

# BUILD A RACE WORKSHOP

The intent of this document is to provide players, gms, and other brewers with a means of creating a race utilizing features from other races, and select "monsters" where appropriate. This is loosely based off the Musicus scale, mine and my players thoughts on what each ability is "worth" in relation to 1 ability score improvement. Not all combinations have been thought of, there is certinaly cheese to be created, but on the whole it has worked well for the games I have allowed it in.

These traits costs are determined by the following factors: Overall power of the trait, how often it applies or may be applied, how well does it synergize with any other trait/playstyle/class etc, how common is the trait in the world, & how variable of a campaign setting would the trait be useful in.

## TO CREATE A RACE, YOU MUST FOLLOW THE FOLLOWING RULES.

---

- Choose up to 5 racial traits from the options on the following pages keeping track of their "value". Unless otherwise stated for a trait, you may only take a trait one time.
- The total "value" for the racial traits you select may not exceed a value of 8.
- Any "detrimental" racial traits do not count towards your total of racial traits, and you may reduce your total racial trait "value" by no more than 2.
- If you select two conflicting racial traits, you must choose one of those two traits & remove the other.

If the total value is 8 or lower & total number of non-detrimental traits is 5 or less, your race is complete.

The Following racial traits are not counted to your racial trait limit.

- Ability Score Increases
- Your first extra language
- Racial Detriments
- Creature type addition/replacement
- Racial traits that you can select multiple times only count as a single racial trait regardless of the number of times you take that trait.

## MOUNTAIN DWARF

---

- Ability Scores +4
- Size Medium +0
- Creature Subtype: Dwarf 0.25
- Speed 25 ft -0.5
- Armored Speed 0.75
- Darkvision 0.5
- Dwarven Resilience 1.0
- Dwarven Combat Training 1.0
- Tool Proficiency 0.75
- Stonecunning 0.5
- 1 extra Languages 0.25
- Armor Training: 1.0
- **Grand Total of 9.5**
- **Number of Racial Traits 7**

## HALF-ELF

---

- Ability Scores +4
- Size Medium +0
- Creature Subtype: Half-Elf 0.25
- Speed 30 ft 0
- Darkvision 0.5
- Fey Ancestry: 0.75
- 2 Skill proficiencies 2.0
- 2 extra Languages 0.5
- **Grand Total of 8.25**
- **Number of Racial Traits 5**

## WARFORGED (ERFTW VERSION)

---

- Ability Scores +3
- Size Medium +0
- Speed 30 ft 0
- Living Construct 0.25
- Constructed Resilience 3.0
- Sentry's Rest 1.0
- Integrated Protection 1.0
- Specialized design 1 Skill, 1 Tool 1.75
- 1 extra Language 0.25
- **Grand Total of 10.25**
- **Number of Racial Traits 6**

## YUAN-TI

---

- Ability Scores +3
- Size Medium +0
- Speed 30 ft 0
- Darkvision 0.5
- Innate Spellcasting 2.0
- Magic Resistance 4.0
- Poison Immunity 2.0
- 2 Extra Languages 0.5
- **Grand Total of 12**
- **Number of Racial Traits 5**

## GNOme, Rock

---

- Ability Scores +3
- Size Small -0.5
- Speed 25 ft -0.5
- Creature Subtype: Gnome 0.25
- Darkvision 0.5
- Cunning 2.0
- Artificer Lore 0.5
- Tinkerer 0.75
- **Grand Total of 6**
- **Number of Racial Traits 4**

## Goblin

---

- Ability Scores +3
- Size Small -0.5
- Speed 25 ft -0.5
- Creature Subtype: Goblin 0.25
- Darkvision 0.5
- Fury of the Small 0.75
- Nimble Escape 2.0
- 1 Extra Language 0.25
- **Grand Total of 5.5**
- **Number of Racial Traits 3**

## "TESTING" RACES

---

### THE GRAPPLER, A COMBO SIMIC HYBRID & MARK OF PASSAGE RACE

---

- Ability Scores +3
- Size Medium +0
- Speed 40 ft +1
- Animal Enhancement 2.0
- Shared Passage 1.0
- Intuitive Motion 0.75
- **Grand Total of 7.75**
- **Number of Racial Traits 4**

