
THE HALF RACE



HANDBOOK

A modular system for creating unique half-race characters.



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Introduction

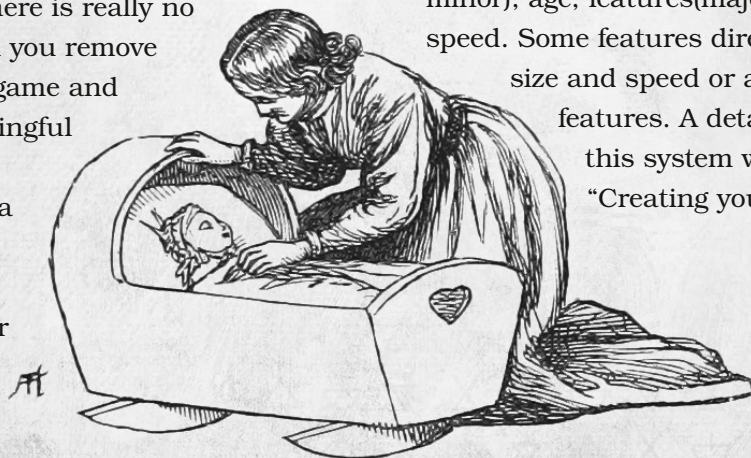


In a living world, there are bound to be more half-races than simply half-elves and orcs. This supplement aims to create a fully modular race creation system, intended for use in creating characters of mixed races. Racial features have been deconstructed into “major” and “minor” features that can be combined to make more diverse characters. Not every racial feature is represented, as only features likely to be passed down genetically have been included. If desired, weapon and armor proficiencies usually found as racial features can be gained by taking them as feats or including them in a custom background.

LET'S TALK ABOUT DISCRIMINATION

There is a popular “trope” in fantasy worlds that affects monstrous races and often half-races: discrimination. If discrimination is prevalent in your game I urge you to ask yourself why, and think about your reasoning. Realism? In a world with magic and a wide spectrum of races, the realism of our world does not apply. Grit, conflict? Both can be sourced from a variety of other tropes, without relying on something with harmful real world implications. Facing down evil? Thumb through the Monster Manual, and I promise that you can find a better evil to utilize.

If you are someone who does not face discrimination in your everyday life, you run the risk of perpetuating the same harm that some of your players may face in real life. Unless your players specifically ask for the ability to combat discrimination in game, there is really no reason to include it. When you remove discrimination from your game and replace it with more meaningful sources of conflict, your world gains depth- this is a good thing, I promise, and will only improve the experience of you and your players.



POTENTIAL COMBINATIONS

While almost every currently available race has been broken down, not all of them are compatible. For example, races that lay eggs are not going to be able to reproduce with humans. Since there is canon evidence supporting the idea that races such as dwarves, elves, goblins, etc. have no biological problems when creating mixed offspring, the races have been separated into three groups for the sake of simplicity: oviparous (egg laying), viviparous (live birthing), and created (symic hybrid, warforged).

Oviparous Races: Aarakocra, Dragonborn, Gith, Grung, Kenku, Kobold, Lizardfolk, Turtle, Yuan-Ti.

Viviparous Races: Aasimar, Bugbear, Changeling, Dwarf, Elf, Firbolg, Genasi, Gnome, Goblin, Goliath, Halfling, Hobgoblin, Human, Kalashtar, Loxodon, Minotaur, Orc, Shifter, Tabaxi, Tiefling, Triton, Vedalken, Yuan-Ti.

Oviparous and viviparous creatures can not interbreed, with the exception of Yuan-Ti who can either lay eggs or give live birth depending on their partner. Symic hybrids and warforged are unable to interbreed with any other races, but are included in case you decide to modify these rules to better suit your game.

USING THE MODULAR RACE SYSTEM

In this system, the races have been broken down into several parts: ability modifiers(major and minor), age, features(major and minor), size, and speed. Some features directly correlate, such as size and speed or ability modifiers and features. A detailed explanation of how this system works can be found in the “Creating your Half-Race” section.



CREATING YOUR HALF-RACE



When creating a character with this system, first choose two races. While you should consider the subtypes explained in the Potential Combinations section, you should also consider whether the race is dominant, recessive, or neutral.

Dominant Genetics: Dwarf, Dragonborn, Elf, Firbolg, Gith, Goblin, Goliath, Loxodon, Minotaur, Orc, Tabaxi, Tiefling, Turtle, Yuan-Ti.

Recessive Genetics: Aasimar, Bugbear, Halfling, Hobgoblin, Kalashtar, Kenku, Kobold, Lizardfolk, Shifter.

Neutral Genetics: Aarakocra, Changeling, Genasi, Gnome, Grung, Human, Triton, Vedalken.

The dominance of certain genes may be affected by circumstances, such as one parent being of mixed race, or can be changed entirely to better suit your world.

If the races you choose are of the same dominance category, you can choose either one to be the dominant race. The only exception to this is Tiefling, which is always considered the dominant race. If one is dominant and the other is neutral, the neutral race is considered to be the recessive race. If one is neutral and the other is recessive, the neutral race is considered to be the dominant race.

Your dominant race determines your major ability score bonus, as well as your major feature. Your recessive race determines your minor ability score bonus, and at least one of your minor features. Some minor features allow you to take a second, in which case the second minor feature you take can be from either race: if one of your parents was also of mixed race, your DM may allow you to select your second minor feature from a relevant third race.

