

SHIFTERS

Geth's ancient heritage rose up from deep within him, spreading out from the core of his being. Some shifters manifested terrible claws, others massive fangs, still others astounding speed or heightened senses. Geth's gift from his lycanthrope ancestors was sheer toughness. Strength seeped into his bones and flooded his flesh. His skin hardened, and his hair became coarse like an animal's tough hide. A sense of invincibility spread through him. For the moment at least, he felt unstoppable!

—Don Bassingthwaite,
The Binding Stone

Shifters are sometimes called the weretouched, as many believe that they are the descendants of humans and lycanthropes. They are humanoids with a bestial aspect; while they cannot fully change shape they can temporarily enhance their animalistic features—a state they call shifting. Whatever their origins, shifters have evolved into a unique race. A shifter walks on the knife's edge between the wilds and the world around them. Do they embrace their primal instincts or the path of civilization?

THE BEAST WITHIN

Early in childhood, a shifter forms a bond with a beast within: a totemic force that shapes their body and mind. Some shifters believe that these spirits are independent entities, and they may speak of Bear or Wolf as ancestors or guides. Most just see the beast within as a formidable expression of their inner nature, something that emerges over time as the shifter's personality takes shape. The beast within is a pool of powerful instincts, and its influence is revealed by a shifter's personality: a feline shifter may be cool and distant, driven by predatory instincts, while a shifter with a lupine spirit is drawn to find and protect a pack. When a shifter fully embraces this beast within they physically transform for a short time.



This beast within is reflected by the shifter's subrace. Four subraces are especially common:

- **Beasthide** often signifies the bear or boar: stoic, stubborn and thick-skinned.
- **Longtooth** shifters typically have lupine traits and prefer to run with a pack.
- **Swiftstride** are often predatory and feline, but a swiftstride could also be a cunning rat who darts through the shadows.
- **Wildhunt** shifters are born from any creature that tracks its prey.

While the beast within certainly has a physical impact on a shifter, it has a spiritual and psychological effect. Two beasthide shifters share the same special ability, but if one has the aspect of the boar and the other is more like a bear, they'll be quite different in personality. With any shifter, identifying the beast within is a crucial part of understanding the character.

SIMILAR AND DIVERSE

Shifters are similar to humans in height and build but are more naturally lithe and flexible. Their facial features have a bestial cast, with large eyes, flat noses, and pointed ears; most shifters also have prominent canine teeth. They grow fur-like hair on nearly every part of their bodies.

The traits of the beast within affect a shifter's appearance as well. A swiftstride shifter may have catlike eyes and delicate build, while a beasthide shifter might be a massive brute built like a bear. While a shifter's appearance might remind an onlooker of an animal, they remain clearly identifiable as shifters even when at their most feral.

THE JOURNEY YET TO COME

Shifters have a strong presence in the Eldeen Reaches, and they often live among humans and can be found in rural areas across Khorvaire. While they form powerful bonds to friends and kin, shifters place great value on self-reliance and freedom. It's a shifter proverb to "always be prepared for the journey yet to come," and most shifters strive to be ready for change or opportunity.

Shifters have a natural inclination toward classes with a primal connection. A shifter barbarian draws their rage from the beast within. A shifter ranger indulges their urge to wander and hunt. A shifter rogue harnesses their own predatory instincts. But shifters can pursue any path or faith.

SHIFTER NAMES

Shifters have no language of their own and often live in blended communities. Their names typically overlap with the names of other cultures in their region. Many shifters prefer to keep their personal names for their friends and use "wandering names" with strangers. These are usually tied to a physical or personality trait.

Shifter Names: Badger, Bear, Cat, Fang, Grace, Grim, Moon, Rain, Red, Scar, Stripe, Swift, Talon, Whiskers, Wolf.

SHIFTER TRAITS

Your shifter character has the following traits.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Shifters are quick to mature both physically and emotionally, reaching young adulthood at age 10. They rarely live to be more than 70 years old.