### THE CHEESEBALL, A MIN-MAXER'S OPTION

---

- Ability Scores +1
- Ability Score Detriment -2
- Size Medium 0
- Speed 30 ft 0
- Magic Resistance +4
- Poisonous Skin +3
- +1 AC +0.75
- Lucky +1
- Mirthful Leaps or Natural Weapon +0.25
- **Grand Total of 8**
- **Number of Racial Traits 5**

## KOBOLD

---

- Ability Scores +2
- Size Small -0.5
- Speed 30 ft 0.0
- Darkvision 0.5
- Sunlight Sensitivity -1.0
- Grovel, Cower, Beg 0.75
- Pack Tactics 2.0
- 1 extra Language 0.25
- **Grand Total of 4.5**
- **Number of Racial Traits 3**

### THE UNDYING, IT JUST WON'T DIE

---

- Ability Scores +3
- Ability Score Detriment -2
- Size Medium 0
- Speed 30 ft 0
- Creature type Undead 0.5
- Undead Fortitude 3
- Relentless Endurance 0.75
- AC +1 0.75
- Radiant Soul 2
- **Grand Total of 8**
- **Number of Racial Traits 4**

### OSTRICH DIPLOMAT

---

- Ability Score +2
- Size Medium 0
- Speed 30 ft 0
- Extra Language 1 0.25
- Creature type Replacement: Beast 0.5
- Natural Weapons t4 1.0
- Skill Proficiency x2 2.0
- Ever Hospitable 0.75
- Deductive Intuition (WGE) 0.75
- Forceful Presence 0.75
- **Grand Total of 8.0**
- **Number of Racial Traits 5**

# THE "POINT" SHOP

## 0 POINT RACIAL TRAITS

- Size Medium
- Creature type: Humanoid
- Movement Speed: 30 ft (walk/run)
- Age
- Any "cosmetic" features, such as hair color, height, etc.
- "Starting" language, typically common

## 0.25 POINT RACIAL TRAITS

- **Additional Creature Type/subtype:** Living Construct, fey, fiend, undead or any other creature type or subtype in addition to the "humanoid" type creature.
- **Additional Language** x1 (Can be selected up to 4 times)
- **Black Blood Healing:** The black blood that is a sign of your people's connection to That-Which-Endures boosts your natural healing. When you roll a 1 or 2 on any Hit Die you spend at the end of a short rest, you can reroll the die and must use the new roll.
- **Cunning Artisan:** As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.
- **Equine Build:** 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.
- **Friend of the Sea:** Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.
- **Mirthful Leaps:** Whenever you make a long or high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.
- **Natural Weapons T1:** 1d4 + str, & pick one damage type: bludgeoning, slashing, or piercing
- **Speak with Small Beasts:** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.
- **Speed Burst:** By lowering your body to the ground and propelling yourself with your arms, you can move more quickly for a time. As a bonus action on your turn, if you have both hands free, you can increase your walking speed by 5 feet until the end of your turn.
- **Weapon proficiency "Martial"** x1 (can be selected any number of times)
- **Weapon proficiencies "Simple"** x2 of your choice (can be selected any number of times)

## 0.5 POINT RACIAL TRAITS

- **Additional Movement speed** +5 ft movement speed {walking} (can be taken up to 4 times)
- **Artificer's Lore:** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.
- **Armor Training:** Proficiency with Light, Medium Armor or Shields (To choose Medium, you must have proficiency with Light Armor)
- **Brave:** You have advantage on saving throws against being frightened.
- **Darkvision** 60ft
- **Expert Forgery:** You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.
- **Expert Handling (WGE):** You can use the Help action to aid an ally animal companion or mount within 30 feet of you, rather than 5 feet of you.
- **Hold Breath:** You can hold your breath for up to 15 minutes at a time.
- **Hungry Jaws:** In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your Constitution modifier (minimum of 1), and you can't use this trait again until you finish a short or long rest.
- **Natural Armor T1:** AC 12 + dex or con
- **Natural Camouflage:** You gain advantage to hide in rocky, snowy, or natural plant filled terrain (Forests, fields etc)
- **Naturally Stealthy:** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.
- **Natural Weapons T2:** 1d6 + str or 1d4 with finesse, & pick one damage type: bludgeoning, slashing, or piercing
- **Powerful Build:** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Replacement Creature Type:** You count as one of the following creature types instead of humanoid (Fey, Fiend, Celestial, Plant, Undead, Beast, or Construct etc.) The creature type selected must be a valid creature type.
- **Silent Speech:** 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.
- **Standing Leap:** Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.
- **Stonecunning:** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## 0.75 POINT RACIAL TRAIT

