

REPOSITORY OF RACIAL RESOURCES



Some gifts are better than others

RACIAL FEATS

These feats are meant to highlight an aspect of a race's culture or naturally evolved abilities and tendencies.

When making these feats, I've tried to make them so that by removing a bullet point or benefit of each (usually the first one listed), they'd be more viable as "background/starting feats" for those DMs that want to give players a free feat at level 1. The flavor might therefore seem geared towards that, but the feats can also easily be seen as someone awakening to or choosing to follow their natural tendencies and instincts.

AVIAN AVERSION

Prerequisite: Kenku

Whenever a creature mocks you with its fancy flying, you know the tricks to bring it down to earth..

- When you make a weapon attack with a weapon that you are proficient with against a flying creature, you can choose to not add your proficiency bonus to the attack roll. If the attack hits, you add double your proficiency bonus to the attack's damage.
- Whenever a flying creature, or a creature riding one, targets you with a weapon attack, you can use a reaction to drop prone.

BUDDING CHIEF

Prerequisite: Half-Orc/Orc

You will one day be a great chief, of this you are sure. For now, though, you need to grow as a leader in order to prove that to others as well.

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception or Persuasion skill.
- When you roll initiative, you can choose to grant a friendly creature that can see and hear you a bonus to its initiative roll equal to your Charisma modifier. You can do so before or after the roll. If you do, your initiative is reduced by the same amount.

CLAN NEGOTIATOR

Prerequisite: Dragonborn

Whenever your clan conducted negotiations, you were often the weight that tipped the scales. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill, and can add double your proficiency bonus when bartering for goods and services.
- You have advantage on Charisma (Persuasion) and Wisdom (Insight) checks made against dragons and other dragonborns.

DWARVEN METALWORKER

Prerequisite: Dwarf

You've picked up a fair bit of skill related to matters of the forge.

- Increase one ability score by 1, to a maximum of 20.
- You gain proficiency with smith's tools

- You can spend one hour going over a medium or heavy armor. By strengthening its joints and weak spots, and customizing it to yourself, you can elevate its protection and use to one better suited to a dwarf like yourself. While wearing it, whenever a nonmagical weapon would deal damage equal to half your level or less (rounded up) to you, that damage is reduced to 0 instead. Additionally, you can don and doff it in half the normal time.

ELVEN ARMORSHAPER

Prerequisite: Elf/Half-Elf

You take pride in your naturally graceful movement, and don't intend to let clunky armor hinder it.

- Increase one ability score by 1, to a maximum of 20.
- You gain proficiency with smith's tools
- You can spend one hour fitting a medium or heavy armor to yourself, shaving off unneeded weight and making it less restrictive of your movements. While you're wearing the armor, its weight is reduced by 10 lb., and its Strength requirement, if any, counts as being one point lower (a Str. 15 requirement becomes 14, for example). Additionally, as long as you meet its Strength requirement, you have advantage on ability checks to avoid or escape grapple and shove attempts as long as you are not restrained.

EMBRACED HERITAGE

Prerequisite: Tiefling

You've learned not only to live with your heritage, but to draw more power than most from it.

- You can see normally in darkness, both magical and nonmagical, to a distance of 30 feet.
- You gain proficiency in either the Intimidation or Persuasion skill, and you have advantage on ability checks using the chosen skill against humanoids.

GIFTS OF THE LAND

Prerequisite: Firbolg

Your time spent with your elders learning about nature's bounty has taught you how to use natural resources to ease pain and suffering.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the herbalism kit, and crafting a healing potion takes half the normal time for you.
- You know how to craft a potion that can suppress poison and disease, and you can craft one such potion during a short rest using common herbs. If a creature suffering from poison or disease drinks it, the harmful effects are suppressed for a number of hours equal to your level. If this potion isn't exposed to direct sunlight for at least 1 hour every 4 hours, it loses its potency.

GEARHEAD

Prerequisite: Gnome

You have a knack for figuring out how to get the most out of tools, whether you're familiar with them or not.

- You gain proficiency in one tool kit.
- Your proficiency bonus is doubled for any ability check you make using a tool proficiency gained from this feat.
- When using a tool you're not proficient with, you can add half your Intelligence modifier (rounded down) to any ability check you make that doesn't already include your Intelligence modifier.

GLARE OF THE HEAVENS

Prerequisite: Aasimar

Your mere visage is enough to halt liars in their tracks. And when it's not, you've got other tricks up your sleeves.

