



HALF-BLOOD

ONE OF THE GUARDS OWETH HIRED FOR THIS LEG of the journey was quite a peculiar sight - he had the tusks and grey skin of an orc, but the narrow frame and pointed ears of an elf! I later learned that he was of mixed parentage, and had been rejected by both communities. Poor fellow. Without a place to call home, he'd taken up work as a travelling mercenary, putting his elvish combat training and orcish endurance to good use. If I ever pass through the swamps of Myristad again, I'll be sure to see if he's looking for work.

— Garret Gamwich, *A Journal of Journeys*

MIXED APPEARANCE

Half-bloods typically appear to be a blend of their parents' races. A half-orc-half-elf might have the greyish skin and tusks of an orc along with the slim build and pointed ears of an elf. A half-tiefling-half-dwarf might have the red skin and horns of a tiefling, but the stout build and large beard of a dwarf. In some cases, though, a half-blood will more strongly resemble only one of their parents' races; a half-tiefling-half-dwarf with more influence from his dwarvish side might appear to be an otherwise normal dwarf with an unusually ruddy complexion.

OF TWO CULTURES, OR OF NONE

Half-bloods often occupy unique positions in their societies. Among cultures more accepting of half-bloods, they might serve as diplomats, helping to negotiate disputes and agreements between their two cultures. Other cultures are not so accepting of half-bloods, and so many half-bloods find themselves adrift from the culture of their parents, forced to live as wanderers. Rarely does a half-blood feel completely at home in one of their parents' culture; differences in height, maturity, physique, and aptitude always seem to set them apart no matter where they go. Because of this, half-bloods of all ancestries tend to congregate, sharing the experience of alienation together.

HALF-BLOOD NAMES

Half-bloods are typically named according to the traditions of one of their parents. Some half-bloods prefer to reject the culture of their parents, however, and pick new names that match the culture they end up living in. A half-orc-half-dragonborn who lives among humans might choose to pick a human name, for example.

HALF-BLOOD TRAITS

A half-blood character's traits are in part determined by the races of their parents. Pick two of the races found in the Player's Handbook. These are the races of your parents, and your traits will partially depend on the traits of those races.

Ability Score Increase. One ability score of your choice increases by 2, and another ability score of your choice increases by 1. You must apply these increases to different ability scores. You must choose ability scores that are increased by one or both of your parents' races or subraces. For example, a half-orc-half-dwarf could choose any of the following ability scores for their increases: Strength, Constitution, and Wisdom.

Age. How quickly a half-blood matures, and how long they live, will be determined by their parents' races. Some half-bloods age at a rate half way between those of their parents; others will age more akin to one parent than the other.

Alignment. Whether a half-blood is good or evil will depend heavily on the races of their parents, as well as the culture they were brought up in. Many half-bloods lean towards Chaos, as they often don't fit in the the structures and conventions of society.

Size. The height and physique of a half-blood is often a blend of their parents', though they may lean more towards one parent or the other. You are the same size as your smallest parent.

Speed. You have the same walking speed as your slowest parent.

Languages. You speak Common, and two other languages of your choice. These languages are usually the ones spoken by your parents, but not always.

Additional Traits. Your half-blood character has additional traits based on their parentage. Choose two major traits, one major trait and two minor traits, or four minor traits from the following lists. You may only select traits from the lists associated with your parents' races, and you cannot take the same trait more than once.

RACES FROM THE PLAYER'S HANDBOOK

DRAGONBORN

Major Trait: Breath Weapon. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. The size, shape, and damage type of your breath weapon is determined by the dragon type, as shown in the table.

As an action, you exhale destructive energy. When you do so, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. 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.

Major Trait: Damage Resistance. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. You have resistance to the damage type associated with your draconic ancestry.

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

DWARF

Major Trait: Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Minor Trait: Darkvision. Accustomed to life underground, 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.

Minor Trait: Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Minor Trait: 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.

Minor Trait: Sturdy Build. Your speed is not reduced by wearing heavy armor.

Minor Trait: Tool Proficiency. You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

ELF

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

Minor Trait: Darkvision. Accustomed to twilight forests and the night sky, 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.

Minor Trait: Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Minor Trait: Keen Senses. You have proficiency in the Perception skill.



Minor Trait: Trance. Elves 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.

GNOME

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

Minor Trait: Darkvision. Accustomed to life underground, 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.

HALFLING

Major Trait: Brave. You have advantage on saving throws against being frightened.

Major Trait: 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.