Alignment. Shifters tend toward neutrality, being more focused on survival than concepts of good and evil. A love of personal freedom can drive shifters toward chaotic alignments.

Size. Shifters range from 5 to almost 7 feet tall, depending on their subrace. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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.

Keen Senses. You have proficiency with the Perception skill.

Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

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

Subrace. The beast within shapes each shifter physically and mentally. Four major subraces of shifter are found among the worlds of D&D: Beasthide, Longtooth, Swiftstride, and Wildhunt. Choose one of these subraces.

BEASTHIDE

Stoic and solid, a beasthide shifter draws strength and stability from the beast within. Beasthide shifters are typically tied to the bear or the boar, but any creature known for its toughness could apply.

Ability Score Increase. Your Constitution score increases by 2.

Tough. You have proficiency with the Athletics skill.

Shifting Feature. Whenever you shift, you gain 1d6 additional temporary hit points, and while shifted, you have a +1 bonus to your AC.

LONGTOOTH

Longtooth shifters are fierce and aggressive, but they form deep bonds with their friends. Many longtooth shifters have canine traits that become more pronounced as they shift, but they might instead draw on tigers, hyenas, or other predators.

Ability Score Increase. Your Strength score increases by 2.

Fierce. You have proficiency with the Intimidation skill.

Shifting Feature. While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. 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.

SWIFTSTRIDE

Swiftstride shifters are graceful and quick. Typically feline in nature, swiftstride shifters are often aloof and difficult to pin down physically or socially.

Ability Score Increase. Your Dexterity and Charisma scores increase by 1.

Graceful. You have proficiency with the Acrobatics skill.

Swift Stride. Your walking speed increases by 5 feet.

Shifting Feature. While shifted, your walking speed increases by an additional 5 feet.

Additionally, you can move up to 10 feet as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

WILDHUNT

Wildhunt shifters are sharp and insightful.

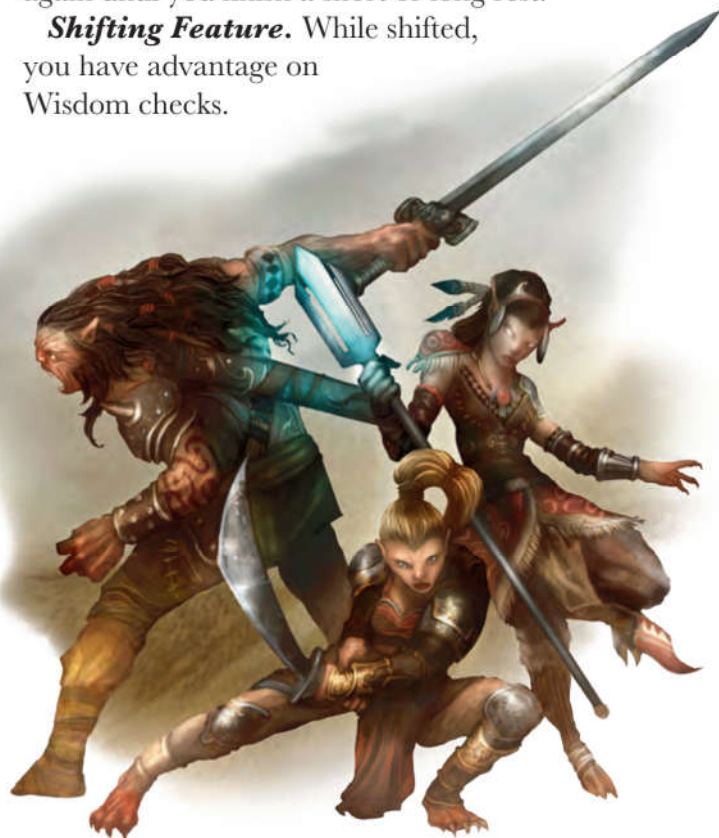
Some are constantly alert, ever wary for possible threats. Others focus on their intuition, searching within. Wildhunt shifters are excellent hunters, and they also tend to become the spiritual leaders of shifter communities.