- Increase your Charisma or Wisdom score by 1, to a maximum of 20.
- You have a +5 bonus to your passive Wisdom (Insight) score, as well as advantage on Insight checks made to determine if someone is being deceitful.
- When you know a creature is actively attempting to deceive you, you can communicate telepathically with that creature if it's within 30 feet of you, and you have advantage on Charisma (Intimidation) checks while doing so.

JUGGLING JOKER

Prerequisite: Halfling

You've found that your natural ability to juggle and throw stuff accurately elicits both applause and smiles from a crowd, as well as the oohs and aahs you delight so much in.

- Increase your Charisma or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the juggler's kit.
- Your deft, quick hands allow you to draw a thrown weapon as part of a weapon attack instead of using an object interaction.

JUGGLER'S KIT - 15 GP

This kit consists of well-balanced items like multi-colored balls, shiny throwing knives, funnily painted clubs, and so on, as well as the tools to maintain these items.

LURKER

Prerequisite: Lizardfolk

- You gain proficiency with blowguns, and you ignore the loading quality of them.
- Blowguns deal 1d4 damage for you.
- You have advantage on Dexterity (Stealth) checks made while in water.
- You can add your proficiency bonus to ability checks you make to harvest poison that doesn't already include your proficiency bonus.

NOCTURNAL HUNTER

Prerequisite: Aarakocra

Even among other aarakocras, you are renowned for your hunting skills.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival or Perception skill.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

SOCIAL CHAMELEON

Prerequisite: Genasi

Having spent all your life in other races' communities, never your own, you've become quite adept at adapting to new customs and lingo. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.

- By studying two or more humanoids interacting with each other for one minute, you pick up enough of their language to make yourself understood in simple matters.
- You have advantage on ability checks made to ascertain information about local people, landmarks, and customs from humanoids.

SPLASH OF MAGIC

Prerequisite: Triton

While so many of your kin has taken up arms to do their duty, you've dived head first into the torrent of magic around you instead. You learn the *waterclap* cantrip.

You also learn and know the following spells: *current's pull*, *divided waters*, and *jet stream*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest.

Charisma is your spellcasting ability for these spells, and you cast them at their lowest possible levels.

SPLASH FROM THE START

If this would be too strong for a 'starting feat' (for example if in a nautical campaign), one could either limit the spells learned from it, or allow learning each spell, but only give one casting in total per long rest.

SPRINGY STEP

Prerequisite: Tabaxi

While all tabaxi have a natural feline grace about them, you've taken it to new heights. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can use your Dexterity modifier to calculate your jump distances.
- Whenever you are knocked prone, you can use a reaction to jump back up on your feet.
- When you would take fall damage, you can make an Acrobatics check against a DC equal to the damage. If you succeed, you take half damage and land on your feet instead of falling prone.

VICTORIOUS VITALITY

Prerequisite: Goliath

Most, if not all, goliaths are competitive, but some take it to a whole new level. Whether it's a friendly game of dragonchess, or a deadly bout in a gladiator arena, you thrive on the feeling of crushing your opponent.

- When you lose a contested ability check, you can choose to reroll it. If you do so, you must use the new roll, and you can't use this feature again until you finish a short or long rest.
- When you win a contested ability check, you are filled with a euphoric rush. You gain temporary hit points equal to half your level (rounded up). You can't benefit from this feature again until you finish a short or long rest.
- You gain proficiency with one gaming set of your choice.



RACIAL SPELLS

The spells here are meant as magic a race might have developed over time, specific to them. These spells are meant as ways to allow a race to better cope with challenges of its natural environment, to benefit from that environment's resources or that race's inherent abilities, or simply to represent an aspect of their culture.

I've also aimed for slightly weaker spells (combat-wise), so that they might more easily be given as starting boons, used as replacements for skill or tool proficiencies from backgrounds or similar traits from the race, or simply rewards and story or plot points in general.

All in all, I hope they will add a little more flavor to both races and characters.

ANCESTRAL RECALL

1st-level divination

Race: Elf/Half-Elf

Casting Time: 1 reaction, which you take when making a History, Nature, or Religion check.

Range: Self

Components: V, S, (an heirloom from an elven village or burial ground)

Duration: Instantaneous

When you would make a History, Nature, or Religion check, you can instead pull threads of memories from the long lineage of elves before you. Instead of rolling a d20, you roll a d4 and multiply the number rolled with 5.

