

Hybrid Blood

by David Silver



Pathfinder
ROLEPLAYING GAME COMPATIBLE



STARFINDER
COMPATIBLE

Hybrid Blood

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Hybrid Blood provides material for use with *The Pathfinder Roleplaying Game*, *The Starfinder Roleplaying Game*, and *5th Edition*.

Sections dedicated to a specific ruleset are designated with unique colors and symbols. For the convenience of the reader, a key is provided below.

PATHFINDER



5TH EDITION



STARFINDER



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Hybrid Blood contains several references to the fingerless rules from the *Ponyfinder Campaign Setting*. They are reprinted here for the sake of convenience.

FINGERLESS RULES

- Hand and ring slot items automatically adjust to fit, becoming anklets that otherwise function normally.
- Any worn magical foot slot items (boots, shoes, etc.) adapt to cover all extremities.
- Those with hooves may use horseshoe items, but doing so occupies the foot slot, preventing boots, shoes, and other such things.
- Creatures with the fingerless racial trait may wield/use items with their mouth as if with their primary hand.
- Touch attacks can be made with paws, talons, hooves, or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger.
- Unarmed attacks from fingerless characters can come in the form of teeth, slams, or hooves. They do normal damage for an unarmed adventurer of the appropriate size and are resolved entirely as unarmed, not natural, attacks.
- Somatic components are handled with hoof, horn, or the appropriate appendage.
- One-handed weapons with the ammunition property may be loaded despite lacking a free hand.



FINGERLESS RULES

- Hand and ring covering magic items automatically adjust to fit, becoming anklets that otherwise function normally.
- Any worn magical foot items (boots, shoes, etc.) adapt to cover all four extremities.
- Those with hooves may use horseshoe items, but doing so occupies the hooves, preventing boots, shoes, and other such things.
- Creatures with the fingerless racial trait may wield/use items with their mouth as if their primary hand.
- Abilities requiring touch can be made with paws, talons, hooves, or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger.
- Unarmed attacks from fingerless characters can come in the form of teeth, slams, or hooves. They do normal damage for an unarmed adventurer of medium size and are resolved entirely as unarmed attacks.
- Somatic components are handled with hoof, talon, or the appropriate appendage..
- One-handed weapons with the ammunition property may be loaded despite lacking a free hand.





THE AUTHOR'S WORK, BEAST PEOPLE

The Author was nothing if not insatiable in her need to create. While seeking out the ideal race, she tried her hand at countless blends of beast and man. Though she eventually settled on ponies with the fiery intelligence of man, she did not start there. In her mission to create perfection, she tried blending animal and man in a more even mix, with the two allowed to compete directly.

What became evident was that her creations did not stand out on their own. Many faded into human settlements as odd neighbors, and others joined tribes of more bestial races. Gnolls barely knew the difference when hyena-men mingled among their number. To ponies, they were humans, just like all bipeds. Their bigotry towards all bipedal races blinded them to the work of the Author standing in front of them.

Only one specific creation of hers broke this trend, the bear folk. They created a country of their own, and took upon themselves a name that none were allowed to forget. The Big Mao are the mightiest, in terms of societal progress and unity, of the Author's beast people. There are countless others, but only the bears ever managed to win acknowledgement from the other fey species.

BEAST PEOPLE

They appear as a person with strong bestial traits or as if a beast just rose up onto their hind legs and decided that it was just as good a way of living as being on the ground. There are as many kinds of beast people as there are animals in the world, which gives their entire species a dizzying variety.



BEAST PEOPLE PATHFINDER TRAITS



+2 to Two Ability Scores, -2 to One Ability Score: Beast people gain a +2 racial bonus to two ability scores and a -2 penalty to one ability score to represent their varied nature. These must be chosen from their strengths and deficiencies.

Hit Points (Starfinder Only): 4

Beast People: Beast people are fey with the beast people subtype.

Medium or Small: Beast people are either Medium creatures and receive no bonuses or penalties due to their size or Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks. Their size is chosen at creation.

Normal Speed: Beast people have a base speed of 30 feet.

Low-Light Vision: As with most fey, beast people can see twice as far as humans in dim light.

Diet: Beast people select one diet and gain its abilities and effects.

Mobility: Beast people select one mobility and gain its abilities and effects.

Languages: Beast people speak Common and the Sylvan of Everglow. Especially intelligent beast people may select elemental languages (Aquan, Auran, Ignan, or Terran) or fey languages (Elven or Gnome) as bonus languages.

BEAST PEOPLE 5E TRAITS



Ability Score Increase. You may assign up to three points among your listed strengths, with no more than 2 in any single ability score.

Age. A beast person lives about the same amount of time and matures at about the same rate as a human.

Alignment. Beast people can be of any alignment, but tend towards lawful or good when they descend from more social animals, especially those that work cooperatively.

Size. Your size is Medium or Small, chosen at character creation.

Speed. Your base walking speed is 30 feet.

Diet. Select one diet and gain its effect and abilities.

Mobility. Select one mobility and gain its effects and abilities.

Languages. You can read, write, and speak Common and Sylvan.

HEIGHT AND WEIGHT (USE THE SECOND VALUE IF YOU ARE SMALL)

Base Height	Base Weight	Modifier	Weight Modifier
4 ft. 5 in. OR 2 ft. 3 in.	120 lbs. OR 40 lbs.	2d6	x6 lbs. OR x2 lbs.

Age

RANDOM STARTING AGES

Adulthood	Intuitive	Self-Taught	Trained
14 years	+1d4	+1d6	+2d6

AGE CATEGORIES

Middle Age	Old	Venerable	Maximum Age
37 years	55 years	75 years	75 years + 2d20

DIET

All animals need to eat, and the beast people are no exception. From the long narrow beak of a woodpecker to the massive jaws of an alligator, a beast person will demonstrate the tools of their original bestial tribe, even if they have since become civilized. These methods of eating are often expressed in methods of attack or defense, allowing the animal to consume their food, or avoid being consumed in return. The list of possible animals are just examples. There are more animals in the world than any chronicler can dream of counting or categorizing, though some try.

BROWSER

Such animals are typically herbivorous, with a proud rack of horns, antlers, or tusks to attract partners and dissuade predators. Beast people with such horns may use them less often for spirited jousts; instead adorning them with jewelry or shaving them to specific forms.

Possible Animals: Antelope, Boars, Bison, Deer, Elephants, Goats, Narwhals, Rhinoceroses, Walruses, Zebras.

RACIAL NOTES



Strengths: Constitution, Strength, Charisma.

Deficiencies: Strength, Dexterity, Charisma.

Natural Attack: You have a natural attack, selected from the options below:

- A primary gore attack that deals 1d4 piercing damage (1d3 if you are Small).
- A primary hoof attack that deals 1d4 bludgeoning damage (1d3 if you are Small).

Scent: You have the scent ability with a range of 30 feet.

RACIAL NOTES



Strengths. Constitution, Strength, Charisma

Horn. You have a natural gore weapon. It deals 1d4 piercing damage. You are proficient with it.

Scent. You have advantage on Wisdom (Perception) checks based on scent.

GENERALIST

Some animals prefer to eat whatever happens to be available. Scavengers and omnivores, they tend to not have specialized weapons, but can survive in many more places than other, more focused, creatures. Such beast people fit in easily with others, going with the flow without looking clumsy.

Possible Animals: Corvids, Coyotes, Dolphins, Foxes, Monkeys, Opossums, Otters, Raccoons, Rats.

RACIAL NOTES



Strengths: Constitution, Strength, Charisma, Intelligence.

Deficiencies: Strength, Dexterity, Charisma.

Natural Attack: You have a secondary bite attack that deals 1d3 bludgeoning, slashing, and piercing damage (1d2 if you are Small).

Bonus Feat: You may surrender one strength and one deficiency. If you do so, you gain a bonus feat at first level.

RACIAL NOTES



Strengths. Constitution, Strength, Charisma, Intelligence.

Expert. You begin with one additional tool proficiency.

JAWS

Many animals focus much of their power in their jaws, where they catch their food, whether that be other animals or the tough fibrous stalks of plants. Such animals often have great smiles, promising pain to any that would bother them. Beast folk of this diet display their animal's teeth with even the slightest provocation, and tend to enjoy eating as a social activity.

Possible Animals: Bears, Canines, Felines, Foxes, Hyenas, Hippos, Komodo Dragons, Mice, Orcas, Rabbits, Rats, Sharks, Wolves.

RACIAL NOTES



Strengths: Strength, Constitution, Wisdom.

Deficiencies: Dexterity, Intelligence, Wisdom.

Natural Attack: You have a primary bite attack that deals 1d6 bludgeoning, slashing, and piercing damage (1d4 if you are Small).

Jaw Focus: You are considered to have improved grapple and improved trip, regardless of requirements, but only while using your jaws to perform the act.

Scent: You have the scent ability with a range of 30 feet.

RACIAL NOTES



Strengths. Strength, Constitution, Wisdom.

Bite. You have a natural bite weapon. It deals 1d6 slashing damage. You are proficient with it.

Scent. You have advantage on Wisdom (Perception) checks based on scent.



VENOMOUS

Brandishing nature's rapiers with dangerous toxins hidden inside, poisonous animals are often avoided by others, even those that may be significantly larger than them. Some animals have deadly fangs that serve much the same purpose. Venomous beast people tend to show little fear even in the face of physical superiority.

Possible Animals: Ants, Bees, Cone Snails, Jellyfish, Komodo Dragons, Platypuses, Scorpions, Sea Urchins, Snakes, Spiders, Wasps.

RACIAL NOTES



Strengths: Constitution, Dexterity, Intelligence.

Deficiencies: Strength, Dexterity, Intelligence.

Natural Attack: You have a primary sting attack that deals 1d4 piercing damage (1d3 if you are Small).

Poison (Ex): Any creature harmed by your sting must make a saving throw against DC 10 + 1/2 your level + your Constitution modifier or become sickened for 1 minute. If they are already suffering from this poison and are struck again and fail their saving throw, they become nauseated for 1 round, but cease being sickened.

RACIAL NOTES



Strengths. Constitution, Dexterity, Intelligence.

Sting. You have a natural bite weapon. It deals 1d4 piercing damage. You are proficient with it.

Poison. Any creature harmed by your sting must make a Constitution saving throw against DC 8 + your proficiency bonus + your Constitution modifier against 3d6 poison damage. Success reduces the damage by half.

SKILLED

Some animals do a very specific job very well. Whether that is battering into wood to unearth insects, flying in a way no other animal could dream of, or utilizing some special anatomy in a specific way to survive. Skilled beast people tend to turn that focus into their profession, taking great pride in the quality of their work.

Possible Animals: Anteaters, Beavers, Corvids, Dolphins, Hummingbirds, Octopuses, Otters, Raccoons, Simians, Woodpeckers.

RACIAL NOTES



Strengths: Dexterity, Constitution, Intelligence.

Deficiencies: Strength, Dexterity, Wisdom.

Scent: You have the scent ability with a range of 30 feet.

Focused: Any one skill becomes a class skill for you. If

that skill becomes a class skill through other means (such as taking a level in a class), you gain a +2 racial bonus to that skill.

RACIAL NOTES



Strengths. Dexterity, Constitution, Intelligence.

Scent. You have advantage on Wisdom (Perception) checks based on scent.

Focused. You gain proficiency in one additional skill.

SUN POWERED

Few beast people are not bestial at all. They draw instead from the plant kingdom. They look much like the beast people, but have traits of flora instead of fauna. Their behavior and physiology can be difficult to predict, echoing their plant nature in sometimes obtuse ways.

Possible Animals: Cacti, Flowers, Gourds, Trees, Vines.

RACIAL NOTES



Strengths: Strength, Constitution, Charisma.

Deficiencies: Any.

Plant Anatomy: When you would suffer precision damage or a critical hit, you have a 25% chance of negating the extra damage. This functions as and does not stack with fortification.

Photosynthesis: If you spend at least 8 hours in the sun on any given day, you do not require food.

RACIAL NOTES



Strengths. Strength, Constitution, Charisma.

Photosynthesis. If you spend at least 8 hours in the sun on any given day, you do not require food.

TOOTH AND CLAW

Sharpened fangs and rending claws make an excellent combination. Descending on foes in a terrible fury, such creatures are usually predators, and hunt to sate their hunger. Tooth and Claw beast people share their love for meat, and often find a special thrill when they can take part in the hunting or preparation process.

Possible Animals: Bears, Birds, Felines.

RACIAL NOTES



Strengths: Dexterity, Strength, Wisdom.

Deficiencies: Strength, Intelligence, Charisma.

Natural Attacks: You have a primary bite attack that

deals 1d4 bludgeoning, slashing, and piercing damage (1d3 if you are Small) and two secondary claw attacks that deal 1d3 bludgeoning and slashing damage (1d2 if you are Small).

RACIAL NOTES



Strengths. Dexterity, Strength, Wisdom.

Bite. You have a natural bite weapon. It deals 1d4 slashing damage. You are proficient with it.

Claw. You have a natural claw weapon. It deals 1d3 slashing damage. You are proficient with it. It has the light property.

MOBILITY

How an animal gets from place to place can dramatically change how they approach the world. A cat and a hawk both descend suddenly on prey with mouth poised for the killing blow and terrible grasping digits that tear and hold, but few would mistake one for the other.

AMBUSH

Animals that demonstrate this, most often cold-blooded species, seem to be still as a rock until they are suddenly on top of their prey. Conserving their energy until the precise right moment, and not given to chases, even short ones, these animals are finely tuned machines of sudden death. Beast people with this trait tend to be defined by using few needless words and being patient for the right time to act.

Possible Animals: Alligators, Felines, Snakes, Many insects.

RACIAL NOTES



Strengths: Strength, Intelligence, Wisdom.

Deficiencies: Constitution, Dexterity, Charisma.

Lurking: Stealth becomes a class skill for you. If you gain Stealth as a class skill through any other means (such as taking a level in a class), you gain a +2 racial bonus to Stealth.

Sudden Pounce (Ex): You have a pounce attack, allowing you to make a full attack at the end of a charge, but only during surprise rounds.

RACIAL NOTES



Strengths. Strength, Intelligence, Wisdom.

Lurking. You gain proficiency in the Stealth skill.

Sudden Pounce. When you attack an enemy that is unaware of your presence, you can gain advantage on the attack as a bonus action.

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AQUATIC

The water was the starting point of life, and some still find it quite comfortable. Such beast people take pleasure in swimming, even though they breathe just fine in the dry air. Their behaviors vary as wildly as the ocean's mood.