Minor Trait: Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

HUMAN

Major Trait: Major Skill Versatility. You gain proficiency in two skills of your choice.

Minor Trait: Minor Skill Versatility. You gain proficiency in one skill of your choice.

ORC

Major Trait: 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.

Major Trait: 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.

Minor Trait: Darkvision. Thanks to your orc 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.

Minor Trait: Menacing. You gain proficiency in the Intimidation skill.

HALF-ELVES AND HALF-ORCS

This system mimics neither the half-elf nor the half-orc race. What you choose to do with the original half-races race is up to you. You can run them alongside this homebrew as alternate choices for half-elf and half-orc players, or you can use them as alternate options for their parent races, or you can disallow them entirely. Which option you choose is up to you.



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

Minor Trait: 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.

TIEFLING

Major Trait: Hellish Resistance. You have resistance to fire damage.

Major Trait: Infernal Legacy. You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *darkness* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Minor Trait: Darkvision. Thanks to your infernal heritage, 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.

RACES FROM VOLO'S GUIDE TO MONSTERS

AASIMAR

Major Trait: Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Minor Trait: Darkvision. Thanks to your orc 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.

Minor Trait: 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.

Minor Trait: Light Bearer. You know the *light* cantrip. Charisma is your spellcasting ability for it.

BUGBEAR

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

Minor Trait: Darkvision. Thanks to your orc 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.

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

Minor Trait: Sneaky. You are proficient in the Stealth skill.

Minor Trait: 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.

FIRBOLG

Major Trait: 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.

Major Trait: Hidden Step. As a bonus action, you can 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. Once you use this trait, you can't use it again until you finish a short or long rest.

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

Minor Trait: Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

GOBLIN

Major Trait: Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Minor Trait: Darkvision. Thanks to your orc 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.

Minor Trait: 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.

GOLIATH

Major Trait: 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.

Minor Trait: Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Minor Trait: Natural Athlete. You have proficiency in the Athletics skill.

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



HOBGOBLIN

Major Trait: Saving Face. Hobgoblins 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.

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

Minor Trait: Darkvision. Thanks to your orc 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.

KENKU

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

Minor Trait: 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.

Minor Trait: 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.



KOBOLD

Major Trait: 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.

Minor Trait: Darkvision. Thanks to your orc 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.

LIZARDFOLK

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

Major Trait: Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Minor Trait: Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Minor Trait: 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.

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

Minor Trait: Hungry Jaws (requires Bite) 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.

Minor Trait: Swim Speed. You have a swimming speed of 30 feet.

TABAXI

Major Trait: Cat's Talents. You have proficiency in the Perception and Stealth skills.

Major Trait: 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.

Minor Trait: Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Minor Trait: Darkvision. Thanks to your orc 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.

TRITON

Major Trait: Control Air and Water. A child of the sea, you can call on the magic of elemental air and water. You can cast *fog cloud* with this trait. Starting at 3rd level, you can cast *gust of wind* with it, and starting at 5th level, you can also cast *wall of water* with it. Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Major Trait: Guardians of the Depths. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Minor Trait: Amphibious. You can breathe air and water.

Minor Trait: Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. 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.

Minor Trait: Swim Speed You have a swimming speed of 30 feet.

YUAN-TI

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

Major Trait: Innate Spellcasting. You know the *poison spray* cantrip. You can cast *animal friendship* an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast *suggestion* with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Minor Trait: Darkvision. Thanks to your orc 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.

RACIAL FEATS

Half-bloods count as both their parents races when choosing feats. For example, a half-dragonborn-half-tiefling would qualify for both the Dragon Fear and Infernal Constitution traits. Feats which require particular subraces are not available to half-bloods, however. A half-dwarf-half-elf would not qualify for Drow High Magic, for example.

CREDITS

- Half-Blood player race by [/u/Enrarin](#)
- Half Elf art by Shady Curi
- Clegg Zincher art by Paizo
- Aru, Half-orc Mage art by Caio Santos
- Half-Orc Girl art by RoninDude
- Half-Tabaxi D&D art by Brenna Dolce
- Racial traits taken from the Player's Handbook and Volo's Guide to Monsters

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CHANGELOG

v2:

- Racial traits from Volo's Guide to Monsters added.
- Subrace traits removed.
- Wording is now more consistent; everything is a major or minor "trait".
- Art and layout changed again.

v1.1:

- ASIs are now determined by your parents' races.
- Your speed and size are now determined by your smallest / slowest parent.
- Art and layout changed