BIGGENED ARROW

1st-level transmutation

Race(s): Goliath/Half-Orc/Orc

Casting Time: 1 bonus action

Range: Self

Components: V, M (some chunks of bark)

Duration: 1 minute

The shaft of the first arrow or bolt that you fire during this spell's duration transforms into a small log mid-flight, dealing an extra 2d8 bludgeoning damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Constitution is your spellcasting ability for this spell.

BREATH OF NATURE

Transmutation cantrip

Race: Firbolg

Casting Time: 1 minute

Range: Touch

Components: V, S, M (some soil, plant fibres, and a tiny, recently deceased animal, which are consumed in the casting of the spell)

Duration: Instantaneous

You can revitalize non-sentient plants that have suffered minor, but threatening damage. You can do things such as mend a broken branch, restore a trampled or wilted flower, or regrow missing bark on a tree. The object or area you seek to revitalize must fit inside a 1-foot cube.



BREATH SHOW

Transmutation cantrip

Race: Dragonborn

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain one additional use of your breath weapon. The breath weapon use granted by this spell deals no damage. Additionally, you can cause shapes, colors, or both to appear in the breath itself (even if it deals damage), creating images, or shaping patterns.

When you reach 5th level, you get 1 additional use of your breath weapon while the spell lasts. The number of additional uses increases to 2 at 11th level, and to 3 at 17th level.

CALMING REASSURANCE

Enchantment cantrip

Race: Halfling

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A frightened creature you touch can make a saving throw against the effect or spell causing it to be frightened.

CELESTIAL COWL

Enchantment cantrip

Race: Aasimar

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of gauze)

Duration: Concentration, up to 10 minutes

You enchant a hood, hat or helmet you're wearing with obfuscating magic. A creature looking at you must succeed on a Wisdom saving throw to recognise you as an aasimar, otherwise believing you to just look like a similar humanoid.

Additionally, a creature that has seen you during the spell's duration that's trying to recollect your physical features must succeed on a Wisdom saving throw to do so successfully.

Charisma is your spellcasting ability for this spell.

CURRENT'S PULL

1st-level transmutation

Race(s): Triton/aquatic

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You command the currents to do your biddings. You point at a creature that is at least partly in water you can see within range, and conjure forth a current that tries to drag the creature with it. The creature must make a Strength saving throw to withstand the pull of the rushing water. On a failed saving throw, it's dragged 30 feet straight down if possible, or in a random direction if it's not. On a successful saving throw, it's moved 15 feet in a random direction instead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Charisma is your spellcasting ability for this spell.

DISTRACTING GLOBE

Conjuration cantrip

Race: Tabaxi

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a small mirror or other reflective surface)

Duration: Concentration, up to 1 minute

You conjure forth a small globe of light, up to 1 foot in diameter. The globe is of pure light that hovers in the air, can change colors, rotate, and make shapes appear in it. A creature attempting an ability check while it can see the globe must succeed on a Wisdom saving throw or have disadvantage on the ability check.

Charisma is your spellcasting ability for this spell.

DIVIDED WATERS

1st-level transmutation

Race(s): Triton/aquatic

Casting Time: 1 action

Range: 60 feet

Components: S, M (a small item containing air)

Duration: Instantaneous

You insert bubbles of pure air into bodies of water for the briefest of time. Choose a point you can see in a cold or moderately temperate liquid. You create a 5-foot radius, 30-foot high cylinder either upwards or downwards centered on that point that becomes instantly devoid of liquid. Any creature or object in the area falls to the bottom of the cylinder unless it can fly.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can create one additional cylinder for each slot level above 1st.

Charisma is your spellcasting ability for this spell.

JET STREAM

1st-level transmutation

Race(s): Triton/aquatic

Casting Time: 1 bonus action

Range: Self

Components: S, M (scales from a sea creature)

Duration: Concentration, up to 10 minutes

Air propels you forward in the water. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can move up to 50 feet in a straight line through water.

HEAVY HITTER

Transmutation cantrip

Race(s): Goliath/Half-Orc/Orc

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (broken pottery and a weapon)

Duration: 1 minute

A melee weapon you are holding is imbued with destructive power. For the duration, it deals double damage to objects and structures. The spell ends if you cast it again or if you let go of the weapon.

PLUMAGE ALERT

Transmutation cantrip

Race: Aarakocra

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your feathers change to a vibrant color. While the spell lasts, you can use a bonus action on a subsequent turn of yours to change the color again.