Possible Animals: Alligators, Amphibians, Dolphins, Fish, Otters, Snakes, Whales.

RACIAL NOTES



Strengths: Strength, Dexterity, Intelligence.

Deficiencies: Dexterity, Wisdom, Charisma.

Swim: You have a swim speed of 30 feet.

Amphibious: You have the amphibious special quality.

Aquatic: You have the aquatic subtype.

RACIAL NOTES



Strengths. Strength, Dexterity, Intelligence.

Amphibious. You can breathe water and air interchangeably.

Speed. You have a swimming speed of 30 feet.

CLIMBER

Scaling trees or scaling rocks, such animals specialize in traversing terrain by the ground that other animals would balk at even attempting. Such beast people tend to have a fascination with getting into things and a burning curiosity.

Possible Animals: Cats, Goats, Koalas, Simians, Sloths, Spiders.

RACIAL NOTES



Strengths: Strength, Constitution, Intelligence.

Deficiencies: Dexterity, Intelligence, Charisma.

Climb: You gain a climb speed of 30 feet.

RACIAL NOTES



Strengths. Strength, Constitution, Intelligence

Speed. You have a climbing speed of 30 feet.

FLYER

If you have wings, it is time to fly. This covers the majority of fliers that move in graceful occasional flaps when the wind isn't doing most of the work for them.



Being a broad category of so many different species, beast people of this mobility can be harder to stereotype.

Possible Animals: Bats, Birds, Insects.

RACIAL NOTES



Strengths: Dexterity, Constitution, Charisma.

Deficiencies: Dexterity, Strength, Charisma.

Winged: You can make a Fly check to avoid taking damage when falling. Fly is also a class skill for you.

RACIAL NOTES



Strengths. Dexterity, Constitution, Charisma.

Winged. When falling, you may make a Dexterity (Acrobatics) check to land safely.

HOVERER

Not all flyers are the same. Some are small and darting things, taken to extreme maneuverability. Such beast people tend to be quick to take action, for good or bad, sometimes not thinking through the consequences.

Possible Animals: Hummingbirds, Insects.

RACIAL NOTES



Strengths: Dexterity, Constitution, Wisdom.

Deficiencies: Dexterity, Constitution, Strength, Intelligence.

Winged: You can make a Fly check to avoid taking damage when falling. Fly is also a class skill for you.

Precise Wings: If you gain the ability to fly with your wings, improve your maneuverability by one step. Flying is a taxing act, having the same round limits as running. You may not use winged flight for long distance travel. You gain Hover as a bonus feat.

RACIAL NOTES



Strengths: Dexterity, Constitution, Wisdom

Deficiencies: Dexterity, Constitution, Strength, Intelligence

Winged. When falling, you may make a Dexterity (Acrobatics) check to land safely.

Precise Wings. If you gain the ability to fly with your wings, you have advantage on any Acrobatics or Athletics checks related to flying. Flying is a taxing act; if you end your turn flying, make a Constitution save against DC 13 or fall. You may not use winged flight for long distance travel.

LEAPER

Powerful legs, often with pronounced thighs, propel such beasts in great leaps forward. Such creatures often have little need for walking, even finding such actions awkward. Leaping beast people tend to be flighty in personality and prove easily distracted.

Possible Animals: Antelope, Deer, Impalas, Kangaroos, Kangaroo rats, Rabbits, Wallabies.

RACIAL NOTES



Strengths: Dexterity, Strength, Wisdom.

Deficiencies: Strength, Constitution, Intelligence.

Astounding Leap: You take no penalty for jumping without a running start. When performing a high jump, the base DC to make the jump is three times the height to be reached instead of four times.

Lucky Bounce: If you move through, but don't stop on, a square with a pressure-sensitive trap or mechanism, there is a 50% chance you were in the air at the time you passed by and do not trigger it.

Spry: Acrobatics is a class skill for you. If you gain Acrobatics as a class skill through any other means (such as taking a level in a class), you gain a +2 racial bonus to Acrobatics checks.

RACIAL NOTES



Strengths: Dexterity, Strength, Wisdom

Astounding Leap. You take no penalty for jumping without a running start, and you can move 50% further when jumping.

Lucky Bounce. If you move through, but don't stop on, a space with a pressure-sensitive trap or mechanism, there is a 50% chance you were in the air at the time you passed by and do not trigger it.

Spry. You are proficient in Athletics.

SLIDER

Some things just have no legs, and get along just fine despite that. Sliding beast people are quite noticeable, with a powerful tail replacing their legs, like that of a naga or a related creature.

Possible Animals: Snakes.

RACIAL NOTES



Strengths: Strength, Constitution, Charisma.

Deficiencies: Dexterity, Intelligence, Wisdom.

Legless: You have no legs, making you impossible to trip. Feet slot items that you wear become a decorative

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covering along the underside of your body until you remove them. You must wear both boots as normal, or the transformation fails to occur.

Balanced Tail: When balancing on narrow platforms, consider them twice as wide for the DC of retaining balance.

Climb: You gain a climb speed of 20 feet.

RACIAL NOTES



Strengths: Strength, Constitution, Charisma

Legless. You have no legs. Magic items that you normally wear over your feet that become a decorative covering along the underside of your body until you remove them. You must wear both boots as normal, or the transformation fails to occur.

Balanced Tail. When balancing on narrow platforms, consider them twice as wide for the difficulty of retaining balance.

Speed. You gain a climbing speed of 20 feet.

STAMPEDER

Not always the fastest, but once they start moving, nothing can hope to stop them. Especially in groups, but even alone, most predators don't want to get in the way of one of these once they get moving at full speed. Such beast people are known for being slow to act, but also slow to stop, devoting themselves to a given task.

Possible Animals: Bears, Bison, Elephants, Horses, Whales

RACIAL NOTES



Strengths: Strength, Constitution, Charisma.

Deficiencies: Dexterity, Intelligence, Wisdom.

Slow and Steady: Your base speed decreases by 5 feet. You are not slowed down by armor or encumbrance.

Overwhelming Pace: You gain Improved Overrun as a bonus feat.

RACIAL NOTES



Strengths: Strength, Constitution, Charisma

Speed. Your movement rate decreases by 5 feet. You are not slowed down by encumbrance.

STRIDER

Always be moving. Striders are endurance machines, capable of keeping up a lively motion for hours at a time without tiring. While a sprint or full run will tire them as quickly as any other, they are always just a little faster.

Striding beast people tend to seem restless when they must be still.

Possible Animals: Camels, Canines, Horses.

RACIAL NOTES



Strengths: Strength, Constitution, Intelligence.

Deficiencies: Strength, Dexterity, Intelligence, Wisdom.

Fleet-Footed: Your base speed increases by 5 feet.

RACIAL NOTES



Strengths: Strength, Constitution, Intelligence

Speed. Your movement rate increases by 5 feet.

SUDDEN

Animals with this mobility are ground-bound, but ready for a sudden rush, be it towards food or away from a predator that has decided to do much the same to them. What they lack in staying power, they pour into intense bursts of speed. Beast people with this trait tend to be a little jumpy, as if looking for a chance to strike, or flee.

Possible Animals: Felines, Antelope, Boars, Bison, Deer, Rodents, Equines.

RACIAL NOTES



Strengths: Dexterity, Constitution, Wisdom.

Deficiencies: Strength, Dexterity, Intelligence.

Sudden Turn: When taking a withdraw, run, or charge action, your base speed increases by 10 feet.

Bolt: Once per day, you can move twice as far as normal when taking the run action.

RACIAL NOTES



Strengths: Dexterity, Constitution, Wisdom

Bolt: You can take the dash action as a bonus action.

TUNNELLER

While some escape into the lofty heights, others find the other way from the surface works equally as well. Such burrowing creatures find safety in their dens, where fewer predators can find them, and their prey tends to be slower. Such beast people often sport claws or fingers that look intimidating, though they are meant for dirt, not flesh. They are good at keeping secrets, and not prone to gossip.

Possible Animals: Badgers, Chipmunks, Foxes, Groundhogs, Moles, Mongooses, Rabbits, Some spiders.

RACIAL NOTES



Strengths: Strength, Constitution, Wisdom.

Deficiencies: Dexterity, Intelligence, Wisdom.

Burrow: You gain a burrow speed of 20 feet that functions in dirt, sand, and other equally as tough materials. You may leave a passage other creatures of your size or less can traverse by moving half as fast, otherwise it collapses after you within a round's time.

RACIAL NOTES



Strengths: Strength, Constitution, Wisdom

Speed. You gain a burrow speed of 20 feet that functions in dirt, sand, and other equally as tough materials. You may leave a passage other creatures of your size or less can traverse by moving half as fast, otherwise it collapses after you within a round's time.

BEAST PEOPLE POWER

To explain the power of these people is difficult. Their primary strength is variety. Even two beast people of the same apparent species may express themselves in wildly different ways. One bovine-person may become an unstoppable force when provoked, while another moves with delicate purpose, darting nimbly despite their bulk.

Some animals seem to lend themselves to an even more dizzying variety. Foxes, for instance, can specialize with their teeth, claws, or opt entirely for the sharpness of their mind and skills, to speak nothing of the wide modes of motion they may employ, from darting foxes, to climbing foxes, to foxes that dig or spring as if in joy.

There are some traits that bond all beast people together. Their eyes shine in the dark, allowing them to see further in dim lighting. They all glimmer in that subtle way of the fey races, and they are all bound to the natural world. This attachment can be strong or weak, but no beast person can bring themselves to harm or mistreat a member of the race they appear as. Just as ponies love their 'simple hoof' horses, a Big Mao will always revere a bear, and a beast person, even starving, will find another meal instead of taking it from the jaws of a feral member of their own.

BEAST PEOPLE NAMING

The beast people rarely refer to themselves as beast people. They feel far more kindred with their individual species than beasts as a whole. It was humans that gave them the name, and it stuck quite firmly. Often living on the peripheries of human society, the beast people often end up with human-sounding names, with nicknames that poke at their specific beast. Example names: Tod Purrfect, Susan Longtail, Stripes McGee, Big Daddy Bear, Madame Lafume.

A BRIEF HISTORY OF BEAST PEOPLE

At first mistaken for new breeds of lycanthropes, the beast people were not welcomed among most human settlements. It was a druid that proved with finality that they were a new sort of creature, and weren't shapeshifters at all. The same druid, who would have been remembered as a hero among the beast people, also gave them their name. They settled the difference in quietly forgetting the druid's name, rather than bear a grudge on the title they'd rather forget.

Some withdrew into the wilderness, carving out tiny hamlets where it felt natural for them to do so. A few became consummate loners, claiming it was as nature intended. The warring nature of the human-held lands did not treat them well. Seeking more resources, human kingdoms had little patience for the claims of a lone creature over a territory that had any resources worth taking.

The bear folk turned this into a lesson, becoming the Big Mao and a nation that proved impossible to invade. For the rest, their efforts were long and painful, and not always as successful. The most prosperous of the beast people were those who got along with humans in their cities. Animals that could survive in urban settings often turned out beast people that could do the same. Foxes, coyotes, cats and dogs, mice, rats, and other beast people roam the dense city streets with far greater ease than more 'wild' breeds.

Some of the more wild breeds found that their talents were appreciated in mercenary work. They became sellswords and adventurers, where they could apply their abilities alone or in small groups and reap the rewards from larger entities that they didn't wish to be a true part of. A lone rhino that doesn't socialize often, but will keep a watchful eye over their target at all times can be an excellent bodyguard. Aquatic beast people band together, even purchasing a boat to share among them and make a living plying the trade routes. Otters, sharks, and dolphins all find the life of sailing pleasing, and enjoy making their livelihood from the waves.

They entered the pony lands late in the game. They walked beside the humans, and were called as such by the fey that lived there. It was perhaps a cruel irony that even other fey creatures, like satyrs and nymphs, were seen as humans by those that lived there. Neither ponies nor the feline species accepted them as kin, even as they welcomed the Big Mao.

LIFE OF BEAST PEOPLE

A varied people, the life of any one beast person can be quite different from another. Typically, two beast people will find one another and create the next generation. Many make enduring bonds that persist until one partner dies, but some become bored, or simply never create that lasting bond to start with, much like some of

the humans they live with. The fact that they are compatible with most humanoids only strengthens this, leading them to often take up the marriage and house-forming habits of the society they live in.

Beast people tend to beget other beast people of the same species as them. This only diverges reliably when the two parents don't share the same bond, or one of them isn't even a beast person. This creates a desire in most beast people to find others who are like themselves, which is common enough in most species. If a beast person does pair up with a non-matching partner, the child may take after either of its parents.

A beast person cub will start life much like a cub of whatever species they are bonded to. This may make things easier on their parents, or keep them constantly on their toes. Development of speech and more civilized thoughts take as long to develop for such children as any other, even if they are scampering around days after birth, getting into anything their parents didn't secure well enough.

As soon as the cub begins to learn the language of their parents, they begin to ask questions about what the parents do. If they work within sight of the cub, the cub will often watch and study the motions used, eagerly absorbing them. If the parent can afford it, this is often when schooling is considered, to let their eagerly-learning child receive the education they desire. Even if such a cub is sent to school, they will have no shortage of questions for their parents when they are home.

The drives that power a cub become more and more pronounced as they grow towards adulthood. They will slow down, or pick up. They may seek out friends, or withdraw. Each cub is a special case, and they begin to show those traits more and more clearly. Civilized beast people will often seek a master for their child to apprentice to if they've shown any interest in a skill. Wilder beast people begin to take their children on hunts, serving as a personal mentor in how to survive.

Setting out on their own, most beast people bid their parents a fond farewell and seek to establish themselves. While a once-cub may stay in the same town or city, they will often avoid competing with their parents. If practical, they will visit for holidays, often coming home bearing all manner of gifts and foods. It is said that this was, long ago, a gift to avoid being attacked by territorial parents. It has become a fond tradition, with most such parents wishing no ill on their children, even when visiting as adults.

When a beast person feels age starting to tug at them, they slow as most animals do. Their approach of the increasing signs of their mortality are met on their own. While some beast people have friends they trust enough to approach and talk about their crisis, most face it in their own individual way. The beast

people often lack cohesive enough social structures to have a communal response to the event.

Beast people die much as their bonded animal, often retreating when they are in pain or feel the end coming. They only rarely leave a body to be found easily. If they had surviving family in the area and their death is reasonably confirmed, their possessions are taken by their closest blood relative if no proper will is left, which it often isn't. Beast people who accomplished great things are then commemorated by those that knew them, often with a lasting monument that can be enjoyed by others. A public bench, an artificial pond, a statue, or a play set may all be fine things to remember the dearly departed.