DETERMINING AGE, LANGUAGES, SIZE, AND SPEED

When determining the size and age ranges of your half race, there is no set way. You can choose to split the difference between the two races, if there is one, or you can choose to take the size and age ranges from your dominant race. Additionally, you may decide to come up with more customized ranges based on a more detailed family tree. Your base walking speed should correspond with your size. If you are half-gnome, half-human and your size is small, you should take the walking speed of the gnome. If your size is medium, you should take the walking speed of the human. When choosing your known languages, you should consider how and where your character grew up. If they are a half-orc and were raised by a human parent, they should take the known languages from the human race and potentially take orc as one of their additional languages. The average age, size, and languages known for each class can be found at the end of this supplement.

NAMING YOUR HALF-RACE

Half races typically take on the name of the dominant race, such as half-dwarf or half-elf. In some cases, such as tieflings, the result is always still a tiefling- regardless of their differences. Your character may choose to identify more with one parent or culture than the other, which may affect how you choose to name your race.

ABILITY SCORE MODIFIERS

When determining your ability score modifiers, some races will require you to also choose a subrace. The subrace may determine your major or minor score, while some may provide no ability score modifier due to the abilities they grant. Negative ability score modifiers have been removed from races that typically impose them, but may be reimplemented at DM's discretion. A list of all available races and their ability modifiers can be found on the Ability Score Modifier table on the following page.



<i>oviparous</i>	–	–
Aarakocra	Dex +2	Wis +1
Dragonborn	Str + 2	Cha +1
Gith	–	Int +1
Githyanki	Str +2	–
Githzerai	Wis +2	–
Grung	Dex +2	Con +1
Kenku	Dex +2	Wis +1
Kobold	Dex +2	Con +1
Lizardfolk	Con +2	Wis +1
Turtle	Str + 2	Wis +1
<i>viviparous</i>	–	–
Aasimar	Cha +2	–
Fallen	–	Str +1
Protector	–	Wis +1
Scourge	–	Con +1
Bugbear	Str +2	Dex +1
Changeling	Cha +2	Any +1
Dwarf	Con +2	–
Duergar	–	Str +1
Hill	–	Wis +1
Mountain	–	Str +2
Elf	Dex +2	–
Avariel	–	–
Drow	–	Cha +1
Eladrin	–	Cha +1
High	–	Int +1
Sea	–	Con +1
Shadar-Kai	–	Con +1
Wood	–	Wis +1
Firbolg	Wis +2	Str +1
Genasi	Con +2	–
Air	–	Dex +1
Earth	–	Str +1
Fire	–	Int +1
Water	–	Wis +1
Gnome	Int +2	–
Forrest	–	Dex +1

Rock	–	Con +1
Svifneblin	–	Dex +1
Goblin	Dex +2	Con +1
Goliath	Str +2	Con +1
Halfling	Dex +2	–
Ghostwise	–	Wis +1
Lightfoot	–	Cha +1
Stout	–	Con +1
Hobgoblin	Con +2	Int +1
Human	Any two +1	Any +1
Variant	Any one +2	Any +1
Kalashtar	Wis +2	Cha +1
Loxodon	Con +2	Wis +1
Minotaur	Str +2	Con +1
Orc	Str +2	Con +1
Shifter	–	–
Beasthide	Con +2	Str +1
Longtooth	Str +2	Dex +1
Wildhunt	Wis +2	Dex +1
Tabaxi	Dex +2	Wis +1
Tiefling	Cha +2	–
Asmodeous, Baalzebul, Mammon, Me- phistopholes	–	Int +1
Dispater, Glasya	–	Dex +1
Fierna	–	Wis +1
Levistus	–	Con +1
Zariel	–	Str +1
Triton	Str, Cha +1	Con +1
Vedalken	Int +2	Wis +1
<i>other</i>	–	–
Simic Hybrid	Con +2	Any +1
Yuan-Ti	Cha +2	Int +1
Warforged	Con +2	Any +1



MAJOR FEATURES

The following features are considered “major features”. Regardless of the combination of races that you choose, you can only have one major feature. These are typically more powerful abilities, such as innate spellcasting or flying speeds.

For races with subraces, you may gain parts of your major feature both from the base race and the subrace that you choose; these features are marked with the “+” symbol. The air and earth genasi features can be combined with your other race choices base feature in place of one of that races subclasses, if that race also has the “+” symbol. Some races may have the option of choosing between the base race’s feature and that of the subraces; if this is the case, there will be multiple major feature options without the “+” symbol.

Aarakocra

Flight. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Dragonborn

Draconic Ancestry. You are distantly related to a particular kind of dragon. Choose a type of dragon from the list available in the Player's Handbook; this determines the damage and area of your breath weapon, and the type of resistance you gain.

Gith: Githyanki

Githyanki Psionics. You know the magehand cantrip, and it is invisible when you cast it with this trait. You also gain the ability to cast the following spells once per long rest at certain levels: *jump* (3rd level), *misty step* (5th level). Intelligence is your spellcasting ability for these spells, and they don't require components when cast with this trait.

Gith: Githzerai

Githzerai Psionics. You know the magehand cantrip, and it is invisible when you cast it with this trait. You also gain the ability to cast the following spells once per long rest at certain levels: *shield* (3rd level), *detect thoughts* (5th level). Wisdom is your spellcasting ability for these spells, and they don't require components when cast with this trait.

Grung

Poison Immunity. You are immune to poison damage and the poisoned condition.