PROTECTIVE GLOW

1st-level abjuration

Race(s): Goliath/Half-Orc/Orc

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (small tiles with runes carved on them)

Duration: Concentration, up to 10 minutes

You touch one creature, granting it a layer of protection from harm. If the target isn't wearing medium or heavy armor, bludgeoning, piercing, and slashing damage that it takes from nonmagical weapons is reduced by 3.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage reduced increases by 3 for every two slot levels above the 1st.

RECORD MEMORY

Illusion cantrip

Race: Gnome

Casting Time: 1 action

Range: Self

Components: V, S, M (an item of sentimental value)

Duration: Concentration, up to 1 minute

When you cast this spell, you can store whatever information some of your senses give you for up to 10 seconds, including sounds, smell, and sight.

Alternatively, when you cast it, you can regain access to the latest information stored with this spell, as though you were sensing them once again.

SAFETY MEASURES

Transmutation cantrip

Race: Lizardfolk

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small container of water)

Duration: 10 minutes

For the duration of this spell, you have advantage on saving throws you make against poison because of ingested food.



SHIFT HOSTILITY

Transmutation cantrip

Race: Tiefling

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small, humanoid doll and a lock of your own hair)

Duration: 1 minute

A humanoid creature that you touch has disadvantage on all Charisma checks directed at one creature of your choice within 30 feet of you. When the spell ends, the creature you touched realizes that you used magic on it and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Charisma is your spellcasting ability for this spell.

TARGET PRACTICE

Transmutation cantrip

Race: Goliath

Casting Time: 1 bonus action

Range: Touch

Components: S, M (snow, water, or mud, which is expended)

Duration: 1 minute

You form up to one ball of the used material component in each of your hands. A ball is a ranged weapon with the *thrown* property, has a range of 40/80 feet, and deals 1d4 bludgeoning, nonlethal damage.

WATERCLAP

Transmutation cantrip

Race(s): Triton/aquatic

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

While fully submerged in water, you clap your hands, enhancing the resulting force or pull with magic, creating one of the following effects.

- Each creature within 10 feet of you that's fully submerged in water must succeed on a Strength saving throw or be pushed 10 feet away from you.
- Each creature within 10 feet of you that's fully submerged in water must succeed on a Strength saving throw or be pulled up to 10 feet towards you. A creature can choose to fail this saving throw.

Charisma is your spellcasting ability for this spell.

WAYMARKER

Transmutation cantrip

Race: Dwarf

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of chalk or coal)

Duration: Until dispelled

You make a small mark, a symbol, or a word appear on a surface of metal, stone, or wood.



RACIAL ITEMS

These items are meant to be more flavor than function (especially considering combat power) and as such should generally be safe to give to characters at low levels, maybe even at character creation.

AMULET OF HERITAGE - A GENIE'S GRACE TOWARDS A GENASI CHILD

Wondrous item, (un)common (requires attunement)

While wearing this amulet, any elemental who targets you with an attack or a harmful spell must first make a Wisdom saving throw (save dc 13). On a failed save, the creature must choose a new target or lose the attack or spell.

BLENDING BAND - TIEFLING TAIL RING

Wondrous item, (un)common (requires attunement)

This small band of what looks like silver chains can be fastened either to a horn or a tail. As an action, you can speak the command word and have the appendage it's on become invisible for 1 hour (one band works on two horns, if you want). Once you use this feature, you must finish a short or long rest before you can use it again.

BLESSING OF THE FOREFATHER - A FAMILY HEIRLOOM FOR DRAGONBORN

Wondrous item, (un)common (requires attunement)

This choker is made from tiny scales, and strengthens your roar and breath weapon. You can make your voice boom up to twice as loud as normal, and your breath weapon can't deal less damage than your Constitution modifier unless a creature has immunity to its damage type.

GRAPPLING SPEAR - A GOLIATH'S BEST FRIEND AMONG THE MOUNTAIN TOPS

Wondrous item, (un)common

This spear has runes carved into its handle, and a hook at the bottom of it. As an action, you can speak its command word and throw the spear up to 120 feet. If it hits a solid surface, it will bury itself into it. When stuck in a surface in this way, it can support a weight of up to 2000 pounds.

The spear remains stuck until you repeat the command word.

GROOMING COLORS - FOR THE TABAXI FASHIONISTA

Wondrous item, (un)common

An ornate, round brush with a long handle made of silver, with a mirror on its backside. By spending an hour grooming yourself, you can change the color of your fur to other natural colors. After 8 hours, the fur reverts back to its original color.