STEREOTYPES OF OTHER RACES

Ponykind: They see us as just another variety of human. If you have horse blood, it's easy to confuse them. Otherwise, they have little to do with us. There's an irony, a four-legged race thinking so highly of themselves. We won't be as easily fooled as 'humans' into thinking they are anything but wickedly clever.

Humans: We blend in with them. When they say 'beast person', that person part is their short-form for human. Humans are about as bad as ponies at thinking the world revolves around them, as if other sapients are not people. Still, they provide fine cities to live in, if you're up for that sort of thing.

Elves: Most of them fled long ago to their precious continent across the seas. Some still lurk around. They live with the humans, or the ponies, mostly. Some of them try to set up their own little communes. They don't usually consider us, for good or bad. That can be a positive. Make your first impression good.

Dwarves: They dig deep. If you are a digger yourself, you may feel some distant kinship. I wouldn't count on it. Most of them look down on us, even if you're twice their size.

Halflings and Gnomes: They are the 'humans' ponies like. If you want to get in with the ponies, make friends with the short-folk, and have them introduce you. It's the easiest and most direct way. A gnome-vetted person is almost instantly trusted.

Orcs: They love a good fight. Do you? You might be able to win respect with them. Be strong, relentless, and be ready to have that tested constantly. For some, that sounds ideal, for others, a nightmare. Make your own decision, but make it loudly, or nowhere they can see it.

Felines: The feline species of Everglow are kin. The ponies deny it, but the cats never moved far from their roots. If you share their bond, they will accept you. You'll have to prove yourself. Rare is the pride that accepts a member that can't pull their own weight, after all. A fine people, if you're a cat.

Cloven: Polite, courteous, and driven by results. The cloven have no issue with one of us moving in beside them, provided we cause them no trouble. If we actually improve the community, they'll notice, and comment, and compliment. They'll speak up if we're trouble just as easily, though they'll try to keep it polite. They'll give you a fair chance, is what I'm saying.

Flutterponies: Those butterfly ponies? They like colors, I hear. Dress your best and be ready for them to talk and talk and talk and talk. Don't mind that? They'll be fine.

Big Mao: First rule, capitalize their names. They hate it when you don't. They are us, but they fought for the right to be called what they wanted. They fought for the right to rule a country of their own. They will welcome

us like lost brothers and sisters, but their country is theirs, and they leave little room for doubt.

Impure: Odd ponies that the ponies hate. They can become easy friends. Poor things are so used to being outcast, a friendly face can really turn around their day. They're mostly alright, if you don't mind four-leggers.

Ruminants: Never heard of them.

Drakehooves: They are more common in human lands than the pony ones, which is a bit off if you think about it. They don't act like ponies, and they demand respect. They're usually ready to back up their demands with actual strength and skill though, so don't discount them.

Krava: When they first had the fire light in their eyes, they belonged to the humans. There is a reason they were able to escape, and we played some part in that. I hear they are quite well-off with the ponies, marching with their herd. I wonder if they remember us...

Gem Gnolls: Ugh. People mistake us for them, and it never ends well for us. Heaven forbid you're of hyena blood. If you are, avoid any area that the gnolls, of any kind, may frequent. You've signed on for a hard life.

DIVINE OPINIONS

Blaze: One of the many foul impurities that threaten my wards. If they dare to move against us, I will see them burned.

Moon Princess: Many of them enjoy the touch of my moon. They can live alongside ponies, so I see little reason to scorn them.

Sun Queen: Humanity can shine in so many colors, and this is but one of their hues. To call it a single hue is, perhaps, an oversimplification, as they also dazzle the world with their many colors. I enjoy watching them, especially those that burn so brightly with their passions. They are not a bad people, but few of them look to me specifically.

Night Mare: Worthy of control. Worthy of use. They can be spoken to, making them fine servants. Some of them yearn for acceptance, use that, and them. Turn them against our enemies.

Sheila the Author: ...

Apep: Maybe one of these ages will be for them. We won't know until I burn it all away. What do you say? Holding me back is possibly hurting your chances. Let's give progress a chance!

Lashtada: Mmmm, look at them. Two species, wed and bound. How can I not like them? I wish they'd smile back at me. They also seem to avoid mixing things further, which is troublesome. Perhaps, one day, I'll reach them.

Soft Whisper: They are not mine to care for. The human

gods step up and cast their judgments, if their souls reach them. It seems little surprise to me that humans become mindless and tormented undead so easily, with divinity that expects so much from a freshly passed soul. I do not envy them. If one were to worship the pony pantheon, I would walk at their side that one vital time.

WHAT ABOUT THE OTHERS?

There are countless possibilities in Everglow. What about the bison, the jaguars, and the alpaca? When are we going to get to giving those stats? The short answer is, maybe never. The longer answer is, you have them, right here. Create a beast person and give them quadruped (if they aren't a bird or simian) and fingerless (optional for birds, up to you how agile those talons feel like being, probably not for simians or raccoons). Just like that, you've made a new Everglow race.

Kara: They are humans, but not. My children know how to assume much the same role, but my children are not noticed, whereas a beast person has no choice but to stand out, more often than not. They make suitable pawns, but little more, in the end.

Unspoken: They're hard to predict, I like that. One may play a game with you, happy as can be, while another gets grumpy the moment something unexpected happens. They run the gamut, which makes them tricky to approach. I enjoy a challenge...

Princess Luminace: It has long been a topic of interest to me, enough to fill several considerable tomes with the collected data I've managed to compile with the aid of my priests. I feel certain that they are the Author's children, just like we, ponies, are. It seems a shame that we don't offer a hoof of friendship to them, our cousins. I encourage my priests to remember my teaching. They can be allies, and I think most of them would welcome the chance.

BEAST SATYRS



This is an alternate racial trait that pony satyrs can access by surrendering their unique destiny. When a beast person crosses with a human or other non-beast person, sometimes their animal half seems to collect at the bottom, the top looking like their other parent. Unlike most other pony satyrs, not being pony blooded, they have no brand of destiny.

Mobility: You gain one mobility and its effects.

Diet: You gain one diet and its effects. Determine your ability scores as a beast person.

Beast Blood: You qualify as a beast person for feats, classes, spells, and any other effect used by or against you.

Destiny: Lose the Unique Destiny racial trait. You do not qualify as ponykind for effects related to race.

Blendless: Lose the Blend of Views racial trait.

BEAST PEOPLE FEATS



An important note: These feats are designed to let you emulate the unique anatomy of all manner of animal, but you should not take them all. You are a specific animal, and your feats should reflect that. A fox does not have spines, nor does an owl have a brutal kick. Your GM is encouraged to keep feat picks thematic for your animal.

AMPHIBIOUS

You have no need of holding your breath in the waves, for they have enough air for you.

Prerequisites: Beast people, swim speed.

Benefit: You gain the ability to breathe in water, gaining the amphibious quality.

BEAR HUG (COMBAT)

Despite its name, many animals attack by squeezing their victim, crushing organs and choking them to death all at once. This mode of attack is most common in snakes, appearing only rarely outside of them.

Prerequisites: Beast people, slider mobility.

Benefit: You gain the constrict ability, dealing 1d6 + your Strength bonus bludgeoning damage every time you make a successful grapple check.

BIOSHOCK

Some creatures can deliver painful, potentially lethal, jolts of electricity on command. Turns out you're one of them.

Prerequisites: Aquatic mobility, beast people.

Benefit: Once per day, you may use a standard action to deliver a painful jolt of electricity as if casting *shocking grasp*. This is an extraordinary ability. This use of the spell does not have a limit on its damage dice and uses your character level and Constitution. If you are capable of casting spells, you may spontaneously convert a 1st-level or higher prepared spell or available spell slot to cast *shocking grasp* as a spell, though the level cap on damage applies when cast this way.

BIOLUMINESCENT

You can give off a glow, dim or bright. You save so much a year on torches and candles.

Prerequisite: Beast people.

Benefit: You can glow with a variable intensity, shedding up to a 30-foot radius of bright light and increasing the light level by one step for another 30 feet. Changing your light is a standard action, including turning it off or on. The color of the light is usually static, but some creatures of the deep make quite a show. Once per day, you can emit a blinding flash as a standard action. Everyone other than yourself within 30 feet must make a Fortitude save (DC 10 + 1/2 your level + your Constitution modifier) or become blinded for 1d4 rounds. Those who succeed on the save are instead dazzled for one minute.

Special: When activated or used within the range of magical darkness, this counts as a spell level equal to half your character level, maximum 9th.

BRACHIATION

To some primates, the trees are only an aid to movement, not a hindrance.

Prerequisite: Beast people.

Benefit: In thick vegetation, you can swing from branch to vine to any other convenient handhold with ease, allowing you to move full speed even in a jungle, and giving you an essential climb speed equal to your land movement rate when in such lush places. You must have your hands free to use this movement.

BRUTAL KICK (COMBAT)

Intense leg muscles, a hardened hoof, deadly claws, or possibly a combination make dealing with your sudden kicks a hazardous task.

Prerequisite: Beast people.

Benefit: You gain a kick primary natural attack. It deals 1d6 bludgeoning and slashing damage (1d4 if you are Small).

CHAMELEON HIDE

Your pigmentation can adjust to fit the surroundings, allowing you to hide with greater ease.

Prerequisite: Beast people.

Benefit: Stealth becomes a class skill for you. When hiding, your Stealth check increases by 1 every round. This stacks up to once per 3 character levels. Moving removes this bonus, requiring more time remaining still to regain it.

COMPRESSIBLE BODY

Rodents and spineless creatures are sometimes capable of amazing acts of contortion, fitting into areas smaller than even their head.

Prerequisite: Beast people.

Benefit: You gain the compression ability. You can move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing.

CONSTANT BOUNCE

Some creatures seem to barely ever touch the ground. You are either still, or jumping. There is no middle ground.

Prerequisites: Beast people, leaper mobility.

Benefit: You are always jumping. You do not touch the ground while moving, only where you begin your movement and when you end it. You must touch the ground to change direction, but can do so as part of your movement without slowing. You no longer make Acrobatics skill checks for long jumps, only restricted to your movement rate in a given round.

Special: When using Rebounding Jump, you must still make skill checks.

CRUSHED UNDERFOOT

People know how dangerous it can be to get your kind moving. If they don't, teach them.

Prerequisites: Beast people, stamper mobility.

Benefit: You gain the trample ability. You may use a claw, gore, or hoof attack instead of a slam attack for damage purposes but you must have one of those attack options to use this ability. As per trample, add 1 1/2 times your Strength modifier to the trample damage.

DEFENSIVE CURL (COMBAT)

Some animals wear segmented suits of armor naturally. A quick tuck and their softer parts are hidden from predators beneath the protection.

Prerequisite: Beast people.

Benefit: As a move or immediate action, you may curl or uncurl. While curled, you cannot move and are denied your Dexterity bonus and any dodge bonuses to your Armor Class, but are not helpless. Your natural armor increases by 1. This bonus increases by 1 for every 3 levels you have. You gain the effects of evasion while curled. If you already have evasion, this becomes improved evasion instead. This can be done after a rolled attack, possibly turning a hit into a miss, but must be used before a Reflex saving throw is made.

DISCERNING NOSE

It is one thing to be able to smell out prey or an oncoming predator, but another thing entirely to be able to determine the ingredients of a meal with just a sniff.

Prerequisites: Beast people, scent ability.

Silver Games

Benefit: You may identify potions, chemicals, and food by scent, not requiring a taste. Given the smell or presence of a living thing, you may make a Knowledge or Perception check to identify it, even if you only have a lingering scent to work with.

EARTH SENSE

You can feel it, that faint tremble. It means something, and you understand.

Prerequisites: Aquatic or tunneller mobility, beast people, character level 7th.

Benefit: You gain tremorsense with a range of 30 feet.

ECHOLOCATION

With a shrill sound that only you can hear, you can get a sense of the world even while moving quickly.

Prerequisites: Beast people, character level 7th.

Benefit: You gain blindsense with a range of 30 feet.

FLEXIBLE MOBILITY

While most beasts focus on one means of escaping danger and securing their food, some blur the lines.

Prerequisite: Beast people.

Benefit: You gain a second mobility and all its benefits. This does not affect your ability scores.

GRASPING JAWS (COMBAT)

Once you sink your teeth into your prey, you don't let go.

Prerequisites: Beast people, bite attack.

Benefit: Your bite gains the grab ability, allowing you to start a grapple as a free action when scoring a hit with your bite attack on an opponent that is your size or smaller. This grapple attempt does not provoke attacks of opportunity.

HEAVY HIDE (COMBAT)

Your skin has become as thick and tough as the animal you represent, deflecting otherwise lethal blows.

Prerequisite: Beast people.

Benefit: Every day, renewed after a night's sleep, you gain 3 temporary hit points per level.

HONED HORN (COMBAT)

You have learned to maximize the use of your natural weapons in brilliant charges.

Prerequisite: Gore attack.

Benefit: When you knock enemies prone as part of an overrun combat maneuver, you may make an attack of

opportunity against those targets using your gore attack. If you fail the overrun or move past them without knocking them over, you may still make an attack of opportunity against them using your gore attack, but you have a -5 penalty to the attack roll.

LETHAL TOXINS (COMBAT)

Your poisons have become immediately hazardous to those injected, not that anyone was rushing to try it before.

Prerequisites: Beast people, venomous diet, character level 3rd.

Benefit: When a victim is exposed to your sting's poison, it deals damage on the first exposure (not on repeated saving throws to throw off the poison). This deals 1d6 damage for every three character levels and ignores damage resistance unless it is DR/—. Successfully saving against this poison reduces this damage to half. Creatures immune to poison are also immune to this effect.

MASSIVE JAWS (COMBAT)

They didn't get physically bigger, you just became better at using them.

Prerequisites: Beast people, bite attack, character level 5th.

Benefit: Your bite attack's die size increases by one and you may add 1 1/2 times your Strength modifier to your bite damage whenever you make an attack with it alone.

MORE BEAST THAN MAN

Even those accustomed to beast people can be surprised by the first sight of your form.

Prerequisite: Beast people.

Benefit: You are a taur, with the full body of your beast, its neck and head replaced with the torso of a humanoid. This grants you the benefits of being quadrupedal (+50% carrying capacity and +4 CMD vs. trip attacks). Your weight doubles. Your size also increases by one category, but you become a long creature, often meaning your reach is unchanged by your new size. You gain the undersized weapons ability, allowing you to wield weapons sized for your original size. Your Strength increases by 2. Your natural armor increases by 1.

Special: You must take this feat at 1st level.

