

BIRDLIKE

Prerequisite: Kenku

- Increase your Dexterity score by 1, up to a maximum of 20.
- You have advantage on Wisdom (Perception) checks made to locate shiny objects such as coins, gems, or metal. In addition, you have advantage on Wisdom (Perception) checks made to locate the dead.
- Your claws are natural weapons, which you can use to make unarmed strikes. Your claws gain the finesse property, and have a damage die of 1d4.
- Your feathers are natural weapons, with the properties of a dart. In addition, you may use them as lockpicks.
- You flap your wings while falling to slow your descent. You can fall from a height equal to 10 plus 5 times your level in feet without taking damage. When you fall from a height higher than this, you treat the height you have fallen as the difference between the height you fell from and your calculated safe height for the purpose of falling damage.

COLD BLOODED

Prerequisite: Lizardfolk

- Increase your Constitution score by 1, up to a maximum of 20.
- You have resistance to fire damage when you are in a hot climate, and resistance to cold damage when you are in a cold climate. While in a temperate climate, you may choose which resistance you have when you finish a long rest.

DIVINE POWER

Prerequisite: Aasimar

You gain one more use of your subrace trait Radiant Soul, Radiant Consumption, or Necrotic Shroud, before regaining them on a long rest.

When you are knocked unconscious during the use of Radiant Soul, Radiant Consumption, or Necrotic Shroud, you deal retributive damage to your attacker equal to your level. This damage is radiant or necrotic, depending on your subrace.

FELINE PHYSIOLOGY

Prerequisite: Tabaxi

- Increase your Dexterity by 1, up to a maximum of 20.
- You are resistant to falling damage.
- The damage of your claws changes from 1d4 to 1d6 and gains the finesse property.
- When you fail a death saving throw, you instead succeed. You may only do so once per long rest.

FORESTBORN

Prerequisite: Firbolg

- You are under the constant effect of the barkskin spell, unless your shape changes, such as via wildshape.
- After finishing a long rest, 1d4+1 Goodberry's sprout from your skin.
- You learn the druidcraft cantrip.

GIANT HERITAGE

Prerequisite: Goliath

You gain a benefit based on your heritage:

- **Cloud.** Your hit point maximum increases by an amount equal to your level. Whenever you gain a level thereafter, your hit point maximum increases by an additional hit point. You have resistance to thunder damage.
- **Fire.** You are proficient in one tool of your choice. You can cast burning hands as a 1st level spell once per long rest. You have resistance to fire damage.
- **Frost.** You gain a swim speed of 30 feet. You are proficient in Survival checks. You have resistance to cold damage.
- **Hill.** You have advantage on saving throws against poison. You have resistance to acid damage and poison damage.
- **Stone.** Your fists are natural weapons, capable of dealing 1d6 plus your Strength modifier in bludgeoning damage. You gain one extra use of your Goliath trait, Stones Endurance.

- **Storm.** Your speed increases by 5 feet. You can breathe air and water. You have resistance to lightning damage.

OCEANBORN

Prerequisite: Triton

- You have darkvision. Born in the ocean, your vision can easily cut through darkness. 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.
- You have resistance to poison damage.
- When you dash while swimming, you may use a bonus action to dash again.

WARFORGED CONSTRUCTION

Prerequisite: Warforged

- You increase your Constitution score by 1, up to a maximum of 20.
- You have advantage on saving throws against poison, and you have resistance against poison damage.

WARFORGED RESOLVE

Prerequisite: Warforged

You gain 3 points of Resolve, which you regain at the end of a long rest. You can expend resolve to power the following features:

- When you make a Death Saving Throw and fail, you may spend a point of Resolve to ignore it.
- When you would make a Wisdom Saving Throw but before you do so, you may spend a point of Resolve and make a Constitution Saving Throw instead.
- When you make a Constitution Saving Throw but before being told the outcome of your roll, you may spend a point of Resolve and roll one more time. You must take the new roll.