Poisonous Skin. Any creature that touches you with its bare skin for the first time must succeed on a Constitution saving throw or be poisoned until the start of its next turn. The save DC is equal to 8 + proficiency + your Constitution modifier.

Secrete Poison. You can use your action to apply your body's poison to one melee weapon or up to 3 pieces of ammunition. The poison loses its potency after 1 minute. A creature struck by a weapon or piece of ammunition poisoned this way must make a constitution saving throw or be poisoned for 1 minute. Creatures can repeat the saving throw at the end of their turn. The DC for this saving throw is the same as the Poisonous Skin feature.

Water Dependency. You must spend at least 1 hour per day immersed in water. If you fail to do so, you take 1 level of exhaustion at the end of the day. You can recover from this exhaustion only through magic or immersing yourself in water for 1 hour.



Kenku

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages. You can read and write Common and Auran, but you can speak only by using your Mimicry trait.

Kenku Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.

Kobold

Darkvision. 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.

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.

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.

Lizardfolk

Bite. You gain bite as a natural weapon, which you can use to make unarmed strikes. On a hit, your bite deals piercing damage equal to 1d6 + your strength modifier.

Hungry Jaws. As a bonus action, you can make a special bite attack. If the attack hits, it deals normal damage and you gain temporary hit points equal to your Constitution modifier (minimum of 1). Once you have used this trait, you can't use it again until you finish a short or long rest.

Turtle

Natural Armor. Your shell prevents you from wearing armor, but gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but can use shields as normal.

Shell Defense. As an action, you can withdraw into your shell. Until you emerge, you gain a +4 bonus to AC and have advantage on Strength and Constitution saving throws; you also are prone with a speed of 0, have disadvantage on Dexterity saving throws, can't take reactions, and can take no actions except for a bonus action to emerge from your shell.

Claws. You gain claws as a natural weapon, which you can use to make unarmed strikes. On a hit, your claws deal slashing damage equal to 1d4 + your Strength modifier.



Aasimar

Darkvision. 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.



Aasimar: Fallen

Necrotic Shroud. Starting at 3rd level, you can use your action to undergo a dark transformation. Creatures within 10 feet of you must succeed a Charisma saving throw (DC = 8 + proficiency + Charisma) or become frightened of you until the end of your next turn. Once per turn when you deal damage with an attack or spell, you can deal extra necrotic damage equal to your level. This transformation lasts for 1 minute or until you end it as a bonus action. Once you have used this feature, you can't use it again until you finish a long rest.



Aasimar: Protection

Radiant Soul. Starting at 3rd level, you can use your action to undergo a radiant transformation. You gain a flying speed of 30 feet. Once per turn when you deal damage with an attack or spell, you can deal extra radiant damage equal to your level. This transformation lasts for 1 minute or until you end it as a bonus action. Once you have used this feature, you can't use it again until you finish a long rest.



Aasimar: Scourge

Radiant Consumption. Starting at 3rd level, you can use your action to transform. You shed bright light in a 10 foot radius, and dim light for another 10 feet. At the end of each of your turns, you and all creatures within 10 feet take radiant damage equal to half your level. Once per turn when you deal damage with an attack or spell, you can deal extra radiant damage equal to your level. This transformation lasts for 1 minute or until you end it as a bonus action. Once you have used this feature, you can't use it again until you finish a long rest.



Bugbear

Darkvision. 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.

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.

Changeling

Shapechanger. As an action, you can change your appearance and your voice. You determine the specifics of the changes. 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.

For the full restrictions of this ability, please reference Eberron: Rising from the Last War.



MAJOR FEATURES

Dwarf

Darkvision. 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. +

Dwarf: Duergar

Superior Darkvision. You can see in dim light within 120 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.

Duergar Magic. At certain levels, you gain the ability to cast the following spells once per long rest: *enlarge/reduce* (3rd level, enlarge only), *invisibility* (5th level). You don't need material components for either spell, and can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. Intelligence is your spellcasting ability for these spells.

Sunlight Sensitivity. You have disadvantage on Attack rolls and 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. +

Dwarf: Hill

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. +

Dwarf: Mountain

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. +



Elf

Darkvision. 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.

Elf: Avariel

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Elf: Eladrin

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, this trait 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 a full list of the seasons and their corresponding effects, please reference Mordenkainen's Tome of Foes.

Elf: Grugach

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Languages. Instead of Common, you speak, read, and write Sylvan.

Elf: High Elf

Cantrip. You know one cantrip of your choice from the Wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You can read, speak, and write one additional language of your choice.

Elf: Sea

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

Friend of the Sea. You can communicate simple ideas with small or smaller beasts that have an inborn swimming speed.

Elf: Shadar-Kai

Blessing of the Raven Queen. 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 long rest. Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn.

Elf: Wood

Fleet of Foot. Your base walking speed increases by 5 feet.

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.

Firbolg

Firbolg Magic. You can cast *Detect Magic* and *Disguise Self* with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

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

Genasi: Air

Mingle with the Wind. Once per long rest you can cast the levitate spell, requiring no material components. Constitution is your spellcasting ability for this spell. +

Genasi: Earth

Merge with Stone. Once per long rest you can cast the *pass without trace* spell, requiring no material components. Constitution is your spellcasting ability for this spell. +

Genasi: Fire

Darkvision. 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. Instead of gray, everything you see in darkness is a shade of red.

Reach to the Blaze. You know the produce flame cantrip. At 3rd level, you can cast burning hands once per long rest as a 1st-level spell. Constitution is your spellcasting ability for these spells.