Ability Score Increase. Your Wisdom score increases by 2.

Natural Tracker. You have proficiency with the Survival skill.

Mark the Scent. As a bonus action, you can mark one creature you can see within 10 feet of you. Until the end of your next long rest, your proficiency bonus is doubled for any ability check you make to find the marked creature, and you always know the location of that creature if it is within 60 feet of you. You can't use this trait again until you finish a short or long rest.

Shifting Feature. While shifted, you have advantage on Wisdom checks.



WARFORGED

“Pierce was built by design, while you were built by accident,” Lakashtai said. “The soul is what matters, not the shape of the vessel.”

“What makes you think he has a soul?” Gerrion said.

“What makes you think you do?”

—Keith Baker, *The Shattered Land*

The warforged were built to fight in the Last War. The first warforged were mindless automatons, but House Cannith devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced fully sentient soldiers, blending organic and inorganic materials. Warforged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond the war. A warforged can be a steadfast ally, a cold-hearted killing machine, or a visionary in search of purpose and meaning.

LIVING STEEL AND STONE

Warforged are formed from a blend of organic and inorganic materials. Root-like cords infused with alchemical fluids serve as their muscles, wrapped around a framework of steel, darkwood or stone. Armored plates form a protective outer shell and reinforce joints. All warforged share a common facial design, with a hinged jaw and crystal eyes embedded beneath a reinforced brow ridge. A sigil is engraved into the center of the forehead; this is unique to each warforged. Beyond these common elements of warforged design, the precise materials and build of a warforged vary based on the purpose for which it was designed. A juggernaut warrior is a massive brute with a heavy steel frame, while a skirmisher can be crafted from wood and light mithral to grant it lithe and elegant movement.

While they're formed from stone and steel, warforged are living humanoids. Resting, healing magic, and the Medicine skill all provide the

same benefits to warforged that they do to other humanoids. A warforged can focus its mind on its body as it rests, adjusting its shape and form to assume one of a few defensive postures. A warforged who expects heavy combat might focus on durability, while during a time of peace they might be content to adopt a lighter, less aggressive form.

WARFORGED PERSONALITY

The warforged were built to serve and to fight. For most of their existence, warforged had a clearly defined function and were encouraged to focus purely on that role. The Treaty of Thronehold gave them freedom, but many warforged struggle both to find a place in the post-war world and to relate to the creatures that created them.

The typical warforged shows little emotion. Many warforged embrace a concrete purpose—protecting allies, completing a contract, or



other pursuits—and devote themselves to this task as they once did to war. However, there are warforged who delight in exploring their feelings and their freedom. Most warforged have no interest in religion, but some embrace faith and mysticism, seeking higher purpose and deeper meaning.

The typical warforged has a muscular, sexless body shape. Some warforged ignore the concept of gender entirely, while others adopt a gender identity in emulation of creatures around them.

QUIRKS

Whether due to some flaw in their creation or simple ignorance of how other creatures operate, warforged often acquire an odd personality trait or two. A warforged player can choose to roll or select a trait from the Warforged Quirks table.

WARFORGED QUIRKS

1d10	Quirk
1	You analyze (out loud) the potential threat posed by every creature you meet.
2	You don't understand emotions and often misread emotional cues.
3	You are fiercely protective of anyone you consider a friend.
4	You often say the things you are thinking aloud without realizing it.
5	You try to apply wartime tactics and discipline to every situation.
6	You don't know how to filter your feelings and are prone to dramatic emotional outbursts.
7	You don't understand clothing beyond its utility and assume that what a creature wears denotes its job and status.
8	You are obsessed with your appearance, and constantly polish and buff your armor.
9	You are deeply concerned with following proper procedures and protocols.
10	War is the only thing that makes sense to you, and you're always looking for a fight.

