain proficiency in one of the following skills of your choice: Deception, Insight, Intimidation, or Persuasion.

## The Merging

You gain the ability to initiate a conversation telepathically with other creatures. As an action, you can begin a telepathic conversation with other creatures around you; a creature must be able to speak at least one language to join the conversation, but you do not all need to share a common language to understand each other when talking telepathically. You may add participants as part of the action you use to initiate the conversation, or you can use an action to add participants to an already-existing

conversation. In addition to yourself, you can have a number of creatures in the conversation equal to your proficiency bonus—if you attempt to add any others, the attempt fails. A contacted creature can leave the telepathic conversation at will, and all participants must be within 30 feet of each other at all times; participants who move more than 30 feet away from another participant automatically exit the conversation, and if you leave, the conversation ends for everyone.

At 5th level you learn *detect thoughts* and can cast it once without requiring any spell components or a spell slot. Once you cast it in this way, you can't cast it again until you finish a long rest, unless you expend a spell slot of at least second level. Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

## **Dohwar Movement**

Thanks to your dohwar biology, you gain a swimming speed equal to your walking speed. Additionally, while you are prone, you do not suffer a movement speed penalty, and your movement speed increases by 10 feet until you stand up.