Genasi: Water

Amphibious. You can breathe air and water.

Swim. You have a swimming speed of 30 feet.

Call to the Wave. You know the shape water cantrip. At 3rd level, you can cast create or destroy water once per long rest as a 2nd-level spell. Constitution is your spellcasting ability for these spells.

Gnome

Darkvision. 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. +

Gnome: Forrest

Natural Illusionist. You know the minor illusion cantrip. Intelligence is your spellcasting modifier for it.

Speak with Small Beasts. Through sound and gestures, you may communicate simple ideas with Small or smaller beasts. +

Gnome: Rock

Tinker. You have proficiency with tinker's tools, and can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device. The device ceases to function after 24 hours, unless you spend 1 hour repairing it to keep it functioning. For the full stats and list of devices you can create, please reference the Player's Handbook. +

Gnome: Svifneblin

Superior Darkvision. Your darkvision has a radius of 120 feet.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. +



Goblin

Darkvision. 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.

Fury of the Small. When you damage a creature with an attack or spell and the creature's size is larger than yours, you can cause the attack to deal extra damage equal to your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Goliath

Stone's Endurance. When you take damage, you can use your reaction to reduce the damage by 1d12 + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.

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

Halfling

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Hobgoblin

Darkvision. 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.

Saving Face. If you miss with an attack roll or fail an ability check or 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.

Human

Able. Choose one of the following:

- two different ability scores of your choice increase by 1
- you gain one feat of your choice

Kalashtar

Mind Link. You can speak telepathically to any creature you can see, that is within a number of feet equal to 10 x your level. You don't need to share a language with the creature, but it must be able to understand at least one language.

When 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. You can give this ability to only one creature at a time, and the creature must be able to see you and be within range.

Severed from Dreams. You are immune to spells and magical effects that require you to *dream*, like *dream*, but not magical sleep, like *sleep*.

Loxodon

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

Natural Armor. When not wearing armor, your AC is 12 + your Constitution modifier. You can use natural armor to determine your AC if the armor you wear would give you a lower AC. Sheild's benefits apply as normal.

Trunk. You can grab things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and can lift up to five times your Strength score. Your trunk can't weild weapons or do anything that requires manual precision. For the full limits of your trunk, please refer to the Guildmaster's Guide to Ravinica.

Minotaur

Horns. You gain horns as a natural weapon, which you can use to make unarmed strikes. On a hit your horns deal piercing damage euqal to 1d6 + your Strength modifier.

Hammering Horns. Immediately after you hit a creature with a melee attack as part of the attack action, you can use a bonus action to shove the target. The target must be no more than one size larger than you and within 5 feet of you. They must suceed on a Strength saving throw or be pushed up to 10 feet away from you. The DC for this save is 8 + your proficiency bonus + your strength modifier.

Orc

Darkvision. 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.

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

Aggressive. As a bonus action, you can move up to your speed toward an enemy that you can see and hear. You must end this move closer to the enemy than you started.

Orc: Variant

Darkvision. 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.

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

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.

Shifter

Darkvision. 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.

Shifting. You can transform as a bonus action. The transformation lasts for 1 minute, until you die, or until you revert to your normal form as a bonus action. When you do so, you gain temporary hit points equal to your level + your constitution modifier (minimum of 1). You also gain additional benefits that depend on your shifter subrace. To see all of these benefits, please refer to Eberron: Rising from the Last War.



Tabaxi

Darkvision. 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.

Cat's Claws. You gain a climbing speed of 20 feet, and claws as a natural weapon. On a hit, they deal slashing damage equal to 1d4 + your Strength modifier.

Tiefling

Darkvision. 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.

Tiefling: Asmodeus

Infernal Legacy. You know the *thaumaturgy* cantrip. At 3rd level, you can cast *hellish rebuke* once per long rest as a 2nd-level spell. At 5th level, you can cast *darkness* once per long rest. Charisma is your spellcasting ability for these spells.

Tiefling: Baalzebul

Legacy of Maladomini. You know the *thaumaturgy* cantrip. At 3rd level, you can cast *ray of sickness* once per long rest as a 2nd-level spell. At 5th level, you can cast *crown of madness* once per long rest. Charisma is your spellcasting ability for these spells.

Tiefling: Dispatser

Legacy of Dis. You know the *thaumaturgy* cantrip. At 3rd level, you can cast *disguise self* once per long rest. At 5th level, you can cast *invisibility* once per long rest. Charisma is your spellcasting ability for these spells.

Tiefling: Fierna

Legacy of Phlegethos. You know the *friends* cantrip. At 3rd level, you can cast *charm person* once per long rest as a 2nd-level spell. At 5th level, you can cast *suggestion* once per long rest. Charisma is your spellcasting ability for these spells.

Tiefling: Glasya

Legacy of Malboge. You know the *minor illusion* cantrip. At 3rd level, you can cast *disguise self* once per long rest. At 5th level, you can cast *invisibility* once per long rest. Charisma is your spellcasting ability for these spells.

Tiefling: Levistus

Legacy of Stygia. You know the *ray of frost* cantrip. At 3rd level, you can cast *armor of Agathys* once per long rest as a 2nd-level spell. At 5th level, you can cast *darkness* once per long rest. Charisma is your spellcasting ability for these spells.