MUSK CLOUD (COMBAT)

When pressed into a corner, you can emit a foul odor that can leave foes reeling. Watch out, it works on you just as well.

Prerequisites: Beast people, character level 5th.

Benefit: As a standard action, you may emit a cloud of foul-smelling chemicals that burn at the softer parts of your enemies. This functions as a *stinking cloud* with a caster level equal to your character level and your Constitution serving as the casting ability score for its DC. You may do this once per day, gaining an additional use per day at 10th level and every five levels thereafter.

NATURAL SWIMMER (COMBAT)

You are not a fish or something like it, but you play the part quite nicely when you decide to enter the water.

Prerequisites: Beast people, must not have aquatic mobility.

Benefit: You gain a swim speed of 20 feet.

POISONED SKIN (COMBAT)

Your brightly-colored skin is a warning to others. To sample your flesh is to invite death.

Prerequisite: Beast people.

Benefit: Those that land a bite attack on you, grapple you or are grappled by you, or who otherwise make contact with your skin are exposed to your poison. Once per day, you can apply this poison to a weapon without risk of injury to yourself. Those who swallow you are exposed to the poison twice at once, causing one saving throw with the DC increased by +2, but they are not exposed again while you remain inside them. A target can only be exposed to your poison due to contact once per round. You may select any one of the poisons below, but the decision is permanent.

Necrosis Poison—injury, contact, ingested; **Save** Fortitude DC 10 + 1/2 level + Constitution modifier; **Frequency** 1/round for 2 rounds; **Effect** 1d8 damage per 2 character levels; **Cure** 1 save.

Neurotoxin Poison—injury, contact, ingested; **Save** Fortitude DC 10 + 1/2 level + Constitution modifier; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Wis damage; **Cure** 1 save.

Numbing Poison—injury, contact, ingested; **Save** Fortitude DC 10 + 1/2 level + Constitution modifier; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Dex damage; **Cure** 1 save.

PREHENSILE TAIL (COMBAT)

Your tail is exceptionally strong and agile, where most beast people are happy if they can get theirs to wag reliably. For some beast people, it is no tail at all, instead a grasping trunk or a tentacle does their work for them.

Prerequisite: Beast people.

Benefit: You can draw an item as a swift action. If you fail a climb check mid-climbing, you may make another check immediately against the same DC to avoid falling.

PRONKING GAIT (COMBAT)

Your movement is jarring and full of little jumps that throw off the aim of those who would make you their meal. When you feel threatened, you can make it even worse.

Prerequisites: Beast people, one of browser diet, sudden mobility, or leaper mobility.

Benefit: You gain a +1 dodge bonus to your AC so long as you aren't unable to move. As a move action, you can increase this bonus by 1. You can increase the bonus by an additional 1 at 5th level and another 1 every five character levels. You may move up to your normal speed while performing this action, and provoke attacks of opportunity as normal. If you have the Run feat, you may activate this as part of the run action.

RAKING CLAWS (COMBAT)

When you have your enemy in your grasp, you make short work of them with rapid swipes of your claws. Most who have this ability wear shoes that leave their hind claws available for the task.

Prerequisites: Beast people, claw attack.

Benefit: You gain the rake ability. When you begin a round in a grapple, you may make two free claw attacks against any target in the grapple with you.

REBOUNTING JUMP

Is this even physically possible? Most blame your fey nature.

Prerequisite: Leaper mobility.

Benefit: When jumping, you can move between two or more surfaces and will not fall so long as you don't stop moving from surface to surface. You must make an Acrobatics check each time you rebound off a surface, and if you don't reach another surface in the distance allowed by the check, you immediately fall.

REGENERATING LIMBS

A lost limb is a life of misery for most. For you, a temporary inconvenience, and a possible escape.

Prerequisite: Beast people.

Benefit: Like a lizard, you can shed a limb if need be, and grow it back later. As part of an Escape Artist or CMB check to escape a grapple, you may designate a limb (tail is valid) to shed. Doing so causes you 1 damage per character level. This damage cannot be avoided or negated by any means. This gives you a +4 circumstance bonus to the check to escape. Your removed limbs, from this ability or other misfortune, regrow in a week's time. Bonds are easier to slip in this fashion. Shackled or bound, the voluntary removal of an arm is generally sufficient for escape, allowing you to escape without a roll.

SCALDING SPRAY (COMBAT)

Some few animals can spray a terrible mix of chemicals that become boiling hot by the time they splash on the poor victim.

Prerequisite: Beast people.

Benefit: You can, as a standard action, make a ranged attack on an enemy within 30 feet. On a hit, they take 1d6 fire damage per character level. If you use this ability again in the same day, you suffer a -5 cumulative penalty to your attack roll for each previous time you fired that day.

SCURRY

Dashing from cover to cover, it is the only way some prey animals stay alive at all.

Prerequisite: Beast people.

Benefit: When you start a round from cover or concealment, you may make a run action or move without being slowed by stealth and without breaking stealth, so long as you end the movement in cover or concealment. You must then make a new Stealth check as normal for such a movement.

SENSITIVE HEARING

Your ears may be quite large on your head, or hold hidden power.

Prerequisites: Wis 13, beast people.

Benefit: When making a sound-based Perception check, roll twice and take the better result.

SHARP NOSE

While many beast people have keen senses of smell, others have to work at it, and others still labor to practice and perfect it.

Prerequisite: Beast people.

Benefit: You gain the scent ability to a range of 60 feet.

SPIDER CLIMBING

While you always displayed a propensity for climbing, it took some practice to get it to the point that you can cling to ceilings.

Prerequisite: Climbing mobility.

Benefit: You can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. You must have your hands free to climb in this manner. You receive a +8 racial bonus to Climb skill checks.

SPINED DEFENSE (COMBAT)

Those who come too close will regret it.

Prerequisite: Beast people.

Benefit: You are covered in sharp quills. Those who grapple you or are grappled by you, or attack you with a melee weapon that is not a manufactured weapon with reach, must make a Reflex saving throw or suffer 1d6 damage. This is enhanced by anything you possess that enhances all natural attacks. The DC is 10 + 1/2 your level + your Constitution modifier. If you take a total defense action, there is no saving throw and you may add your Strength bonus to the damage. If you are swallowed whole, the swallower suffers this damage every round on their turn so long as you are alive. At 5th level, the damage die improves to 1d8. It further improves to 2d6 at 9th level, 2d8 at 13th level, 3d6 at 16th level, and 4d6 at 20th level.

SURPRISING STRENGTH

Some animals seem to have a strength far beyond their stature, especially insects.

Prerequisite: Beast people.

Benefit: Your strength is calculated as if you were one size category larger for the sake of carrying capacity and encumbrance.

TEAM HUNT (TEAMWORK)

Some animals hunt in packs, sharing the bounty among their family and starving together just as easily.

Prerequisite: Beast people.

Benefit: When you attack an enemy that has been dealt hit point damage by any ally other than yourself since the end of your last turn, you are considered flanking the enemy for melee attacks, even if your position is wrong. If the ally that inflicted the damage also has this feat, you may add your flanking bonus to weapon damage rolls against the affected enemy. If the enemy cannot be flanked (due to immunity to flanking or other such ability), this feat has no effect.

TONGUE PULL (COMBAT)

Your sticky tongue can reach out and draw your enemies, or treasure, closer.

Prerequisites: Beast people, character level 5th.

Benefit: You may perform a reposition (but only to pull towards yourself) or steal combat maneuver up to fifteen feet away. You can also grab unattended items from up to fifteen feet away, provided they do not weigh more than half of what you could handle at a light encumbrance. This provokes an attack of opportunity just the same as picking up an item.

TRIPPING TEETH (COMBAT)

Much of combat is about positioning. Take the better, force your enemy into the inferior. Even animals know this.

Prerequisites: Beast people, bite attack.

Benefit: Your bite gains the trip ability, allowing you to attempt to trip your opponent as a free action without provoking an attack of opportunity when scoring a hit with your bite attack on an opponent that is your size or smaller. If you have both grab and trip, you can only use one such ability when landing a hit.

TRUE FLIGHT

You have practiced with your wings and gained the gift of the air and liberation from the foul mistress of gravity.

Prerequisites: Beast people, character level 5th, hoverer or flyer mobility.

Benefit: You gain a natural fly speed of 30 feet with poor maneuverability. Fly becomes a class skill for you if it wasn't already.

BEAST PEOPLE FEATS



AMPHIBIOUS

Prerequisites: Beast people, a swim speed

You are at home in the water, and it is where you thrive. You gain the following benefits:

- You can breathe air and water.
- Your swim speed increases by 10 feet.
- When swimming, you can use take a bonus action to perform the Dash or Disengage action.

BESTIAL COMBAT

Prerequisite: A natural weapon (claws, bite, horn, etc)

You are especially adept at using your natural weapons to gain advantage in combat. You gain the following benefits:

- When you hit with a natural attack, you can use your bonus action to initiate a grapple or shove contest.
- Your natural weapon is hardened, and can be used to deflect attacks. When an attack against you hits, you can use your reaction to attempt to deflect the blow. Roll dice equal to the damage dealt by your natural weapon. You can subtract that amount from the dice roll total made to attack you. You can do this once, and can do so again after finishing a short or long rest.
- You can use your reaction to attack a creature that moves into an adjacent square. You can do so once, and regain the ability to do so after finishing a long rest. If a creature has used the

disengage action, or otherwise used an ability that would prevent an opportunity attack, you cannot use your reaction to attack that creature.

BEAST NOSE

Prerequisite: Beast people, Wisdom 13 or higher

Your nose is honed to pick up the faintest scents, and you are adept at tracking through smell alone. You gain the following benefits:

- You gain proficiency in the Perception skill. If you are already proficient, you can choose to roll a Wisdom (Perception) check with advantage once. You regain the ability to do so after finishing a short or long rest.
- You may identify potions, chemicals, food, and even poison by scent. You can make a Wisdom (Perception) check to discern such an item's properties. The DC is set by the GM, though foods tend to be between 12-16, chemicals and potions 14-18, and poison 15 and higher.
- You can make a Wisdom (Perception) check against a creature within 60 feet that you cannot see, as long as you could conceivably smell them. Once you have perceived an unseen character, you can attack them without disadvantage if you spend a bonus action "sniffing" them out.

BIOELECTRICITY

Prerequisite: Beast people

You gain the ability to generate electric charges for various purposes, including damaging shocks, and even bioluminescence. You gain the following benefits:

- You learn the *shocking grasp* cantrip.
- You can use an action to shed a blue hued light as per the *light* spell. You can do this twice, and must finish a short or long rest to regain spent uses.
- If you are at least 8th level, you gain a blind-sight with a radius of 5 feet to sense creatures that generate electrical impulses. This includes most living creatures, but not constructs, most elementals, and undead. At 14th level, this radius extends to 10 feet. When sensing creatures that innately generate electricity, these ranges are doubled.

BIO-ODDITY

Prerequisite: Constitution 13 or higher

Your body can create bizarre effects that defy the natural world. You learn two cantrip spells that reflect your ability to create these bodily oddities. Examples include *acid splash*, *firebolt*, *poison spray*, and *shocking grasp*.

You also gain one first level spell that similarly reflects these natural abilities. You can cast this spell once in this way, and must finish a long rest before you can do so again. Examples include *detect evil and good*, *detect poison and disease*, *expeditious retreat*, *feather-fall*, *jump*, and *longstrider*.

Your spellcasting ability for these spells is Constitution. You do not have to provide material components for these spells as long as it doesn't have a stated cost. Work with your GM to find something that works. For instance, you might be able to spray a scalding hot chemical that has the same effects as a *firebolt*. It is probably not acceptable to create a wholly magical effect, such as *unseen servant*.

Note: This feat can be taken without restriction of spell selection at the discretion of your GM. In this case, it would reflect a natural ability for magic. Your spellcasting ability would instead be your choice of Intelligence, Wisdom, or Charisma, but you would have to provide a material component for any relevant spell.

HUNTER'S ADVANTAGE: STRENGTH

You are a hunter that relies on strength and athletic prowess. Few rival your might. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. If you are 8th level or higher, this ability stacks with any other ability that increases your ability to carry, push, drag, or lift.
- One natural weapon of your choice becomes more deadly. Your dice type increases as follows: 1 to 1d4, 1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, and 1d10 to 1d12.

Note: You can only take this feat once.

NATURALLY ATHLETIC

Prerequisite: Beast people

You are a potent creature filled with nature's vigor. You gain the following benefits:

- Increase your Dexterity, Constitution or Strength score by 1, to a maximum of 20.
- You have advantage on saving throws made to avoid exhaustion.
- You gain your choice of a swim or climb speed of 30 feet.
- You can roll a Dexterity, Constitution, or Strength check with advantage once. You must finish a short or long rest before you can do so again.

PREY'S DEFENSE: ARMOR

Prerequisite: Constitution 13 or higher

You have a natural armor that helps you avoid danger. You might be able to curl up or face an opponent to make the most of this armor, making you harder to damage. You gain the following benefits:

- Your armor class increases by 1.
- As a reaction, you can take a defensive pose. Until the end of your next turn, attacks against you are made with disadvantage, and your speed is halved. You can use this ability once, and must finish a long rest before being able to use it again.
- Any time you finish a short rest and have used hit dice to heal, you gain a number of temporary hit points equal to the dice expended during that short rest. These temporary hit points last until you finish a long rest, or they are lost through damage.

PREY'S DEFENSE: MOBILITY

Prerequisite: Dexterity 13 or higher

There are the quick, and the dead. You are the former. You live to run from danger, or potentially to it, but no one will get there faster than you. You gain the following benefits:

- Your long jump distances are increased by 4 feet, and your high jump distances are increased by 2 feet. These values are halved if you are making a standing jump
- As a bonus action, you can make a DC 12 Dexterity (Acrobatics) check to ignore difficult terrain until the end of your current turn.
- When you move at least 15 feet during your turn, attacks against you have disadvantage until the start of your next turn.

PREY'S DEFENSE: STEALTH

Prerequisite: Dexterity 13 or higher

You may not be the fastest, but you are the sneakiest. You can hide in a dense forest or a crowded street. Those who find you often do so only after it is too late. You gain the following benefits:

- You gain proficiency in the Stealth skill. If you are already proficient, you can choose to roll a Dexterity (Stealth) check with advantage once. You regain the ability to do so after finishing a short or long rest.
- When you move from one concealed position to another, you can remain hidden. You must make another Dexterity (Stealth) check, contested by any relevant passive Perception scores.

- When standing still and not moving, your Dexterity (Stealth) checks can never be less than 15. If you have advantage on this roll, the result can never be less than 20. Any intentional movement on your part would immediately require a new Dexterity (Stealth) check that would not benefit from this ability.