- **AC+1**
- **Armored Speed:** Your speed is not reduced by wearing heavy armor
- **Artisan's Intuition:** When you make an Arcana check or an ability check involving artisan's tools, you can roll a d4 and add the number rolled to the ability check.
- **The Bigger They Are (WGE):** When you cast a spell that affects only beasts, it also affects monstrosities with an Intelligence score of 3 or lower.
- **Cantrip:** You know one cantrip of your choice from the cleric or wizard spell list. The cantrip uses that classes spellcasting ability when you cast it.
- **Charge:** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your unarmed or natural weapon.
- **Cunning Intuition:** When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll a d4 and add the number rolled to the ability check.
- **Darkvision T2 120ft** with sunlight sensitivity
- **Daunting Roar:** 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 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Deductive Intuition (WGE):** When you make an Intelligence (Investigation) or Wisdom (Insight) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.
- **Earth Walk:** You can move across difficult terrain made of earth or stone without expending extra movement.
- **Ever Hospitable:** When you make a Charisma (Persuasion) check or an ability check involving brewer's supplies or cook's utensils, you can roll a d4 and add the number rolled to the ability check.
- **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.
- **Fey Ancestry:** You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- **Forceful Presence:** You can use your understanding of creative diplomacy or intimidation to guide a conversation in your favor. When you make a Charisma (Intimidation or Persuasion) check, you can do so with advantage. Once you use this trait, you can't do so again until you finish a short or long rest.
- **Fury of the Small:** When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Gifted Scribe:** When you make an Intelligence (History) check or an ability check using a calligrapher's supplies, you can roll a d4 and add the number rolled to the ability check.
- **Grovel, Cower, and Beg:** As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that you can see. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Hammering Blows:** Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.
- **Hold Breath:** You can hold your breath for up to 1 hour at a time.
- **HP per level +1**
- **Hunter's Intuition:** When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.
- **Imprint Prey (WGE):** As a bonus action, choose one creature you can see within 30 feet of you. The target is imprinted in your mind until it dies or you use this trait again. Alternatively, you can imprint a creature as your quarry whenever you succeed on a Wisdom (Survival) check to track it. When tracking your quarry, double the result of your Intuition die. When your quarry is within 60 feet of you, you have a sense of its location: it can't be hidden from you, gains no benefit from invisibility, and your attacks against it ignore half cover. Once you use this trait, you cannot use it again until you finish a short or long rest.
- **Intuitive Motion (WGE):** When you make a Strength (Athletics) check or any ability check to operate or maintain a land vehicle, you can roll one Intuition die, a d4, and add the number rolled to the ability check.
- **Intuitive Motion:** When you make a Dexterity (Acrobatics) check or any ability check to operate or maintain a land vehicle, you can roll a d4 and add the number rolled to the ability check.
- **Kefnet's Blessing:** You can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.
- **Keen Smell:** Thanks to your sensitive nose, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.
- **Mask of the Wild:** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Wards and Seals (WGE):** You can use your mark to cast the alarm spell as a ritual. Starting at 3rd level you can cast arcane lock once with this trait and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.
- **Medical Intuition:** When you make a Wisdom (Medicine) check or an ability check using an herbalism kit, you can roll a d4 and add the number rolled to the ability check.