Tiefling: Mammon

Legacy of Minauros. You know the *mage hand* cantrip. At 3rd level, you can cast *Tenser's floating disk* once per long rest. At 5th level, you can cast *arcane lock* once per long rest, requiring no material component. Charisma is your spellcasting ability for these spells.



Tiefling: Mephistopheles

Legacy of Cania. You know the *mage hand* cantrip. At 3rd level, you can cast *magic missile* once per long rest as a 2nd-level spell. At 5th level, you can cast *web* once per long rest. Charisma is your spellcasting ability for these spells.

Tiefling: Zariel

Legacy of Avernus. You know the *thaumaturgy* cantrip. At 3rd level, you can cast *searing smite* once per long rest as a 2nd-level spell. At 5th level, you can cast *branding smite* once per long rest. Charisma is your spellcasting ability for these spells.

Triton

Amphibious. You can breathe air and water.

Control Air and Water. At certain levels, you gain the ability to cast the following spells once per long rest: *fog cloud* (1st level), *gust of wind* (3rd level), *wall of water* (5th level.) Charisma is your spellcasting ability for these spells.

Vedalken

Vedalken Dispassion. You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

Tireless Precision. You are proficient with one tool of your choice, and one of the following skills: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. Whenever you make an ability check with your chosen tool or skill, roll a d4 and add the number rolled to the check's total.

Simic Hybrid

Animal Enhancement. You choose one animal enhancement at 1st level, and another at 5th level. To choose your animal enhancements, please refer to the Guildmaster's Guide to Ravinica.

Warforged

Constructed Resilience. You have advantage on saving throws against being poisoned and have resistance to poison damage. You don't need to eat, drink, breathe, or sleep (magic can't put you to sleep). You are also immune to disease.

Integrated Protection. You gain a +1 bonus to AC, and can don only armor with which you are proficient. To do so you must incorporate it into your body, which takes one hour. Removing the armor also takes one hour. You can rest while donning or doffing armor this way. While you live, your armor can't be removed from your body against your will.

Yuan-Ti

Darkvision. 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.

Innate Spellcasting. You know the *poison spray* cantrip. You can cast *animal friendship* at will, but can target only snakes. At 3rd level, you can cast *suggestion* once per long rest. Charisma is your spellcasting ability for these spells.



MINOR FEATURES

The following features are considered "minor features". You can have up to two minor features, depending on the features chosen. For races with subraces, you may pick your minor features from the base race or the subrace that you choose (or one from each, depending on the features available).

When choosing your minor feature, you should start with the features available to your recessive race. If the feature is marked with the "+" symbol, you choose one more feature that also is marked with the "+" symbol. If the feature is not marked with the "+" symbol, you choose only that feature. When choosing a second minor feature, you can choose from features available to either your dominant or recessive race.

Aarakocra

Talons. You gain talons as a natural weapon. On a hit, they deal 1d4 slashing damage. +

Dragonborn

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry. +

Githyanki

Decadent Mastery. You learn one language, and gain proficiency with one skill or tool of your choice.

Githzerai

Mental Discipline. You have advantage on saving throws against being charmed or frightened.

Grung

Speed. You have a walking speed and a climbing speed of 25 feet.

Kenku

Kenku Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand. This cannot be combined with Kenku Training gained from the Kenku's major feature.

Kenku

Expert Forgery. You have advantage on all checks made to produce forgeries or duplicates of existing objects. +



Kobold

Grovel, Cower, and Beg. As an action on your turn, you can cower and grant allies advantage on attack rolls made against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Lizardfolk

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a creature of size small or larger to create items. For the full details on how and what you can create, please reference Volo's Guide to Monsters.

Lizardfolk

Hold Breath. You can hold your breath for up to 15 minutes at a time. +

Lizardfolk

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Lizardfolk

Natural Armor. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use the AC granted by your natural armor if the armor you wear would leave you with a lower AC. You can use shields as normal.

Tortle

Hold Breath. You can hold your breath for up to 1 hour at a time. +

Tortle

Survival Instinct. You gain proficiency with the Survival skill. +

Aasimar

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Aasimar

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it. +

Bugbear

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

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

Bugbear

Sneaky. You are proficient in the Stealth skill. +

Changeling

Changeling Instincts. You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.

Dwarf

Dwarven Resilience. You have advantage on saving throws against poison, and resistance against poison damage.

Dwarf: Duergar

Duergar Resilience. You have advantage on saving throws against illusions and being charmed or paralyzed.



Elf

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Elf

Keen Senses. You have proficiency in the Perception skill.

Firbolg

Hidden Step. Once per long rest you can use your bonus action to magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw.

Genasi: Air

Unending Breath. You can hold your breath indefinitely while not incapacitated.

Genasi: Earth

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Genasi: Fire

Resistance. You have resistance to fire damage.

Genasi: Water

Resistance. You have resistance to acid damage.

Gnome

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Gnome: Rock

Artificer's Lore. Whenever you make an Intelligence (History) check related to magical, alchemical, or technological items, you can add twice your proficiency bonus instead of any other proficiency bonus that might apply.

Gnome: Svifneblin

Stone Camouflage. You have advantage on all Dexterity (Stealth) checks to hide in rocky terrain.

Goblin

Nimble Escape. You can take the disengage or hide action as a bonus action on each of your turns.

Goliath

Natural Athlete. You have proficiency in the Athletics skill.

Goliath

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates.

Halfling

Brave. You have advantage on saving throws against being frightened.



Halfling: Lightfoot

Naturally Stealthy. You can attempt to hide even when you are only obscured by a creature that is at least one size larger than you.

