



ANOINTED HERITAGE

CHOSEN BY FATE OR MARKED BY COSMIC FORCES. THE ANOINTED CARRY A SUPERNATURAL PURPOSE.

Favored Disciple:

You know the thaumaturgy cantrip. You also have advantage on death saving throws.

Occult Studies:

You are proficient in History or Religion (your choice). When recalling or interpreting lore about Celestials, Fiends, or Outsiders, you make the check with advantage.

Languages:

You know Common and two extra languages. Most anointed learn Abyssal, Celestial, or Infernal.



CLOUD HERITAGE

RAISED IN ARCADE TOWERS AND CITIES. CLOUD-BORN LIVE AND BREATHE MAGIC.

Touch of Magic:

Choose a school of magic. You learn one cantrip from that school. At 3rd level, you also learn one 1st-circle spell from that school. You can cast it once per long rest without a spell slot. Your spellcasting ability is CHA, INT, or WIS (choose at creation).

World of Wonders:

You are proficient in Arcana.

Languages:

You know Common and two extra languages. Most cloud-born know Elvish and Draconic.



COSMOPOLITAN HERITAGE

WORLDLY AND WELL-TRAVELED. COSMOPOLITANS THRIVE IN CITIES SHAPED BY MANY CULTURES.

Street Smarts:

In cities or towns, you have advantage on checks to avoid getting lost or to find shops and services. While in such environments, you can't be surprised unless incapacitated.

Worldly Wisdom:

You are proficient in History. When checking to understand a foreign culture, rite, or object, add your PB to the roll (double if already proficient).

Languages:

You know Common and three extra languages. Many cosmopolitans speak Dwarvish and Elvish.



COTTAGE HERITAGE

HEARTH-BORN AND PRACTICAL. COTTAGE FOLK CARRY THE QUIET STRENGTH OF FARMING LIFE.

Comforts of Home:

During a long rest, you may cook, tell stories, or perform another act of comfort. Choose creatures equal to your PB (including yourself). Each gains temporary HP equal to $2 \times$ your PB, which last until used or until your next long rest.

Homesteader:

You are proficient in Animal Handling or Nature.

Languages:

You know Common and one extra language. Most choose Halfling or Gnomish.



DIASPORA HERITAGE

SCATTERED DESCENDANTS OF LOST EMPIRES. DIASPORA FOLK GUARD ANCIENT TRADITIONS.

Preserved Traditions:

You are proficient in History and in one martial weapon of your choice.

Timeless Resolve:

When you or an ally within 5 feet make a save against being frightened, both of you have advantage.

Languages:

You know Common and one extra language. Often Orcish or Dwarvish.



FIREFORGE HERITAGE

FORGED IN THE HEAT OF VOLCANOES. FIREFORGED ARE SMITHS TEMPERED BY FLAME.

Forgecraft:

You are proficient in Smith's tools. When using them, double your PB. You also know the mending cantrip.

Heat Resilience:

You have resistance to fire damage.

Languages:

You know Common and one extra language. Most choose Dwarvish.