



## GROVE HERITAGE

**FOREST—BORN. GROVE FOLK LIVE IN HARMONY WITH DEEP WOODS AND NATURAL MAGIC.**

Canopy Walker:

You have a climb speed equal to your walking speed.

Nature's Camouflage:

You have advantage on Stealth checks when lightly obscured by natural cover (foliage, rain, mist, snow, etc.). You can always attempt to Hide in such conditions, even when you normally couldn't.

Languages:

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



## NOMADIC HERITAGE

**BORN TO WANDERING. NOMADS THRIVE ON TRAVEL, TRADE, AND ENDURANCE.**

Resilient:

You have advantage on checks and saves to resist harmful weather (extreme heat, cold, etc.). Once per long rest, you may reduce your exhaustion level by 1 at the end of a short rest.

Traveler:

You are proficient in Survival.

Languages:

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



## SALVAGER HERITAGE

**SCRAPPY AND RESOURCEFUL. SALVAGERS MAKE USE OF WHATEVER'S AT HAND.**

Repurpose:

You can create a Tiny nonmagical item worth up to 25 gp using nearby materials (1 minute of work). The item is obviously makeshift and has little resale value. It becomes unusable after one use.

Tinkerer:

You are proficient in Tinker's tools or another tool of your choice. When creating, disarming, or identifying objects or traps with a tool you're proficient in, double your PB.

Languages:

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



## SLAYER HERITAGE

**MONSTER—HUNTERS BY TRADITION. SLAYERS LIVE TO TRACK AND KILL PREDATORS.**

Natural Predator:

You are proficient in Intimidation. You have advantage on Intimidation checks against Beasts and creatures with the Animal tag.

Tracker:

When making a check to find, spot, or track a creature, add your PB (double if already proficient).

Languages:

You know Common and one extra language. Most choose Primordial or Sylvan.



## STONE HERITAGE

**BORN IN ANCIENT HALLS. STONE FOLK HONOR TRADITION THROUGH CRAFT AND DEFENSE.**

Ancestral Arts:

You are proficient with Construction tools. When using them, double your PB. You also gain proficiency with one martial weapon.

Eye for Quality:

On checks to identify or understand stone or metal structures or objects, add your PB (double if already proficient).

Languages:

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



## SUPPLICANT HERITAGE

**RAISED IN SERVICE TO MONSTROUS OVERLORDS. SUPPLICANTS KNOW BOTH FEAR AND CUNNING.**

Scurry:

As a bonus action, move up to 10 feet without provoking opportunity attacks. This movement does not trigger traps you are aware of, even if armed.

Suppliant:

You are proficient in Insight or Persuasion. When a creature within 30 feet spends Doom, you gain advantage on ability checks and saving throws until the start of your next turn.

Languages:

You know Common and one extra language, often that of your overlord (Draconic, Giant, or Undercommon).