Halfling: Stout

Stout Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Halfling: Ghostwise

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.

Hobgoblin

Martial Training. You are proficient with two martial weapons of your choice and with light armor.

Human

Skilled. You gain proficiency in one skill of your choice. +

Kalashtar

Dual Mind. You have advantage on all Wisdom saving throws. +

Kalashtar

Mental Discipline. You have resistance to psychic damage. +

Loxodon

Loxodon Serenity. You have advantage on saving throws against being charmed or frightened.

Loxodon

Keen Smell. You have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell. +

Minotaur

Imposing Presence. You have proficiency in one of the following skills of your choice: Intimidation or Persuasion. +

Orc

Primal Intuition. You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

Orc

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. +

Shifter: Beasthide

Natural Athlete. You have proficiency in the Athletics skill. +



Shifter: Longtooth

Fierce. You have proficiency in the Intimidation skill.



Shifter: Swiftstride

Graceful. You have proficiency in the Acrobatics skill.



Shifter: Wildhunt

Natural Tracker. You have proficiency in the Survival skill.



Tabaxi

Feline Agility. When you move on your turn in combat, you can double your speed until the end of your turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Tabaxi

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Tiefling

Hellish Resistance. You have resistance to fire damage.



Triton

Guardians of the Depths. You have resistance to cold damage, and ignore any drawbacks caused by a deep, underwater environment.



Triton

Emissary of the Sea. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.



Vedalken

Partially Amphibious. 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.



Simic Hybrid

Darkvision. 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.

Warforged

Specialized Design. You gain one skill proficiency and one tool proficiency of your choice.

Yuan-Ti

Magical Resistance. You have advantage on saving throws against spells and other magical effects.

Yuan-Ti

Poison Immunity. You are immune to poison damage and the poisoned condition.

ADAPTING MINOR SKILLS

Some of the minor skills without the "+" symbol can easily be modified into a version that can be combined with those that do. For example, a skill that gives two skill proficiencies or resistances can be changed to only give one so that you can take a second minor feature with the "+" skill.



EXAMPLE: HALF-ELF, HALF-ORC

While both half-elf and half-orc races are provided in the Player's Handbook, they both assume a human as the other parent. For this example, **Wood Elf** is considered the dominant race and **Orc** is considered the recessive race. Because wood elf

is the dominant race, you take the major ability score modifier from the elf and the minor ability score modifier from the orc. For this example we will take the base Elf major feature, with the Wood Elf major feature, and the Orc: Savage Attacks minor feature. Because Savage Attacks allows us to take a second minor feature, we will modify the Orc: Primal Intuition minor feature to give only one skill proficiency and take that as well. We will also assume this character was raised primarily by elves, and take the languages granted to elves.

HALF-ELF, HALF-ORC TRAITS

This version of a Half-Elf, Half-Orc has the following traits:

Ability Score Increase. Your Dexterity score increases by 2 and your Constitution score increases by 1.

Age. This race matures at the same rate as humans and reach adulthood at around the same time. They age noticeable faster than their elven ancestors, rarely living longer than 150 years.

Size. This race is somewhat larger and bulkier than elves, but still lither than their orcish ancestors. They are typically 6 feet tall or taller. Your size is medium.

Speed. Your base walking speed is 35 feet. (30 + 5 from Elf: Wood, Fleet of Foot)

Darkvision. Thanks to your elf blood, 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.

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.

Primal Intuition. You have proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, or Survival.

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.

EXAMPLES



EXAMPLE: KOBOLDFOLK

A combination of lizardfolk and kobolds, koboldfolk are something most people have never experienced. Their personality depends largely on which culture they were raised in. Since both lizardfolk and kobold are recessive races, we will consider **Kobold** the dominant race and **Lizardfolk** the recessive race. Because kobold is the recessive race, we take the major ability score modifier from the kobold and the minor ability score modifier from the lizardfolk. For this example we will take the kobold major feature and the lizard folk Hunter's Lore minor feature. Since kobolds and lizardfolk share the same languages, this race can speak, read, and write Common and Draconic.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

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.

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.

KOBOLDFOLK TRAITS

This version of koboldfolk has the following traits:

Ability Score Increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. Koboldfolk reach maturity around age 14 and rarely live longer than 60 years.

Size. Koboldfolk have the short stature of kobolds, standing between 2 and 3 feet tall. Their lizardfolk heritage makes them bulkier than the average kobold, with the average weight being between 45 and 60 pounds. Your size is small.

Speed. Your base walking speed is 30 feet.

Darkvision. 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.



EXAMPLE: YUAN-TI HALFBLOOD

While Yuan-Ti can interbreed with almost any species, we will use kalashtar for this example. For this, **Yuan-Ti** is considered the dominant race and **Kalashtar** is considered the recessive race. Because yuan-ti is the dominant race, you take the major ability score modifier from the yuan-ti and the minor ability score modifier from the kalashtar. Because the major score and minor score would both affect Charisma, we will make Wisdom (Kalashtar's major ability score modifier) the minor ability score modifier. For this example we will take the yuan-ti major feature and the Kalashtar: Dual Mind and Kalashtar: Mental Discipline minor features. We will assume this character was raised mainly by kalashtar, and take the languages known by the base kalashtar race. Since we can choose any one language, consider abyssal or draconic to represent their yuan-ti heritage.

YUAN-TI HALFBLOOD TRAITS

Ability Score Increase. Your Charisma score increases by 2 and your Wisdom score increases by 1.