Prey's Defense: Toxicity

You can hone the natural toxins that your body produces, causing you to be deadly to the touch. You gain the following benefits:

- You become resistant to poison damage. At 5th level, you gain advantage on saving throws to avoid being poisoned. If a spell or ability would grant you resistance to poison damage, or advantage to resist being poisoned, this feat instead grants you immunity to the damage or condition as long as that other ability or spell lasts.
- When you deal slashing or piercing damage to an enemy with a natural weapon, you can use your bonus action to inflict an additional 1d6 poison damage. If you do so, the opponent must make a DC 13 Constitution saving throw or become poisoned for 1d4 rounds. You can do this once, and must finish a short or long rest to do so again. The damage of your poison increases to 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 16th level.
- When a creature that comes in contact with you through grappling or a natural attack or unarmed attack, you can use your reaction to poison them. The creature must make a DC 14 Constitution saving throw or become poisoned for 1 minute. The creature makes another saving throw at the end of each round, removing the poisoned condition on a success.

Spider Walk

Prerequisite: A climb speed

Your ability to climb is unparalleled, and you can walk on ceilings with near impunity. You gain the following benefits:

- As long as you have two free appendages, you can climb on sheer surfaces and ceilings. If you take damage, you must make a Constitution saving throw equal to 10 or the damage dealt, whichever is higher, falling off if you fail.
- Your climbing speed increases by 10 feet.
- While climbing, you can take a bonus action to perform the Dodge action.

Spined Defense

Prerequisite: Beast people

Those who come too close to you will regret it. You gain the following benefits:

- You are covered in sharp quills. Those who grapple you or are grappled by you, or attack you with a melee weapon that is not a manufactured reach weapon, must make a Reflex saving throw or suffer 1d6 damage. This is enhanced by anything you possess that enhances all natural attacks. The DC is 8 + your proficiency bonus + your Constitution modifier. If you take a total defense action, there is no saving throw and you may add your Strength bonus to the damage. If you are swallowed whole, the swallower suffers this damage every round on their turn so long as you are alive. At 5th level, the damage die improves to 1d8. It further improves to 2d6 at 9th level, 2d8 at 13th level, 3d6 at 16th level, and 4d6 at 20th level.



TRUE FLIGHT

Prerequisites: Beast people, flyer or hoverer mobility

You have practiced with your wings and gained the gift of the air and liberation from the foul mistress of gravity. You gain the following benefits:

- Increase either your Strength or Constitution by 1, to a maximum of 20.
- You gain a fly speed of 30 feet.

Twice the MAGIC

Prerequisites: Beast people, Charisma or Intelligence 13 or higher

Your horns conduct magic as well as the unicorn one. You gain the following benefits:

- Increase either your Charisma or Intelligence score by 1, to a maximum of 20.
- You gain the ability to innately cast *unseen servant* twice, and regain the ability to do so after finishing a long rest.
- You also learn the *light* cantrip.

VERSATILE TONGUE

Prerequisites: Beast people, Dexterity 13 or higher

Your tongue is agile and useful, and can perform many tricks and even supernatural feats! You gain the following benefits:

- Your tongue extends your reach by 5 feet when you perform a combat maneuver such as grappling, disarming, or shoving. You also no longer grant advantage to attackers when using your tongue.
- As an action, you can use your tongue to heal an ally within 5 feet. That ally recovers 1d4 hit points. If an ally is suffering from disease, or is poisoned, they receive an additional saving throw to remove that condition, in addition to regaining hit points. Each ally can only benefit from this ability once until after a long rest. You can use this ability a number of times equal to your Constitution modifier, and regain all uses after finishing a long rest. At 12th level, this ability heals 1d8 hit points per use, and can be used as a bonus action.

- You can cook food or rations and feed twice as many people with each portion. At 10th level, you can feed four times as many people with each portion!

BEAST PEOPLE TRAITS



Beast Empathy (Race, Beast people): You get along particularly well with animals related to your bond. You gain a +2 trait bonus to Bluff, Diplomacy, or Animal Handling checks against them.

Danger Sense (Race, Beast people): Prey are cautious, or dead. You prefer cautious. When you approach within 5 feet of a trap, the GM should make a hidden Perception check against it, possibly noticing it. If you gain this ability elsewhere, its distance is increased by 5 feet.

Eager Hunter (Race, Beast people): You took to hunting at an early age, and never lost the thrill of it. You gain a +1 trait bonus to Stealth and Survival. One of these becomes a class skill for you.

Extinct Species (Race, Beast people): Your bonded race is basically never seen in the world, making you a striking sight. You gain a +1 trait bonus to Diplomacy and Intimidation and one of them becomes a class skill for you.

Life or Death (Race, Beast people): When death seems closest, you never feel more alive. You will rise to the challenge. When you have hit points remaining equal to or less than twice your character level, you gain a +1 trait bonus to weapon damage and attack rolls and a +1 dodge bonus to your armor class. This lasts for 1 minute. Once this ability is triggered, it cannot be triggered again for one hour.

Pouched (Race, Beast people): You can store up to five pounds and six inches (modified by your size if you're not Medium) worth of material in your pouch. Items in your pouch may easily bypass detection and are difficult to pickpocket without your noticing, if even possible (at GM's discretion). If someone specifically searches the cavity, it is no more difficult to search than any other.

Surprise Speed (Race, Beast people): It is in the first few instants of an ambush that one secures dinner, or becomes one. During a surprise round, your base land speed increases by 20 feet.





LASHTADA'S WILL

Even while dismissed from the world, her influence creeps in through the cracks. In her eyes, all species can be made better through the power of love, and love bids two to become one. The result is better than either of their progenitors, and must then repeat the process, finding a match to make a more powerful, loving, couple to produce another generation.

There are some species that feel this urge more strongly than others. Ponies can, and do, find love in the strangest of places. Humans have long since developed a reputation for seeking companionship where 'sane' species would rather flee. Dragons, powerful and long-lived, have blood that can mix with most anything else. Though these three enjoy their position of prolific love finders, the itch can be felt in other, less likely, races.

This tome is written to allow you to easily take combinations of races and create a character with shared blood and upbringing. While a traditional half-elf is a skilled diplomat, what if they are raised entirely by elves, or even dwarves? We seek to cover such hybrids of genetics and upbringing.

HYBRIDIZATION



To make a hybrid character:

- Select any two different physical qualities.
 - These qualities can be from the same race or different races.
- Select one upbringing quality. The result is your hybrid.
- Follow the rules given in each quality to create your character.
 - Your GM, of course, has the option to veto combinations they feel do not fit their campaign.
 - If no speed is defined, it defaults to 30 feet.
- You begin at Medium size unless otherwise noted.
- Once you have chosen your qualities, you may increase any two ability scores listed as strengths by 2 and must decrease one listed as a weakness.
 - If you have no weaknesses in any of your qualities, then you simply have none.
- Alternate Racial Traits can be taken if they replace a specific trait you possess from a given species.
- If a given trait gives something and you trade it away, you trade away any other trait that also gives same thing.

When reincarnated, retain the upbringing of your race, and lose the physical qualities that make up your race. Then, take the physical qualities of your new race. This can result in an elf reincarnating into an orc and remembering how to use bows, and being less intimidating than those actually raised by orcs properly.

Similarly, possession and other tricks can get your mind in the body of another creature. An elf inhabiting the body of a dwarf would have no skill with a dwarven axe, but wouldn't forget how to use a bow. In such a case, exchange physical qualities with the inhabited body, but retain your upbringing.

FAVORED CLASS BONUSES

Hybrids may select from any of their qualities for options of favored class bonuses.

HUMANITY

Humans are great. There's a good chance you're one of them. Humans, by the basic rules, are a little plain. This book gives them a dash of spice. You can take both human physical qualities (human blooded and unshackled destiny), then take an upbringing that matches the backstory you have in mind. You will be a little more powerful than a standard human, but not terribly so, we feel, and you will hopefully enjoy the flavor given to your character.

HYBRIDIZATION



To make a hybrid character:

- Select any two different physical qualities.
 - These qualities can be from the same race or different races. The result is your hybrid.
- Follow the rules given in each quality to create your character.
 - Your GM, of course, has the option to veto combinations they feel do not fit their campaign.
 - If no speed is defined, it defaults to 30 feet.
- You begin at Medium size unless otherwise noted.
- Once you have chosen your qualities, you may distribute 3 points across any ability scores listed as favored ability scores on any of your qualities, with no more than 2 points to any single ability score.

REINCARNATION AND BODY SWAPPING

Reincarnation, the spell, puts you in a new body, with all your old memories. If you have these old memories, how do you suddenly forget racial abilities that are more tied to training and childhood rearing? How do you gain new traits that would also require vital teaching at an early age? These rules can be used to address this failing.

HIERARCHY OF TYPES



You can have only one type. If the physical qualities you choose have different types, such as outsider and construct, compare both to the following list. Use the type with the lower number. For instance, if you have outsider (1) and construct (3), your hybrid character is an outsider.

1. Outsider
2. Aberration
3. Construct
4. Fey
5. Dragon
6. Plant
7. Monstrous Humanoid
8. Magical Beast
9. Humanoid
10. Animal

HIERARCHY OF TYPES



You can have only one type. If the physical qualities you choose have different types, such as celestial and construct, compare both to the following list. Use the type

with the lower number. For instance, if you have celestial (1) and construct (3), your hybrid character is a celestial.

1. Celestial
2. Aberration
3. Construct
4. Fey
5. Dragon
6. Plant
7. Monstrosity
8. Humanoid
9. Beast

HIT POINTS



- Default to 4.
- Add 2 if Constitution is selected as a strength.
- Add 2 if Large sized.
- Subtract 2 if Small sized.
- Subtract 2 if Constitution is taken as a weakness.
- Minimum 2.

SUB-RACES

Some races that would normally have a sub-race instead have a default sub-race embedded into their qualities and will note which sub-race they contain. If a resulting hybrid has all traits from a sub-race and at least one physical quality from the race, it can be replaced with another sub-race for that race. For example, if a hybrid had both the Elven Bodied and Raised by High Elves, they can use another elven subrace, since the hybrid has all of the traits from the High Elf Subrace.

Whenever a hybrid choses a sub-race or similar choice, it gains all the features of the sub-race except for any ability score increases unless otherwise noted. Instead, they may treat any ability score that would be increased by the sub-race as an additional favored ability score.

SPECIAL RACIAL TRAIT CONDITIONS

Some racial traits have special conditions that affect how a hybrid character acquires them. These conditions and their effects are listed below.

COMPOSITE

This racial trait is only given to the hybrid if it is part of at least two of their qualities. Regardless of the number of qualities a composite trait is part of, the resulting hybrid only gains the trait once. For example, if a quality had *Bonus Feat* (Composite) trait, they would only gain the bonus feat if they had that trait from at least two qualities, and even if they received that trait from all three qualities, the resulting hybrid would only have one bonus feat.



Composite traits are only gained if they appear in 2 or more of a hybrid's qualities. A composite trait can only be gained once. For example, a hybrid character with Human Blooded, Halfling Blooded, and Raised by Halflings does not gain the Bonus Feat trait, but one with Human Blooded and Unshackled Destiny would. If that hybrid also had an upbringing that offered the Bonus Feat trait, it would still only gain the trait once.

TRAIT COMPOSITE

Similarly to a standard composite trait, this racial trait is only granted if a trait is part of at least two of the hybrids qualities. The difference is that, the trait that the hybrid needs two of is a separate trait from the one that is given. Also, the trait required for this trait is completely replaced by this trait. For example, if a quality had the trait *Earthbound* (Physical Heritage Composite), that would mean that if the hybrid gained *Physical Heritage* from at least two qualities, they would gain the *Earthbound* trait instead of the *Physical Heritage* trait.

TRAIT DEPENDENT

This racial trait is only given when the hybrid has the trait listed, for which incomplete composite traits do not count. For example, if a quality had the racial trait *Quad-ruped* (Fingerless Dependent), it would only function if the resulting hybrid had a functional *Fingerless* trait, but not if it only had one instance of *Fingerless* (Composite).

TRAIT OVERRIDES

This racial trait prevents the indicated trait from being given. For example, if a quality had the *Earthbound* (Physical Heritage Override) racial trait, any hybrid with that quality could not have the *Physical Heritage* trait.

MULTIPLE TYPES

If two types are listed via **and** or a comma (“,”), then the trait is only given if both conditions are met. If the types are listed via an **or**, then only one must be met.

The following section details the Physical and Upbringing qualities available to help create your hybrid races. The material compatible with the Pathfinder Roleplaying Game is presented first, followed by the Fifth Edition rules for each given quality.

PHYSICAL QUALITIES

BASIC RACE PHYSICAL QUALITIES

CONDENSED BODIED (DWARF)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the dwarf subtype.

Strengths: Constitution, Wisdom.

Weaknesses: Charisma.

Slow and Steady: Your base speed is reduced by 10 feet, to a minimum of 20 feet, but your speed is never modified by armor or encumbrance.

Stability: You gain a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

TRAITS



Type: Gain the humanoid type if no other type is present.

Tag: Gain the dwarf tag.

Favored Ability Scores. Constitution, Wisdom.

Slow and Steady. Your base walking speed is reduced by 5 ft. Your speed is not reduced by wearing heavy armor.

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

MOUNTAIN BLOODED (DWARF)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the dwarf subtype.

Strengths: Constitution, Wisdom.

Weaknesses: Charisma.

Darkvision: You can see in the dark up to 60 feet.

Hardy: You gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the dwarf tag.

Favored Ability Scores. Constitution, Wisdom.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

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

ANCIENT MAGIC BODIED (ELF)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the elf subtype.

Strengths: Dexterity, Intelligence.

Weaknesses: Constitution.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Elven Immunities: You are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the elf tag.

Favored Ability Scores. Dexterity, Intelligence.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Fey Ancestry. You have advantage on saving throws against being charmed and magic cannot put you to sleep.

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.

ELVEN BLOODED (ELF)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the elf subtype.

Strengths: Dexterity, Intelligence.

Weaknesses: Constitution.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Elven Magic: You receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, you receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

TRAITS



Type: Gain the humanoid type if no other type is present.

Tag: Gain the elf tag.

Favored Ability Scores. Dexterity, Intelligence.

Keen Senses. You have proficiency in the Perception skill.

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

GNOME BLOODED (GNOME)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the gnome subtype.

Strengths: Constitution, Charisma.

Weaknesses: Strength.

Small: Your size is reduced by one category, to a minimum of Small.