WARFORGED NAMES

Warforged were assigned numerical designations for use in military service. Many of them adopted nicknames, often given to them by their comrades. As free individuals, some have chosen new names as a way to express their path in life. A few take on human names, often the name of a fallen friend or mentor.

Warforged Names: Anchor, Banner, Bastion, Blade, Blue, Bow, Church, Crunch, Crystal, Dagger, Dent, Five, Glaive, Hammer, Iron, Lucky, Mace, Pants, Pierce, Red, Rusty, Scout, Seven, Shield, Slash, Smith, Spike, Stone, Temple, Vault, Wall, Wood.

WARFORGED TRAITS

Your warforged character has the following traits.

Ability Score Increase. Your Constitution score increases by 1.

Age. A typical warforged is between two and thirty years old. The maximum lifespan of the warforged remains a mystery; so far, warforged have shown no signs of deterioration due to age.

Alignment. Most warforged take comfort in order and discipline, tending toward law and neutrality. But some have absorbed the morality—or lack thereof—of the beings with which they served.

Size. Your size is Medium. Most warforged stand between 5 and 6 1/2 feet tall. Weight and build are affected by subrace.

Speed. Your base walking speed is 30 feet.

Warforged Resilience. You were created to have remarkable fortitude, represented by the following benefits.

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.



Sentry's Rest. 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, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which determine your armor class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.

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

Subrace. As a warforged, your body was designed for a specific purpose. Choose one of these subraces: envoy, juggernaut, or skirmisher.

ENVOY

As an envoy, you were designed with a certain specialized function in mind. You might be an assassin, a healer, or an entertainer, to name a few possibilities. Envoys are the rarest of the warforged subraces, and yours could be a unique design.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Specialized Design. You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.

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.

INTEGRATED PROTECTION

Mode	Prerequisite	Effect
Darkwood Core (unarmored)	None	11 + your Dexterity modifier (add proficiency bonus if proficient with light armor)
Composite Plating (armor)	Medium armor proficiency	13 + your Dexterity modifier (maximum of 2) + your proficiency bonus.
Heavy Plating (armor)	Heavy armor proficiency	16 + your proficiency bonus; disadvantage on Dexterity (Stealth) checks.

ENVOYS: SPECIALIZED DESIGN

As the name implies, most warforged were built to fight in the Last War. The vast majority of warforged are juggernauts or skirmishers—soldiers and scouts who fought under the banner of one of the Five Nations. Warforged envoys, however, were designed to perform other functions. As an envoy you have a skill, a tool proficiency, and a tool that's part of your body. When you make an envoy character, consider the following questions: what is your purpose? How does your skill and tool reflect that purpose? What form does your integrated tool take? If you have embedded thieves' tools, for instance, are your fingers actually lockpicks, or can you produce keys from various parts of your body? The following characters are examples of warforged with integrated tools.

Lute is a bard with the entertainer background; his namesake instrument folds out of his left arm.

Compass Rose is a wizard with the outlander background. A keen explorer, she uses her built-in cartographer's tools to record the paths she travels.

Masque is an infiltrator. A rogue with the charlatan background and an integrated disguise kit, she was built to blend in and assassinate. Cannith built six warforged of her design, and Masque has vowed to hunt down and destroy the other five.

In developing your integrated tool, remember that you must have your hands free to use it. Masque, the infiltrator mentioned above, doesn't shapeshift like a changeling; she has to manually adjust her appearance.

JUGGERNAUT

You're an imposing war machine built for close combat and raw might. You tower over your comrades; juggernaut warforged stand between 6 and 7 feet in height and can weigh up to 450 pounds.

Ability Score Increase. Your Strength score increases by 2.

Iron Fists. When you make an unarmed strike, you can deal 1d4 + your Strength modifier

bludgeoning damage instead of the normal damage.

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

SKIRMISHER

You were built to scout the edges of battle and outmaneuver your enemies. You are lean and designed for speed.

Ability Score Increase. Your Dexterity score increases by 2.

Swift. Your walking speed is increased by 5 feet.

Light Step. 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 more information about travel pace.)