Age. Yuan-Ti Halfbloods mature at the same rate as humans and have lifespans similar in length to theirs.

Size. Yuan-Ti Halfbloods are similar in build to humans, though they are typically a few inches taller. Your size is medium.

Darkvision. 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.

Dual Mind. You have advantage on all Wisdom saving throws.

Innate Spellcasting. You know the *poison spray* cantrip. You can cast *animal friendship* at will, but can target only snakes. At 3rd level, you can cast *suggestion* once per long rest. Charisma is your spellcasting ability for these spells.

Mental Discipline. You have resistance to psychic damage.



FURTHER CUSTOMIZING YOUR RACE



When the above options don't offer enough customization, you can further tweak features to better fit your needs. This section contains guidelines for modifying ability score modifiers, as well as both major and minor features.

BALANCE

An important part of creating a new race is making sure that it is somewhat balanced when compared to official races. All major and minor features have been designed to keep races as close to balanced as possible regardless of the combination, but it is always a good idea to double check with your DM and against published races before unleashing your creation on the world! I highly recommend checking your race against the Detect Balance Guide created by Eleazzaar and maintained by SwordMeow and Zagorath, which is easy to find with a quick google search. While not affiliated with this guide in any way, it is an excellent resource. Going by this guide, a well-balanced race should fall between 24 and 27 points; the examples included scored 26, 25, and 28 points respectively when checked against the calculator.

MODIFYING ABILITY SCORE MODIFIERS

When creating a balanced race, you should maintain the +2/+1 or +1/+1/+1 format for ability score modifiers. If the major and minor modifiers for the races you have chosen affect the same ability score, it is recommended that you take a +1 in the minor race's major ability score modifier instead. If you would like to take a +3 to a single stat instead, it is recommended to consult your DM.

MODIFYING MAJOR FEATURES

Major features that have the "+" symbol are meant to be combined with another feature with the "+" symbol from the same race. Depending on what

you're wanting to achieve with your build, you may want to take another feature with the "+" symbol from your minor race (or a 3rd race, if you're really going for something different). Since every combination of major features hasn't been checked for balance this isn't entirely recommended, but should be a decently balanced option for most combinations.

MODIFYING MINOR FEATURES

Minor features are more easily modified than major features, due to most of them being much less powerful abilities. There are a couple of scenarios where you may need (or want) to change a minor feature, and there are a couple of different solutions as well.

If you have a minor feature with the "+" symbol, but no other options that you can take from your dominant or recessive race, consider the following options:

- If the feature grants you one skill proficiency, instead choose two skill proficiencies or one skill proficiency and a tool proficiency.
 - If the feature grants you one damage resistance add another appropriate resistance, skill proficiency, or advantage against an appropriate condition (charmed, frightened, etc.).
 - For features like Aasimar: Light Bearer, or Turtle: Hold Breath, consider adding a resistance or proficiency. Alternatively, you could add something like darkvision, provided at least one of the races you choose has access to that feature.
- Changing a minor feature in this way removes the ability to be combined with another minor feature. If you have a minor feature without the "+" symbol, but would like to combine it with another that does have the "+" symbol, consider the following options:
- If the feature grants you two proficiencies or resistances, or advantage on multiple saving throws, take only one.
 - If the feature grants a damage immunity, change it to only grant resistance.
 - If the feature grants you a damage resistance as well as advantage on a saving throw, choose either the resistance or advantage.
- Changing a minor feature in this way allows you to treat it as if it had the "+" symbol.



NEW BACKGROUNDS

BLENDED FAMILY

Even though the clashing of cultures can make it hard for some parents of different races to create a properly blended family, your parents did their best. They may have moved away from disapproving family, taken up a nomadic lifestyle, or simply toughed it out. Alternatively, they could have been showered with support that allowed your family to flourish.

Consider your family dynamics to help shape your character and their personality. Did it take a village to raise them, or did their parents stick it out on their own? Do they know their extended family, and what do those relationships look like? Were they raised divorced from their culture, or were they fully immersed in it?

Skill Proficiencies: Choose two of the following skills that are most relevant to your upbringing: Deception, History, Nature, Religion, or Survival.

Languages: You can read, speak, and write the native languages of your parents (2 languages such as elvish, dwarvish, orcish, etc.). If you already know one of them, choose another language relevant to your upbringing.

Equipment: A care package from your parents or another family member containing 7 days of rations, common clothes, a homemade blanket, and 10 gp.

FEATURE: FAMILY TRADITION

If one of the races you chose when creating your half-race normally gets proficiency with any weapons or armor, you gain that proficiency. If both races get weapon or armor proficiencies, you must choose one or a blend of the two that does not exceed the lowest number of proficiencies gained by either race.