Slow Speed: Your base speed is reduced by 5 feet, to a minimum of 20 feet.

Illusion Resistance: You gain a +1 racial saving throw bonus against illusion spells and effects. This bonus stacks with other abilities of the same name.

Keen Senses: You receive a +2 racial bonus on Perception checks.

TRAITS



Type: Gain the humanoid type if no other type is present.

Tag: Gain the gnome tag.

Favored Ability Scores. Intelligence, Constitution.

Size. Your size is reduced by one category, to a minimum of Small.

Speed. Your base speed is reduced by 5 feet, to a minimum of 20 feet.

Darkvision. You can see in dim light within 60 ft as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Lesser Gnome Cunning. You have advantage on all Charisma saving throws against magic.

WILD BODIED (GNOME)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the gnome subtype.

Strengths: Constitution, Charisma.

Weaknesses: Strength.

Small: Your size is reduced by one category, to a minimum of Small.

Slow Speed: Your base speed is reduced by 5 feet, to a minimum of 20 feet.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Gnome Magic: You add +1 to the DC of any saving throws against illusion spells that you cast. If you have a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation, and speak with animals. The caster level for these effects is equal to your level. The DC for these spells is equal to 10 + the spell's level + your Charisma modifier.

Illusion Resistance: You gain a +1 racial saving throw bonus against illusion spells and effects. This bonus stacks with other abilities of the same name.

TRAITS



Type: Gain the humanoid type if no other type is present.

Tag: Gain the gnome tag.

Favored Ability Score. Constitution, Intelligence.

Size. Your size is reduced by one category, to a minimum of Small.

Speed. Your base speed is reduced by 5 feet, to a minimum of 25 feet.

Lesser Gnome Cunning. You have advantage on all Intelligence and Wisdom saving throws against magic.

HALFLING BLOODED (HALFLING)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the halfling subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Strength.

Halfling Luck: You receive a +1 racial bonus on all saving throws.

TRAITS



Type: Gain the humanoid type if no other type is present.

Tag: Gain the halfling tag.

Favored Ability Score. Dexterity, Charisma.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

SHORT BODIED (HALFLING)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the halfling subtype.

Strengths: Dexterity, Charisma

Weaknesses: Strength

Small: Your size is reduced by one category, to a minimum of Small.

Slow Speed: Your base speed is reduced by 5 feet, to a minimum of 20 feet.

Sure-Footed: You receive a +2 racial bonus on Acrobatics and Climb checks.

TRAITS

Type: Gain the humanoid type if no other type is present.

Tag: Gain the halfling tag.

Favored Ability Scores. Dexterity, Charisma.

Size. Your size is reduced by one category, to a minimum of Small.

Speed. Your base speed is reduced by 5 feet, to a minimum of 25 feet.

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

HUMAN BLOODED (HUMAN)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the human subtype.

Strengths: You may choose to increase any one ability score by 2 instead of taking two strengths and one weakness.

Bonus Feat (Composite): You gain a bonus feat.

Skilled: You gain an additional skill rank at first level and one additional rank whenever you gain a level.

TRAITS



Type: Gain the humanoid type if no other type is present.

Tag: Gain the human tag.

Favored Ability Score. Choose one.

Diversity. Gain +1 to an ability score not already increased by your race.

UNSHACKLED DESTINY (HUMAN)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the human subtype.

Strengths: You may choose to increase any one ability score by 2 instead of taking two strengths and one weakness.

Bonus Feat (Composite): You gain a bonus feat.

TRAITS

Type: Gain the humanoid type if no other type is present.

Tag: Gain the human tag.

Favored Ability Score. Choose one.

Diversity. Gain +1 to an ability score not already increased by your race.

ORC BLOODED (ORC OR HALF ORC, CHOSEN AT FIRST LEVEL)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the orc subtype.

Strengths: Strength. You may choose to increase any one ability score by 2 instead of taking two strengths and one weakness.

Weaknesses: Intelligence, Wisdom, Charisma

Darkvision: You can see in the dark up to 60 feet.

Ferocity: You possess the ferocity ability which allows you to remain conscious and continue fighting even if your hit point totals fall below 0. You are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the orc tag.

Favored Ability Scores. Strength, Constitution.

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.

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.

EVERGLOW RACE PHYSICAL QUALITIES

BEAST HUNGER (BEAST PEOPLE)

TRAITS



Type: Gain the fey type.

Subtype: Gain the beast people subtype.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Diet: Gain one diet.

TRAITS



Type. Gain the fey type.

Tag. Gain beast people tag.

Darkvision. Thanks to your animal 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.

Diet: Gain one diet.

BEAST MOTION (BEAST PEOPLE)

TRAITS



Type: Gain the fey type.

Subtype: Gain the beast people subtype.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Mobility: Gain one mobility.

TRAITS



Type. Gain the fey type.

Tag. Gain beast people tag.

Mobility: Gain one mobility.

BIG MAO BODIED (BIG MAO)

TRAITS



Type: Gain the fey type.

Subtype: Gain the big mao subtype.

Strengths: Strength, Wisdom.

Weaknesses: Dexterity.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Martial Training: Your dodge bonus to AC increases by 1.

Thick Fur: You gain a +1 natural armor bonus to AC.



TRAITS



Type. Gain the fey type.

Tag. Gain the big mao tag.

Favored Ability Scores. Strength, Wisdom.

Defense Combatant A combination of training from youth and thick fur gives you an edge in combat. Your armor class increases by 1.

BIG MAO BLOODED (BIG MAO)

TRAITS



Type: Gain the fey type.

Subtype: Gain the big mao subtype.

Strengths: Strength, Wisdom.

Weaknesses: Dexterity.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Elemental Affinity: You gain resistance 5 against one of the following types of energy: acid, cold, electricity, fire, positive, or negative.

Martial Training: Your dodge bonus to AC increases by 1.

TRAITS



Type. Gain the fey type.

Tag. Gain the big mao tag.

Favored Ability Scores: Strength, Wisdom.

Elemental Affinity: Select one of the following types of energy: acid, cold, fire, lightning, necrotic or radiant. You gain resistance against the chosen energy.

CLOVEN BLOODED (CLOVEN)

TRAITS



Type: Gain the fey type.

Subtype: Gain the cloven subtype.

Strengths: You may choose to increase any one ability score by 2 instead of taking two strengths and one weakness.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Horned: You have a primary natural gore attack that deals 1d4 points of piercing damage (1d3 if you are Small).

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the cloven tag.

Favored Ability Scores. Choose one.

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.

Fingerless (Composite). You utilize the fingerless rules.

Horned. You gain a gore attack natural weapon that deals 1d4 piercing damage. You may use this gore attack as though it were a light weapon.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

CLIFFSIDE BLOODED (CLOVEN)

TRAITS



Type: Gain the fey type.

Subtype: Gain the cloven subtype.

Strengths: You may choose to increase any one ability score by 2 instead of taking two strengths and one weakness.

Fast Speed (*Fingerless* Dependent): Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

NATURAL WEAPONS PROFICIENCY

Unless otherwise stated, all creatures are proficient with any of their natural weapons.



In order to replicate being a more exotic physical pony (such as a pegasus), use the provided rules for being a pony satyr of the pony type, unless you also have a *Physical Tribe* quality.

Cloven Resilience: You get a racial bonus against poisons equal to your character level.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the cloven tag.

Favored Ability Scores. Choose one.

Speed (*Fingerless* Dependent). Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

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.

Fingerless (Composite). You utilize the fingerless rules.

Cloven Resilience: You gain resistance to poison damage and advantage on saving throws against poison.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

EQUINE BLOODED (PONYKIND)

TRAITS



Type: Gain the fey type.

Subtype: Gain the ponykind subtype.

Strengths: Constitution, Wisdom.

Weaknesses: Dexterity.

Fast Speed (*Fingerless* Dependent): Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Physical Tribe: Select a pony physical tribe. Any positive ability score it offers becomes a strength, and any negative is a weakness.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the ponykind tag.

Favored Ability Scores. Constitution.

Speed (*Fingerless* Dependent). Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Sub-race (*Physical Heritage Override*). Gain a ponykind Physical Tribe.

PONYKIND DESTINED (PONYKIND)

TRAITS



Type: Gain the fey type.

Subtype: Gain the ponykind subtype.

Strengths: Constitution, Wisdom.

Weaknesses: Dexterity.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Unique Destiny: Select a pony spiritual tribe. Any attri-

bute it increases becomes a strength instead and any ability score it decreases becomes a weakness.

TRAITS



Type. Gain the fey type.

Tag. Gain the ponykind tag.

Favored Ability Scores: Constitution.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Physical Heritage. Gain one satyr Physical Heritage.

Spiritual Tribe. Gain one ponykind Spiritual Tribe.

FLUTTER BLOODED (FLUTTERPONY)

TRAITS



Type: Gain the fey type.

Subtype: Gain the flutterpony subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Strength.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Glowing: As an at-will supernatural ability, you can emit a dim glow from your antenna equivalent to a candle (5-foot radius). Igniting or dousing this light is a free action.

Pony Kin: You are considered ponykind for all purposes.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Small Origins: You may shrink yourself as per *reduce person* once per day as a spell-like ability with a caster level equal to your character level.

TRAITS



Type. Gain the fey type.

Tag. Gain the flutterpony tag.

Favored Ability Scores. Dexterity, Charisma.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite): Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Glowing. As an at-will supernatural ability, you can emit a dim glow from your antenna equivalent to a candle (5-foot radius). Igniting or dousing this light is a bonus action.

Pony Kin. You are considered ponykind for all purposes.

Small Origins. You may shrink yourself as per the *reduce function* of the *enlarge/reduce* spell. After you use this feature, you can't use it again until you complete a long rest.

FLUTTER BODIED (FLUTTERPONY)

TRAITS



Type: Gain the fey type.

Subtype: Gain the flutterpony subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Strength.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Butterfly Wings: You have a fly speed of 30 feet with average maneuverability. You cannot fly in medium or heavy armor. Fly becomes a class skill.

Fingerless (Composite): You utilize the fingerless rules.

Pony Kin: You are considered ponykind for all purposes.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the flutterpony tag.

Favored Ability Scores. Dexterity, Charisma.

Butterfly Wings. You have diaphanous wings. You gain a fly speed of 30 feet and you can hover. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite).

Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Pony Kin. You are considered ponykind for all purposes.

GRIFPON BODIED (GRIFFON)

TRAITS



Type: Gain the fey type.

Subtype: Gain the feline and griffon subtypes.

Strengths: Strength, Wisdom.

Weaknesses: Charisma.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Wings: You have a fly speed of 40 feet with poor maneuverability. You cannot fly in medium or heavy armor. Fly becomes a class skill.



TRAITS



Type. Gain the fey type.

Tag. Gain the feline and griffon tags.

Favored Ability Scores. Strength, Wisdom.

Flight. You have feathered wings, and your base flying speed is 40 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your flying speed during your turn.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

GRIFPON BLOODED (GRIFFON)

TRAITS



Type: Gain the fey type.

Subtype: Gain the feline and griffon subtypes.

Strengths: Strength, Wisdom.

Weaknesses: Charisma.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Bite: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small).

Cloud Walker: You may treat fog, mist, or any cloud as solid.

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the feline and griffon tags.

Favored Ability Scores. Strength, Wisdom.

Beak. You gain a natural attack with your beak, it has the finesse property, and deals 1d6 piercing damage.

Cloud Walker. You can treat fog, mist, or any cloud as solid.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

DONKEY BODIED (IMPURE)

TRAITS



Type: Gain the fey type.

Subtype: Gain the impure subtype.

Strengths: Constitution, Wisdom.

Weaknesses: Dexterity.

Fast Speed (*Fingerless* Dependent): Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Hoof: You have a primary natural hoof attack that deals 1d4 (if you are Medium) bludgeoning damage + 1 1/2 your Strength modifier.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Stable Footing: You gain a +4 racial bonus to CMD when resisting bull rush or trip attempts.

TRAITS



Type. Gain the fey type.

Tag. Gain the impure tag.

Favored Ability Scores. Constitution, Wisdom.

Speed (*Fingerless* Dependent). Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Hoof. You gain a hoof attack natural weapon that deals 1d4 bludgeoning damage. You may use this hoof attack as though it were a finesse light weapon.

DONKEY BLOODED (IMPURE)

TRAITS



Type: Gain the fey type.

Subtype: Gain the impure subtype.

Strengths: Constitution, Wisdom.

Weaknesses: Dexterity.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Stubborn: You gain a +2 racial bonus on Will saves against enchantment (compulsion) and enchantment (charm) effects. When you fail such a save, you receive one more save a round later to throw off the effect (using the same DC).

Tough Hide: You gain a +1 natural armor bonus.

TRAITS



Type. Gain the fey type.

Tag. Gain the impure tag.

Favored Ability Scores. Constitution, Wisdom.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Stable Footing. You gain advantage on ability checks and saving throws to avoid being shoved or otherwise moved against your will.

Stubborn. After failing a Wisdom saving throw against an effect with a duration longer than 1 round, at the start of your next turn you may roll your saving throw again at the same DC to end the effect.

COW BODIED (KRAVA)

TRAITS



Type: Gain the fey type.

Subtype: Gain the krava subtype.

Strengths: Constitution, Charisma.

Weaknesses: Dexterity.

Fast Speed (*Fingerless* Dependent): Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Heavy Frame: You are a solid creature that is not easily diverted. When moving, effects that entangle, grapple, or knock you prone are delayed until the end of the movement. If the creature must be adjacent to you, they may either abort the attempt or move with you. This movement does not provoke attacks of opportunity or count against the creature's movement on its next turn.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the krava tag.

Favored Ability Scores. Constitution, Charisma.

Speed (*Fingerless* Dependent). Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

Heavy Frame. Krava are solid creatures that are not easily diverted. When moving, if you would become prone, grappled, or restrained, the condition is delayed until the end of your movement. If the creature must be adjacent to you, they may either abort the attempt or move with you. This movement does not count against the creature's next turn.

COW BLOODED (KRAVA)

TRAITS



Type: Gain the fey type.

Subtype: Gain the krava subtype.

Strengths: Constitution, Wisdom.

Weaknesses: Dexterity.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Scent: Like cows, you have a keen nose that give you the scent ability with a range of 60 feet.

Talented Tongue: Your tongue, like a cow's tongue, is agile, rough, and useful. Its presence allows you to wield two-handed melee weapons in your mouth as adeptly as any human. You can also reach 5 feet further to manipulate or pick up an item, but such stretching leaves you vulnerable, provoking an attack of opportunity.

TRAITS



Type. Gain the fey type.