- **Mental Discipline:** You have advantage on saving throws against the charmed and frightened conditions.
- **Mimicry:** You can mimic sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.
- **Natural Armor T2:** AC 13 + dex or con
- **Natural Armor Shell:** Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.
- & **Shell Defense:** You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.
- **Natural Weapons T3:** 1d8 + str or 1d6 with finesse, & pick one damage type: bludgeoning, slashing, or piercing
- **Nature's Voice (WGE):** When you reach 3rd level you gain the ability to cast locate animal or plant, but only as a ritual.
- **Partially Amphibious:** By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.
- **Relentless Endurance:** 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.
- **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.
- **Saving Face:** You are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.
- **Sentinel's Intuition:** When you make a Wisdom (Insight) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.
- **Sentinel's Intuition (WGE):** When you roll for Initiative or make a Wisdom (Perception) check to notice a threat, you can roll one Intuition die, a d4, and add it to the ability check.
- **Serenity:** You have advantage on saving throws against being charmed or frightened.
- **Spells of the Mark:** If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of (your choice) Spells table are added to the spell list of your spellcasting class. Refer to Eberron Rising from the Last War for the mark spell lists. Pages 45-50
- **Stench:** Any creature other than a troglodyte that starts its turn within 5 ft. of you must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.
- **Stone's Endurance:** You can focus yourself to occasionally shrug off injury. 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.
- **Surprise Attack:** 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.
- **Timberwalk:** Ability checks made to track you have disadvantage, and you can move across difficult terrain made of non-magical plants and undergrowth without expending extra movement.
- **Tinkerer:** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). For a list of devices & their features, see Rock Gnome in PHB p37.
- **Tool Proficiency**x1 (can be selected up to 3 times)
- **Trunk:** You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options. Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.
- **Vengeful Assault:** When you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack with the weapon against that creature. Once you use this trait, you can't do so again until you finish a short or long rest.
- **Warder's Intuition:** When you make an Intelligence (Investigation) check or an ability check using thieves' tools, you can roll a d4 and add the number rolled to the ability check.
- **Wild Intuition:** When you make a Wisdom (Animal Handling) or Intelligence (Nature) check, you can roll a d4 and add the number rolled to the ability check.
- **Windwright's Intuition(WGE):** When you make a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

## 1.0 POINT RACIAL TRAITS

- **Ability Score Increase** x1 (can be selected up to 4 times with no ability score being increased beyond +2)
- **Aggressive:** 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 you started.
- **Amphibious:** You can breathe air and water.
- **Breath Weapon:** You can use your action to exhale destructive energy. This produces a 15 foot cone or a 30 ft line dealing damage from the following list: Fire, Cold, Acid, Lightning, Poison, Bludgeoning, Piercing, or Slashing.
- When you use your breath weapon, each creature in the area of the exhalation must make a dex or constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.
- **Burrow Speed.** You gain a +10 burrow speed which allows you to dig through dirt, or loose rock. (can be selected up to 3 times, & may never exceed your normal walking speed)
- **Chameleon Skin:** You have advantage on Dexterity (Stealth) checks made to hide.
- **Dual Mind:** You have advantage on all Wisdom saving throws.
- **Dwarven Resilience:** You have advantage on saving throws against poison, and you have resistance against poison damage.
- **Determined Stride (WGE):** When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- **Fey Step:** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest. When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Charisma modifier: For the additional effects see Mordenkainen's Tome of Foes page 61.
- **Goring Rush:** Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your natural weapons that deal piercing damage as a bonus action.
- **Healing Hands:** 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.
- **Healing Touch (WGE):** As an action, you can draw power from your dragonmark to spend one of your Hit Dice and revitalize yourself or a creature you touch. Roll the die, add your Wisdom modifier, and the creature regains a number of hit points equal to the total. Once you use this trait, you can't use it again until you finish a short or long rest.

- **Incisive Sense:** You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks.
- **Integrated Protection T1:** You gain a +1 bonus to Armor Class. You can don only armor with which you have proficiency. To don armor other than a shield, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way. While you live, the armor incorporated into your body can't be removed against your will.
- **Lucky:** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- **Magecraft (WGE):** You can create a temporary magic item out of common materials. Choose a cantrip from the wizard spell list. Describe the item connected to it. As long as you possess the item, you know that cantrip. At the end of a long rest, you can replace it with a new item and select a new cantrip from the wizard spell list. Intelligence is your spellcasting ability for these cantrips.
- **Mind Link:** You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.
- **Mountain Born:** You have resistance to cold damage. You're also acclimated to high altitude, including elevations above 20,000 feet.
- **Natural Weapons T4:** 1d10 + str or 1d8 with finesse, & pick one damage type: bludgeoning, slashing, or piercing
- **Nimbleness:** You can move through the space of any creature that is of a size larger than yours.
- **Other Movement Speed**+15 ft movement to climbing or swimming (can be selected up to 4 times, with neither movement speed exceeding your normal walking speed)
- **Resistance:** You gain resistance to a damage type.
- **Sense Threats:** You can cast the detect magic and detect poison and disease spells, but only as rituals. Intelligence is your spellcasting ability for these spells.
- **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.
- **Shared Passage:** As a bonus action, and using your movement you may teleport up to your movement speed. You can also bring along 1 character who is your size or smaller who is not encumbered. Once per long rest.