GUIDING AMULET - AN ON-DEMAND GUIDING STAR FOR AASIMARS

Wondrous item, (un)common

This amulet looks like a compass, and is made from smooth marble that goes from black to pure white, with every grey-scale inbetween. It can be used as a spellcasting focus, and when the *light* cantrip is cast using it, the spell's effect becomes alterable for the duration. As a bonus action, you can change the radius of the light shed to become anything between 5 and 30 feet. This change alters the bright and dim light both.



HARNESS OF THE HALF - HOW THE "WEAK" HALF-ORCS CARRY THEIR WEIGHT

Wondrous item, (un)common

This harness has several belts and straps, and is made to distribute weight in a way that makes carrying more easier. While wearing this harness, your carrying capacity is your Strength score multiplied by 20. Additionally, due to the even weight distribution, you have advantage on ability checks made to maintain your balance while wearing it.

JEWELRY OF THE SEA - A TRITON MEMENTO

Wondrous item, (un)common (requires attunement)

Whether it's an amulet made from a shell, a necklace of pearls, or a ring made from coral, this piece of jewelry not only reminds you of home, but also shows you the way. You always know which way leads to the nearest ocean.

MESSAGE POUCH - HALFLINGS' POSTAL SERVICE

Wondrous item, (un)common (requires attunement)

This small, unassuming pouch enchants stones, gems, and similar items stored in it. While holding an item enchanted by it, you can use an action to activate it, and speak into it for up to 1 minute. A creature familiar with these items know that if you gently tap it against a solid surface and say a particular Halfling phrase, it relays the content as if you were there to speak the words.

PEN PAL - GNOME DICTATION AT ITS FINEST

Wondrous item, (un)common (requires attunement)

The knowledge of where this quill draws ink from has been lost, and the wise gnome knows to resist the pull of tinkering with it to find out, instead finding joy in an ancestor's ingenuity.

During a short or long rest, you can place this quill on a piece of paper or parchment and speak its command word. When you do, it can take dictation for you for 1 hour.

Additionally, instead of writing down what you say, it can write in what general direction a person you know well is, as long as that person is on the same plane as you. You can also ask it for the approximate distance between yourself and that person, but if you do, you can't use the pen again until you've taken another long rest.

PRACTICE KITE - A KENKU'S ESCAPE FROM REALITY

Wondrous item, (un)common (requires attunement)

A small, bird-like kite that is enchanted to catch wind, however little there is. By performing a 1-minute ritual, you can make it float up to 60 feet directly above you for one minute. While holding its string, you can see through its 'eyes', but are blind to your own surroundings. Once you use this feature, you must finish a short or long rest before you can use it again.

QUIVER OF CALLING - AN ELVEN HUNTER'S CRY FOR ATTENTION

Wondrous item, (un)common

A finely made quiver with elaborate carvings of animals on its side. When you draw an arrow from this quiver, you can choose a calling cry of an animal you know. When the arrow is fired, it makes the sound of the calling cry, which can be heard 600 feet away.

SHADE OF HOME - WHERE A FIRBOLG CAN TRULY REST

Wondrous item, (un)common (requires attunement)

Within this small, wooden box, is a special seed gifted to firbolg who must leave their forest home. As an action, you can plant the seed into the soil and recite an ancient poem about yearning for home. When you finish the poem, the seed has grown into a tree between 5 and 15 feet (your choice). After spending a short rest under its branches, you can choose to take maximum healing from the first hit die you spend to regain hit points instead of rolling.

You can return the tree to its seed form as an action by touching it, reciting a poem about finding new sights to see.

SKULL HELMET - LIZARDFOLK'S SCARE TACTICS

Wondrous item, (un)common

A helmet given as a reward to proven warriors of a clan. Fashioned from the skull of a fearsome beast, like a crocodile, a big snake, and so on, it has been imbued with magic to enhance its effect on others. While wearing it, you have advantage on Intimidation checks against beasts and humanoids.

THALDRUR FLASKBREAKER'S DRINKING SET - A DWARF'S BEST FRIEND

Wondrous item, (un)common (requires attunement)

This set consists of a finely crafted tankard and bottle which gives off a faint light when the command word is spoken within 30 feet of them. The light fades away when the command word is spoken again. Any liquid poured in them while they shed light gains the taste of an alcoholic beverage of your choice.

TORQUE OF THE NIGHT - FOR THE AARAKOCRA THAT PREFERS HUNTING DURING THE DAY

Wondrous item, (un)common (requires attunement)

While wearing this jet black torque, you don't give off a shadow while flying.

CREDITS

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- PDF version can be found [here](#)

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