Tag. Gain the krava tag.

Favored Ability Scores. Constitution, Charisma.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Scent. You have an amazing sense of smell and suffer no penalty to perceive invisible targets within 60 feet unless they have no scent. When you successfully win a Wisdom (Perception) check opposed by an invisible creature's Dexterity (Stealth) check, you treat the target as if they were not invisible. You gain advantage on Survival checks to track by smell.

Talented Tongue. You may use two-handed weapons in your mouth, despite being fingerless, and count as your size for the purpose of wielding things in your mouth. You may also use your tongue to manipulate or pick up objects up to 5 feet away, but doing so leaves you exposed, granting advantage to all attacks against you until the start of your next turn.

PHOENIX WOLF BODIED (PHOENIX WOLF)

TRAITS



Type: Gain the fey type.

Subtype: Gain the phoenix wolf subtype.

Strengths: Dexterity, Wisdom.

Weaknesses: Intelligence.

Fast Speed (*Fingerless* Dependent): Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Bite: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small).

Fiery Pelt: You have fire resistance 5.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the phoenix wolf tag.

Favored Ability Scores. Dexterity, Wisdom.

Speed (*Fingerless* Dependent). Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Bite. You gain a bite attack natural weapon that deals 1d6 piercing damage. You may use this bite attack as though it were a finesse weapon.

Darkvision. Your eyes are lit by the embers of your soul. 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.

Fiery Pelt. You gain resistance to fire damage.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

PHOENIX WOLF BLOODED (PHOENIX WOLF)

TRAITS



Type: Gain the fey type.

Subtype: Gain the phoenix wolf subtype.

Strengths: Dexterity, Wisdom.

Weaknesses: Intelligence.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fire Heart: If you have a Charisma of 11 or higher, you gain the following spell-like abilities: 1/day—*dancing lights, flare, prestidigitation, produce flame*. The caster level for these effects is equal to your character level. The DC for these spells is equal to 10 + the spell's level + your Charisma modifier.

Fire Nature: You increase your caster level by 1 when casting a spell with the fire descriptor, using powers of the fire elemental bloodline, casting spells from the fire domain, or using the revelations of the oracle's flame mystery, and treat your alchemist level as one higher when determining the damage of alchemist bombs.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the phoenix wolf tag.

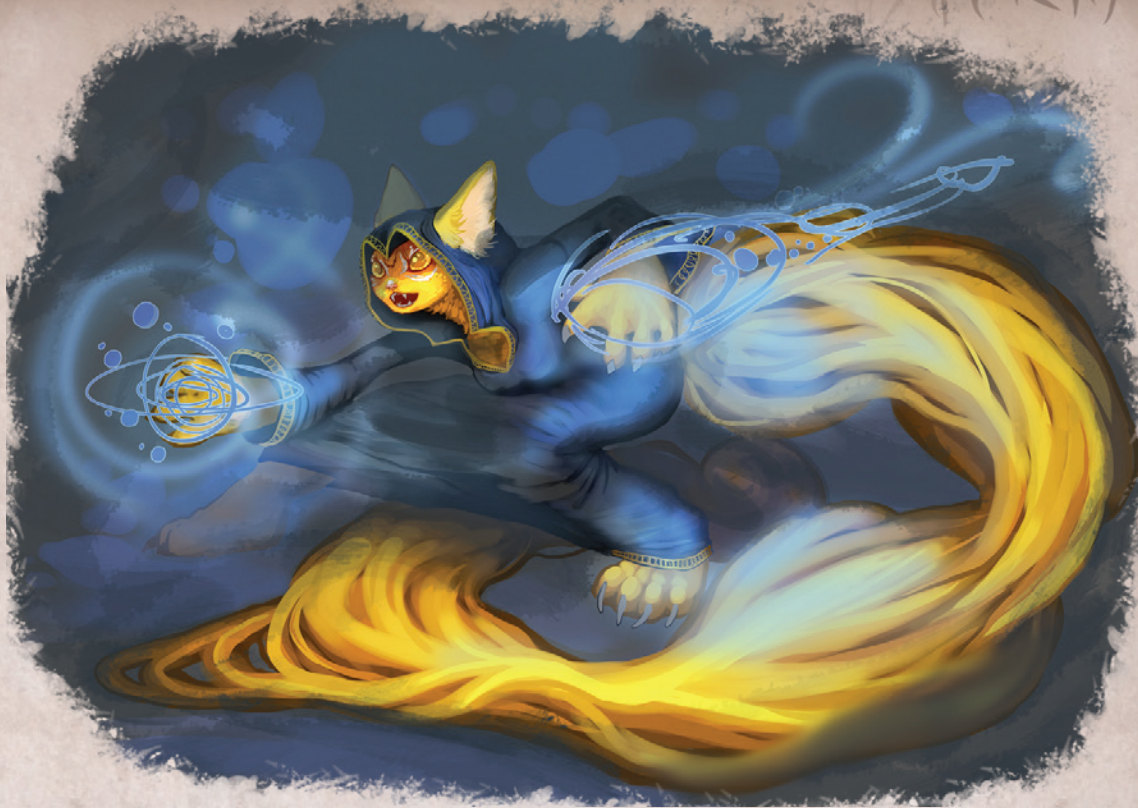
Favored Ability Scores. Dexterity, Wisdom.

Darkvision. Your eyes are lit by the embers of your soul. 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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Subrace. Choose a phoenix wolf subrace. If the subrace would give you the fingerless quality, it is considered to be *Fingerless* (Composite) instead.



PURRSIAN BODIED (PURRSIAN)

TRAITS



Type: Gain the fey type.

Subtype: Gain the feline subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Wisdom.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fanged: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small).

Feline Speed: You gain a +10 foot racial bonus to land speed when using the charge, run, or withdraw action.

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the feline tag.

Favored Ability Scores. Dexterity, Charisma.

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.

Fangs. You gain a bite attack natural weapon that deals 1d4 piercing damage. You may use it as though they were a finesse weapon. If you also have a claw attack, you can use your bonus action to make a claw attack after making a bite attack but you do not add your relevant ability modifier to damage when you do so.

Feline Charisma. When making a Charisma check with the Deception or Persuasion skills, you are never at disadvantage.

Feline Speed. You can use a bonus action to Dash or Disengage. Once you use this feature, you can't use it again until you finish a long rest. If you later gain the ability to Dash or Disengage as a bonus action, you add 10 feet to your movement any time you take either action.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

PURRSIAN BLOODED (PURRSIAN)

TRAITS



Type: Gain the fey type.

Silver Games

Subtype: Gain the feline subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Wisdom.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Feline Charisma: When you attempt to change a creature's attitude and fail by 5 or more, you can try again, even if 24 hours have not passed.

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Wings: You have a fly speed of 30 feet with clumsy maneuverability. You cannot fly in medium or heavy armor. Fly becomes a class skill.

TRAITS



Type. Gain the fey type.

Tag. Gain the feline tag.

Favored Ability Scores. Dexterity, Charisma.

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.

Flight. You have feathered wings that grant you a fly speed of 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you are at disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

STEELHEART BODIED (STEELHEART)

TRAITS



Type: Gain the fey type.

Subtype: Gain the half-construct subtype.

Strengths: Constitution, Intelligence.

Weaknesses: Wisdom.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Conductive: You have electricity resistance 5.

Fingerless (Composite): You utilize the fingerless rules.

Fragile Soul: You may not be raised or resurrected.

Iron Lungs: You do not eat, breathe, or sleep. You may do so if you wish, for instance quaffing a potion.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Favored Ability Scores: Constitution, Intelligence.

Cold Heart. Any spell that would bring you to life cannot be cast unless it is in a functional factory and uses added material components needed to enact physical repairs.

Conductive. You gain resistance to lightning damage.

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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Iron Lungs. You do not eat, breathe, or sleep. You may do so if you wish, for instance quaffing a potion.

Unique Heritage. You count as both a half-construct and a fey for all purposes.

STEELHEART SPIRIT (STEELHEART)

TRAITS



Type: Gain the fey type.

Strengths: Constitution, Intelligence.

Weaknesses: Wisdom.

Fingerless (Composite): You utilize the fingerless rules.

Heart of Steel: You gain a +2 racial bonus vs disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity

increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Favored Ability Scores. Constitution, Intelligence.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite).

Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Heart of Steel. You gain advantage on saving throws against disease and the charmed, exhaustion, and poisoned conditions. You gain resistance to poison damage.

Unique Heritage. You count as both a half-construct and a fey for all purposes.

SUN CAT BODIED (SUN CAT)

TRAITS



Type: Gain the fey type.

Subtype: Gain the feline subtype.

Strengths: Strength, Wisdom.

Weaknesses: Intelligence.

Fast Speed (*Quadruped* Dependent): Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Claws: You have two primary natural claw attacks that deal 1d4 points of bludgeoning and slashing damage (1d3 if you are Small).

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the feline tag.

Favored Ability Score. Strength, Wisdom.

Speed (*Four-Legged* Dependent). Your speed increases

by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Claw. You gain a claw attack natural weapon that deals 1d4 slashing damage. You may use it as though they were a finesse weapon. If you also have a bite attack, You can use your bonus action to make a bite attack after making a claw attack but you do not add your relevant ability modifier to damage when you do so.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Predator. You have a natural affinity for being tactical and gain proficiency in either Perception or Stealth.

SUN CAT BLOODED (SUN CAT)

TRAITS



Type: Gain the fey type.

Subtype: Gain the feline subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Wisdom.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Feline Speed: You gain a +10 foot racial bonus to land speed when using the charge, run, or withdraw action.

Fanged: You have a primary natural bite attack that deals 1d3 points of bludgeoning, slashing, and piercing damage (1d2 if you are Small).

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Scent: You gain the scent ability.

TRAITS



Type. Gain the fey type.

Tag. Gain the feline tag.

Favored Ability Score. Strength, Wisdom.

Speed (*Four-Legged* Dependent). Your speed increases by 10 feet, to a maximum of 40 feet, and you may move bipedally at half speed.

Fangs. You gain a bite attack natural weapon that deals 1d4 piercing damage. You may use it as though they were a finesse weapon. If you also have a claw attack, You can use your bonus action to make a claw attack after making a bite attack but you do not add your rele-

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vant ability modifier to damage when you do so.

Feline Speed. You can use a bonus action to Dash or Disengage. Once you use this feature, you must finish a long rest before you can use it again. If you later gain the ability to Dash or Disengage as a bonus action, add 10 feet to your movement any time when doing so.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage. Uncommon Everglow Race Physical Qualities

LUMINOUS BODIED (LUMINOUS DRAGON)

TRAITS



Type: Gain the and fey type.

Subtype: Gain the ponykind subtype.

Strengths: Any.

Weaknesses: Any.

Small: Your size is reduced by one category, to a minimum of Small.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Armed: You emerge from your egg with two primary claw attacks that deal 1d3 points of damage (1d4 if you are Medium) and a primary bite attack that deals 1d4

points of damage (1d6 if you are Medium).

Dragon Blood: You count as both your type and dragons for any effect related to race.

Scaled: Your tough scales impart you with a +1 natural armor bonus.

TRAITS



Type. Gain the fey type.

Tag. Gain the ponykind tag.

Favored Ability Score. Choose one

Size. Your size is reduced by one category, to a minimum of Small.

Armed. You emerged from the egg with two claws and sharp teeth. These natural weapons are considered light and finesse weapons that deal 1d3 damage. The claws deal slashing damage and the bite inflicts piercing damage.

Dragon Ancestry. You count as both your type and dragons for any effect related to type.

LUMINOUS BLOODED (LUMINOUS DRAGON)

TRAITS



Type: Gain the fey type.

Subtype: Gain the ponykind subtype.



Strengths: Any.

Weaknesses: Any.

Fast Speed: Your speed increases by 10 feet, to a maximum of 40 feet.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

Dragon Blood: You count as both your type and dragons for any effect related to race.

Wings: You have a fly speed of 30 feet with clumsy maneuverability. You cannot fly in medium or heavy armor. Fly becomes a class skill.

TRAITS



Type. Gain the fey type.

Tag. Gain the ponykind tag.

Favored Ability Score. Choose one.

Speed. Your speed increases by 10 feet, to a maximum of 40 feet.

Dragon Ancestry. You count as both your type and dragons for any effect related to type.

Flight. You have 30 feet of fly speed. You suffer disadvantage on strength checks when dealing with objects on the ground when flying. You cannot fly in armor you are not proficient in or isn't modified to accommodate your wings.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

RUMINANT BODIED (RUMINANT)

TRAITS



Type: Gain the fey type.

Subtype: Gain the ruminant subtype.

Strengths: Intelligence, Dexterity.

Weaknesses: Charisma.

Fast Speed: Your speed increases by 10 feet, to a maximum of 40 feet.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Antlers: You have a fine set of antlers that give you a primary 1d6 (medium) gore attack.

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the ruminant tag.

Favored Ability Scores. Dexterity, Intelligence

Speed. Your speed increases by 10 feet, to a maximum of 40 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.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Subrace. Choose a ruminant subrace.

RUMINANT BLOODED (RUMINANT)

TRAITS



Type: Gain the fey type.

Subtype: Gain the ruminant subtype.

Strengths: Intelligence, Dexterity.

Weaknesses: Charisma.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Clouded History: An abandoned child of your people, the bloodlines of others run in your veins. Select an impurity from the *Pathfinder* impurity list (*Ponyfinder - Forgotten Past*). This choice cannot be changed. Your appearance is also strongly influenced by your bloodline, and you can attempt to disguise yourself as another race, if appropriate, with a +10 racial bonus to the check.

Quadruped (Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%. You can move bipedally, losing the bonuses and decreasing your speed by half, to a minimum of 20 feet.

TRAITS



Type. Gain the fey type.

Tag. Gain the ruminant tag.

Favored Ability Scores. Dexterity, Intelligence.

Clouded History. An abandoned child of your people, the bloodlines of others run in your veins. Select an impurity from the 5e impurity list (*Ponyfinder - Forgotten Past*). Your appearance is also strongly influenced by your bloodline, and you gain advantage on attempts to disguise yourself as another race, as appropriate.

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.

Four-Legged (Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

STARJAMMER RACES

TORTANIAN BLOODED (TORTANIAN)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the tortanian subtype.

Appearance: The blood of the tortanians is not immediately obvious at a glance, but any time spent around one makes itself clear. Slow in action and purpose, but quite steadfast once they get moving.

Strengths: Constitution, Intelligence, Charisma. Taking this quality increases your Constitution by 2 in addition to other strengths taken, even Constitution.

Weaknesses: Dexterity.