- ***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 subtype, described below. Once you shift, you can't do so again until you finish a short or long rest. {See Ebberon Rising from the Last War for the variants page 33-34}
- ***Skill*x1** (can be selected up to 3 times)
- ***Slip Into Shadow (WGE):*** You can use the Hide action as a bonus action, even if you have no cover or if you're under observation. Regardless of whether you succeed or fail, once you use this ability, you can't use it again until you finish a short or long rest.
- ***Spell:*** Choose one 1st or 2nd level spell from any class. The spell uses that classes spellcasting ability when you cast it. You must finish a long rest in order to cast the spell again using this trait. The class you select this from uses that classes spellcasting ability.
- ***Spellsmith (WGE):*** You can spend one minute to weave a temporary enchantment into a nonmagical suit of armor or weapon. For the next hour the object becomes a magic item, gaining a +1 bonus to AC if it is armor or a +1 bonus to hit and damage if it is a weapon. Once you use this trait, you can't use it again until you finish a long rest.
- ***Trance:*** You don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. If you meditate during a long rest, you finish the rest after only 4 hours. You otherwise obey all the rules for a long rest; only the duration is changed.
- ***Twins:*** If your twin is alive and you can see your twin, whenever you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. If your twin is dead (or if you were born without a twin), you can't be frightened.
- ***Unending Breath:*** You can hold your breath indefinitely while you're not incapacitated.

## 1.5 POINT RACIAL TRAITS

---

- ***Telepathic Insight:*** Your mind's connection to the world around you strengthens your will. You have advantage on all Wisdom and Charisma saving throws.
- ***Spellsmith*** You know the mending cantrip. You can also cast the magic weapon spell with this trait. When you do so, the spell lasts for 1 hour and doesn't require concentration. Once you cast the spell with this trait, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells.
- ***Vigilant Guardian (WGE):*** As an action, you can designate an ally you can see as your ward. You have advantage on Wisdom (Insight) and Wisdom (Perception) checks made to spot threats to your ward. In addition, when you are within 5 feet of your ward, and that creature is the target of an attack that you can see, you can use your reaction to swap places with your ward. When you do, you become the target of the attack.

## 2.0 POINT RACIAL TRAITS

- **Animal Enhancement:** Your body has been altered to incorporate certain animal characteristics. You choose one animal enhancement now and a second enhancement at 5th level. {See Guild Master's Guide to Ravinca for the options page 20}
- **Aquatic Adaption:** You have a swimming speed of 30 feet, and you can breathe air and water.
- **Artisan's Expertise:** You gain proficiency with two kinds of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. In addition, whenever you make an Intelligence (History) check related to the origin of any architectural construction (including buildings, public works such as canals and aqueducts, and the massive cogwork that underlies much of the construction of Ghirapur), you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Bloodthirst:** You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. You also get one of the two following abilities (Feat of Blood, or Null Creation)
  - **Feast of Blood:** When you drain blood with your Bloodthirst ability, you experience a surge of vitality. Your speed increases by 10 feet, and you gain advantage on Strength and Dexterity checks and saving throws for 1 minute.
  - **Null Creation:** The target dies if this effect reduces its hit point maximum to 0. A humanoid killed in this way becomes a null.
- **Cunning:** Advantage on Intelligence, Wisdom, & Charisma saving throws.
- **Darkvision T2 120ft**
- **Feat:** Select a feat (If you take this, the maximum number of Ability score increases you may select is limited to two)
- **Flying Speed:** You gain a flying speed of 30 ft. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)
- **Hawkeyed:** You have proficiency in the Perception skill. In addition, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- **Innate Spellcasting:** Choose 1 cantrip, 1st level spell, and 2nd level spell. The spell uses that classes spellcasting ability when you cast it. You must finish a long rest in order to cast the spell again using this trait. The class you select this from uses that classes spellcasting ability.

- **Integrated protection:** Your body has built-in protective 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.

## INTEGRATED PROTECTION

| Mode                      | Prerequisite             | AC/Traits   |
|---------------------------|--------------------------|---|
| 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             |

- **Leviathan Will:** You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.
- **Long-Limbed:** When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.
- **Necrotic Shroud:** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.
- **Nimble Escape:** You can take the Disengage or Hide action as a bonus action on each of your turns.
- **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.
- **Poison Immunity:** You gain immunity to poison damage & the poisoned condition.

- **Radiant Soul:** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.
- **Shapechanger:** As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die.
- **Spider Adaptation:** You have a climbing speed of 30 feet, and you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, without making an ability check.