If neither race normally gets these proficiencies, choose either 4 appropriate weapon proficiencies or expertise with one of the skills granted by this background.

d6 Personality Trait

- 1 I idolize one of my family members and constantly strive to be like them.
- 2 I quote stories and proverbs from my childhood in almost every situation, whether other people understand them or not.
- 3 I am constantly trying to learn about cultures different from my own.
- 4 I get bitter if I'm not the center of attention.
- 5 My family is well-known, and I'm always surprised when people haven't heard of us.
- 6 I don't understand nobility, or any inequality. We all have the same blood.

d6 Ideal

- 1 **Equality.** Everyone should be seen as equals. We are all living creatures.
- 2 **Live and Let Live.** Involving yourself in the business of others only leads to trouble.
- 3 **To Thine Own Self.** Knowing who you are is the only knowledge that's really important.
- 4 **Independence.** I must prove that I can handle life outside of my family.
- 5 **Renown.** I must make a name for myself and my family.
- 6 **Community.** We have to take care of each other when no one else will.

d4 Bond

- 1 My family has suffered because of me, and I must make it right.
- 2 I wish my childhood sweetheart had come with me on my adventure.
- 3 It is my duty to provide for my family.
- 4 I would die to recover an artifact that is important to my culture.

d4 Flaw

- 1 I am inflexible in my thinking.
- 2 I am too trusting of strangers.
- 3 I hide an awful secret that would dishonor my family.
- 4 Being on my own has brought out my wild side.



ADOPTED

Early in life you were separated from your biological parents, and were adopted by parents of another race. While difficult, you learned to adapt to your new life and the culture of your new parents. Because of your "differentness", your parents did their best to teach you the skills you would need to thrive in a new and strange society. How you ended up being adopted can be as tragic or wholesome of a story as you want it to be. Do you remember what happened, or have you only heard stories? What is your relationship like with your adopted family? Have you reconnected with your biological family, or do you have no desire to? Did you fit in as a child, or did you stick out like a sore thumb?

Skill Proficiencies: Insight and one of the following: Deception, Performance, Persuasion, or Stealth.

Tool Proficiencies: In search of who you truly are, you took up a hobby. You have proficiency with one of the following tools: Artisan's Tools, Gaming Set, a Musical Instrument, or Thieve's Tools.

Languages: You can read, speak, and write one language native to your adoptive parents (elvish, dwarvish, orcish, etc.). If you already know their language, you can take an additional tool proficiency from the above list instead.

Equipment: A care package from your parents or another family member containing 7 days of rations, common clothes, a homemade blanket, and 10 gp.

FEATURE: ADAPTABLE

While your adopted family might not be blood, they have treated you as one of their own. Thanks to this you have learned the customs and intricacies of their people and have found a place within their community. When interacting with people of the same race as your adoptive parents, your knowledge of their culture surprises them and can help build relationships; they are more inclined to view you as someone they can trust, and might be more inclined to help you.

d6 Personality Trait

- 1 I dream of reconnecting with my biological family, and finding where I truly belong.
- 2 I see myself as just another member of my adoptive family's race, and don't understand what makes people think I'm so different.
- 3 I was bullied as a child and am slow to make new friends.
- 4 I place no stock in wealth or status; it's how you treat others that really matters.
- 5 I was adopted into a noble family and see myself as more worthy than others. Obviously it was my destiny to rule.
- 6 My parents are my heroes and I tell tales of their wisdom and accomplishments to anyone who will listen.

d6 Ideal

- 1 **Fairness.** I help those who help others-- but mainly those who help me.
- 2 **Charity.** I am always trying to help others.
- 3 **Tradition.** I strive to uphold the memory and traditions of my biological family.
- 4 **Aspiration.** I am determined to make something of myself.
- 5 **People.** I am a people person; the more connections I have the better.
- 6 **Creativity.** The world is in need of new ideas, and I have them.

d4 Bond

- 1 I want to repay my adoptive family for all of their kindness.
- 2 I long to know my biological family, and have been trying to find them.
- 3 I want to be famous; whatever it takes.
- 4 I protect those who cannot protect themselves.

d4 Flaw

- 1 I am slow to trust others.
- 2 I am easily distracted by the promise of fun.
- 3 I am convinced of the significance of my destiny, and blind to my flaws.
- 4 I am quick to anger when I or my family is insulted.



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COMING SOON: PART 2

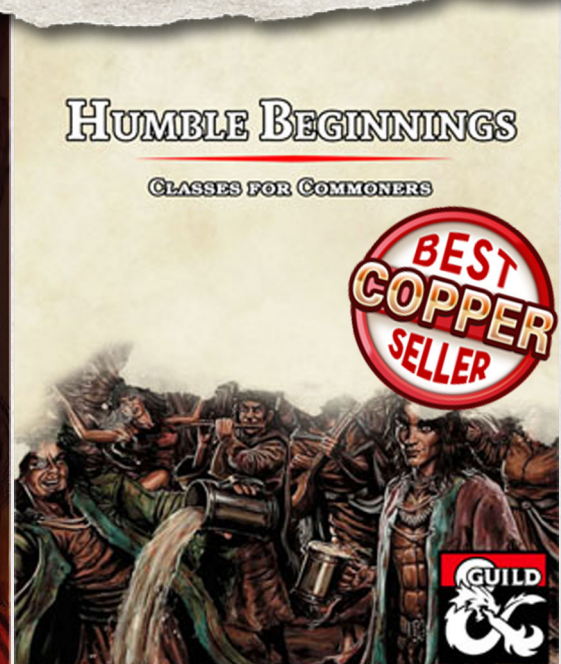
While there are a ton of options in this book, it doesn't have *everything*. The second installment of The Half-Race Handbook will include options for centaurs, the dragonmarked variants included in Eberron: Rising from the Last War, and options for combinations that haven't been published for 5th edition. Alu-fiends, fey'ri, gnolls, illithids, satyrs, and ogres are just a few of the races you have to look forward to.

While you wait for it to come out, consider checking out some of my other best-selling titles!

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*FOR UPDATES ON THE SECOND INSTALLMENT
OF THE HALF-RACE HANDBOOK.*



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