## 3.0 POINT RACIAL TRAITS

---

- **Poisonous Skin:** Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage.
- **Constructed 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 don't need to eat, drink, or breathe.
  - You are immune to disease.
  - You don't need to sleep, and magic can't put you to sleep.
- **Undead Fortitude:** If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.  
(Requires the undead racial trait)

## 4.0 POINT RACIAL TRAIT

---

- **Flying speed T2** You gain a flying speed of 50 ft. To use this speed, you can't be wearing medium or heavy armor.
- **Magic Resistance** You have advantage on saving throws against spells and other magical effects.

# DETРИMENTAL RACIAL TRAITS

## -0.5 RACIAL TRAITS

---

- **Movement:** -5ft {walking}
- **Size** Small

## -1.0 RACIAL TRAITS

---

- **Ability Score:** -1 to an ability score of your choice.
- **Sunlight Sensitivity:** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- **Size Small T2:** Your size is Small & -5 ft {Walking}
- **Water Dependency:** If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.
- **Vulnerability:** You gain vulnerability to a damage type from the following list: Bludgeoning, Slashing, Piercing, Fire, Cold, Lightning, Acid or Poison.

## -2.0 RACIAL TRAITS

---

- **Limited Amphibiousness T2:** You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.

# "UNOFFICIAL" RACIAL TRAITS



These traits are typically pulled from monsters from either official or unofficial sources that I think are cool.

## 0.5 RACIAL TRAITS

- **Gutter Slyness:** The gutter gnoll fighter has advantage on Dexterity (Stealth) checks while in sewers and alleyways that are in darkness or dim light.

## 0.75 RACIAL TRAITS

- **Padded Feet:** While not wearing shoes/boots you have advantage on Dexterity (Stealth) checks to move silently.
- **Sprinter:** You can use a bonus action to move up to half of your movement speed.

## 1.0 RACIAL TRAITS

- **Bloodlust** If you hit a creature which does not have all its hit points with a melee weapon attack, you may use your bonus action to make a bite attack against the same creature with disadvantage.
- **Heated Body T1:** At the start of your turn when you are grappling a creature, or are grappled by a creature. They take 1d6 fire damage.
- **Noxious Spores:** Any creature other than a Fungoid that starts its turn within 5 ft. of you must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Noxious Spores of all Fungoid for 1 hour. Over the course of a long rest you can craft a number of inoculations equal to your proficiency bonus. These inoculations grant immunity to this trait for 24 hours. Each inoculation loses its potency after 12 hours.

## 1.5 RACIAL TRAITS

- **Precise Aim T1:** If you do not move during your turn, you may add 1d4 to your attack roll with a longbow.
- **Stones' Relentless Endurance:** You are especially sturdy. When you take damage you may brace yourself and you may reduce damage dealt to you by 1d6 + constitution mod or when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you have used either of these two traits you can't use this feature again until you finish a long rest.

## 3.0 RACIAL TRAITS

- **Brute:** Your melee weapons deal one extra die of its damage. (This does not apply to weapons when thrown)
- **Long Draw:** You can overdraw your ranged weapons. You may deal one additional die of damage ranged weapon attacks.
- **Precise Aim T2:** If you do not move during your turn, you may add 1d8 to your attack roll with a shortbow.
- **Protector:** All allied creatures within 5 feet of you may add +1 to their AC.

## 4.0 RACIAL TRAITS

- **Coordinated Attack:** You grew up with hobgoblins, as such you have some martial strategies ingrained into your thinking. You may 1d4 to its attack rolls against a creature for each non-incapacitated ally within 5 feet of the target, up to a maximum of 3d4.
- **Heated Body T2:** Your body now exudes so much heat that you heat up metal weapons you are wielding. When you make a melee weapon attack using a metal weapon or your natural/unarmed weapon(s) you add 1d6 fire damage to the weapon's damage roll. Additionally, at the start of your turn when you are grappling a creature, or are grappled by a creature. They take 2d6 fire damage.
- **Pack Leader:** Creatures in your pack within 120 ft. of you that can see and hear you deal an additional 1d4 damage with their bite and claw attacks.

## -1.5 RACIAL TRAITS

- **Limited Amphibiousness T1:** You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating. While Suffocating you can ignore the first 15 minutes of Suffocation due to your lack of water.



WWW.GMBINDER.COM

THIS DOCUMENT WAS LOVINGLY CREATED  
USING GM BINDER.

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.