Slow and Steady: Your base speed is reduced by 10 feet, to a minimum of 20 feet, but your speed is never modified by armor or encumbrance.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Stability: You gain a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stubborn: You gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if you fail such a save, you receive another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save

is made at the same DC as the first. If you have a similar ability from another source (such as a rogue's slippery mind class feature), you can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the tortanian tag.

Appearance. The blood of the tortanians is not immediately obvious at a glance, but any time spent around one makes itself clear. Slow in action and purpose, but quite steadfast once they get moving.

Favored Ability Scores. Constitution, Charisma.

Speed. Your base walking speed is reduced by 5 feet. Your speed is not reduced by wearing heavy armor.

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.

Stable Footing. You gain advantage on ability checks and saving throws to avoid being shoved or otherwise moved against your will.

Stubborn. After failing a Wisdom saving throw against an effect with a duration longer than 1 round, at the start of your next turn you may roll your saving throw again at the same DC to end the effect.

TORTANIAN BODIED (TORTANIAN)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the tortanian subtype.

Appearance: Those that carry this quality are difficult to miss, with a large shell that covers their front and back like the tortoises they likely resemble.

Strengths: Constitution, Intelligence, Charisma. Taking this quality increases your Wisdom by 2 if it was not already raised by a strength.

Weaknesses: Dexterity.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Enshell (Ex): As a move action that does not provoke attacks of opportunity, you can withdraw your head, arms, and legs fully into your shell. Small or light held objects or weapons can be pulled inside your shell as part of the same action, while larger held objects are dropped in your square. You have soft cover (+4 bonus to AC) while enshelled and do not have line of sight to

anything unless you have some means with which to see through your shell. Your shell structure prevents you from falling prone while enshelled. The bonus to AC increases by +1 at 6th, 12th, and 18th levels, to a maximum of +7 at 18th level. While enshelled, you can take no actions other than to exit from your shell (as a move action that does not provoke attacks of opportunity) and do not threaten spaces around yourself. The enshell effect ends automatically if you becomes unconscious or dead.

Hard-Shelled: The shell of a tortonian protects you from many threats. You have a +2 natural armor bonus.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the tortonian tag.

Appearance. Those that carry this quality are difficult to miss, with a large shell that covers their front and back like the tortoises they likely resemble.

Favored Ability Score. Constitution, Intelligence.

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.

Enshell. As an action, you can withdraw your head, arms, and legs fully into your shell. Objects smaller than a cubic foot or light weapons that you are holding can be pulled inside your shell as part of the same action, while larger held objects are dropped in your square. All attacks against you have disadvantage and you do not have line of sight to anything unless you have some means with which to see through your shell. Your shell structure makes you immune to prone while enshelled. While enshelled, you can take no actions other than to exit from your shell (as a bonus action) and you do not threaten spaces around yourself. The enshell effect ends automatically if you becomes incapacitated or dead.

FEATURED RACE PHYSICAL QUALITIES

AASIMAR BLOODED (AASIMAR)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Charisma, Wisdom.

Weaknesses: Anyone with this blood does not need to select a weakness.

Darkvision: You can see in the dark up to 60 feet.

Spell-Like Ability: You can use *daylight* once per day as a spell-like ability (caster level equal to your class level).

Aasimar Heritage: You may take alternate heritages, changing matching traits to match your altered heritage, namely your strengths and spell-like ability.

TRAITS



Type. Gain the humanoid type if no other types are present.

Tag. Gain the Aasimar tag.

Favored Ability Scores. Charisma.

Subrace. Choose one of the following subraces.

Zealous

- **Favored Ability Score.** Constitution.
- **Righteous Resistance.** You have resistance to lightning damage.
- **Smiting Brand.** When you successfully strike a creature with a weapon attack, you may choose to brand it for retribution. The brand lasts until the end of your next turn and while branded, once per turn, the creature takes an extra 1d4 radiant damage from weapon attacks. This damage increases to 2d4 at 11th level. You may use this ability once, and regain the use of it after a short rest.

Soothing

- **Favored Ability Score.** Wisdom.
- **Compassionate Resistance.** You have resistance to cold damage.
- **Guiding Light.** As a reaction, you may bless a creature you can see with divine insight, increasing any attack roll, ability check, or saving throw by 1d4. You may do this after the roll, but before the GM announces if the roll was successful or not or damage is rolled. You may do so once, regaining the use of this ability after a short rest.

AASIMAR BODIED (AASIMAR)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Charisma, Wisdom.

Weaknesses: Anyone with this blood does not need to select a weakness.

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Celestial Resistance: You have acid resistance 5, cold resistance 5, and electricity resistance 5.

Aasimar Heritage: You may take alternate heritages, changing matching traits to match your altered heritage, namely your strengths and spell-like ability.

TRAITS



Type. Gain the humanoid type if no other types are present.

Tag. Gain the Aasimar tag.

Favored Ability Scores. Wisdom, Charisma.

Light-Born. You know the *light* cantrip. Wisdom is your spellcasting ability for this spell. You may cast this cantrip as either a reaction or a bonus action. At 3rd level, you treat any spell that generates darkness as one level lower for the sake of dispelling that darkness. At 5th level, you can cast the *daylight* spell. Charisma is your spellcasting ability for this spell. You may cast these spells once each with this trait and you must finish a long rest before you can cast them again.

FELINE BLOODED (CATFOLK)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the catfolk subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Wisdom.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Cat's Luck (Ex): Once per day when you make a Reflex saving throw, you can roll the saving throw twice and take the better result. You must decide to use this ability before the saving throw is attempted.

Sprinter: You gain a 10-foot racial bonus to your speed when using the charge, run, or withdraw actions.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the catfolk tag.

Favored Ability Score. Dexterity, Charisma.

Cat's Luck. You may choose to gain advantage on a Dexterity saving throw before rolling. Once you use this feature, you must finish a long rest before you can use it again.

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.



Feline Speed. You can use a bonus action to Dash or Disengage. Once you use this feature, you can't use it again until you finish a long rest. If you later gain the ability to Dash or Disengage as a bonus action, add 10 feet to your movement any time when doing so.

UNDEAD TAINTED (DHAMPIR)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the dhampir subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Constitution.

Darkvision: You can see in the dark up to 60 feet.

Negative Energy Affinity: Though a living creature, you react to positive and negative energy as if you were undead—positive energy harms you, while negative energy heals you.

Resist Level Drain (Ex): You take no penalties from energy drain effects, though you can still be killed if you gain more negative levels than you have Hit Dice. After 24 hours, any negative levels you take are removed without the need for an additional saving throw.

Undead Resistance: You gain a +2 racial bonus on

saving throws against disease and mind-affecting effects.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the dhampir tag.

Favored Ability Scores. Dexterity, Charisma.

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.

Deathly Vigor. Your max hit points cannot be reduced due to effects from undead such as vampire's bite or a wight's life drain.

Undead Nature. You have resistance to necrotic damage and whenever you would be healed by an effect that cannot affect the undead, you only recover half the hit points you would normally.

DROW BLOODED (DROW)

TRAITS



Type. Gain the humanoid type if no other type is present.

Subtype. Gain the elf subtype.

Strengths. Dexterity, Charisma.

Weaknesses. Constitution.

Darkvision. You can see in the dark up to 60 feet.

Spell-Like Abilities. You can cast *dancing lights*, *darkness*, and *faerie fire*, once each per day, using your total character level as your caster level and Charisma for your spellcasting ability.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the elf tag.

Favored Ability Scores. Dexterity, Charisma.

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.

Drow Legacy. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell as a 2nd-level spell. When you reach 5th level, you can cast the *darkness* spell. Charisma is your spellcasting ability for these spells. You may cast these spells once each with this trait and you must finish a long rest before you can cast them again.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

DROW BODIED (DROW)

TRAITS



Type. Gain the humanoid type if no other type is present.

Subtype. Gain the elf subtype.

Strengths. Dexterity, Charisma.

Weaknesses. Constitution.

Superior Darkvision. Your darkvision increases by 60 feet, stacking with any other racial darkvision you may have.

Immunities. You are immune to magic sleep effects and gain a +2 racial bonus on saving throws against enchantment spells and effects.

Spell Resistance. You possess spell resistance (SR) equal to 6 plus your total number of class levels.

Light Blindness. You suffer from light blindness. Abrupt exposure to any bright light blinds you for 1 round. On subsequent rounds, you are dazzled as long as you remain in the affected area.

TRAITS



Drow share Ancient Magic Bodied with the Elf Race

SHADOW RESIDENT (FETCHLING)

TRAITS



Type. Gain the outsider type.

Subtype. Gain the native subtype.

Strengths. Dexterity, Charisma.

Weaknesses. Wisdom.

Low-Light Vision. You can see twice as far as humans in conditions of dim light.

Spell-Like Abilities (Sp): You can use *disguise self* once per day as a spell-like ability. You can assume the form of any humanoid creature. When you reach 9th level in any combination of classes, you gain *shadow walk* (self only) as a spell-like ability usable once per day and at 13th level, you gain *plane shift* (self only, to the Shadow Plane or the Material Plane only) usable once per day. Your caster level is equal to your total Hit Dice.

TRAITS



Type. Gain the humanoid type if no other type is present.

Silver Games

Tag. Gain the fetchling tag.

Favored Ability scores. Dexterity, Charisma.

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.

Legacy of Shadows. You can cast the *disguise self* spell.. When you reach 5th level, you can cast the *blur* spell. Charisma is your spellcasting ability for these spells. You may cast these spells once each with this trait and you must finish a long rest before you can cast them again.

SHADOW BODIED (FETCHLING)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Wisdom.

Darkvision: You can see in the dark up to 60 feet.

Shadow Blending (Su): Attacks against you in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Shadowy Resistance: You have cold resistance 5 and electricity resistance 5.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the fetchling tag.

Favored Ability Scores. Dexterity, Charisma.

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.

Shadow Blending. When an attacker is treated as blinded due to darkness, you are also considered to have half cover

Shadowy Resistance. You have resistance to cold damage.

GOBLIN BLOODED (GOBLIN)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the goblinoid subtype.

Strengths: Dexterity.

Weaknesses: Strength, Charisma.

Small: Your size is reduced by one category, to a minimum of Small.

Normal Speed: You are fast for your size, allowing you to move at a base speed of 30 feet despite being Small. If this racial trait is traded away, reduce your movement by 10 feet to a minimum base speed of 20 feet.

Darkvision: You can see in the dark up to 60 feet.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the goblinoid tag.

Favored Ability Score. Dexterity.

Size. Your size is reduced by one category, to a minimum of Small.

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.

Nimble Escape. You can either Disengage or Hide as a bonus action on your turn.

HOBGOBLIN BLOODED (HOBGOBLIN)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the goblinoid subtype.

Strengths: Dexterity, Constitution.

Weaknesses: Those with this quality need not select a weakness.

Darkvision: You can see in the dark up to 60 feet.

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the goblinoid subtype.

Strengths: Dexterity, Constitution.

Weaknesses: Those with this quality need not select a weakness.

Darkvision: You can see in the dark up to 60 feet.

FIRE BLOODED (IFRIT)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Wisdom.

Darkvision: You can see in the dark up to 60 feet.

Energy Resistance: You have fire resistance 5.

Fire Affinity: If you have the elemental (fire) bloodline, treat your Charisma score as 2 points higher for all sorcerer spells and class abilities. If you have the Fire domain, use your domain powers and spells at +1 caster level.

Spell-Like Ability: You can use *burning hands* 1/day as a spell-like ability (caster level equals your level; DC 11 + Charisma modifier).

TRAITS



Type. Gain the elemental type.

Tag. Gain the ifrit tag.

Favored Ability Scores. Dexterity, Charisma.

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.

Fire Affinity. You may cast *burning hands* once with this trait and regain the ability to do so when you finish a long or short rest. Charisma is your spellcasting ability for this spell.

Nature of the Flame. You have fire resistance.

FOX BODIED (KITSUNE)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the kitsune and shapechanger subtypes.

Strengths: Dexterity, Charisma.

Weaknesses: Strength.

Change Shape (Su): You can assume the appearance of a specific single human form of the same sex. You always take this specific form when you use this ability. When you are in human form, you cannot use your bite attack, but gain a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that you do not adjust your ability scores and can remain in this form indefinitely.

Natural Weapons (Ex): In your natural form, you have a bite attack that deals 1d4 points of damage.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the kitsune and shapechanger tags.

Favored Ability Scores. Dexterity, Charisma.

Change Shape. You can assume the appearance of a specific single human form of the same sex as an action. You always take this specific form when you use this ability. You cannot use your bite while in this form.

Natural Weapons: You have a natural bite attack that deals 1d4 piercing damage and counts as a light finesse weapon.

FOX BLOODED (KITSUNE)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the kitsune subtype.

Strengths: Dexterity, Charisma.

Weaknesses: Strength.

Kitsune Magic (Ex/Sp): You add +1 to the DC of any saving throws against enchantment spells that you cast.



Silver Games

If you have a Charisma score of 11 or higher you gain the following spell-like ability: 3/day—*dancing lights* (caster level equals your level).

TRAITS



- **Type.** Gain the humanoid type if no other type is present.
- **Tag.** Gain the kitsune tag.
- **Favored Ability Score.** Dexterity, Charisma.
- **Kitsune Magic.** You know the *dancing lights* cantrip. Charisma is your spellcasting ability for this spell.

KOBOLD BLOODED (KOBOLD)

TRAITS



Type: Gain the humanoid type if no other type is present.
Subtype: Gain the reptilian subtype.
Strengths: Dexterity.
Weaknesses: Strength, Constitution.
Small: Your size is reduced by one category, to a minimum of Small.
Darkvision: You can see in the dark up to 60 feet.
Armor: Your scaly skin grants you a +1 natural armor bonus.
Light Sensitivity: Your naturally dark lands have caused you to suffer from light sensitivity.

TRAITS



Type. Gain the humanoid type if no other type is present.
Tag. Gain the kobold tag.
Favored Ability Score. Dexterity.
Size. Your size is reduced by one category, to a minimum of Small.
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. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

EARTH BLOODED (OREAD)

TRAITS



Type: Gain the outsider type.
Subtype: Gain the native subtype.
Strengths: Strength, Wisdom.
Weaknesses: Charisma.
Slow Speed: Your base speed is reduced by 10 feet, to a minimum of 20 feet.
Darkvision: You can see in the dark up to 60 feet.
Earth Affinity: If you have the elemental (earth) bloodline, treat your Charisma score as 2 points higher for all sorcerer spells and class abilities. If you have the Earth domain, use your domain powers and spells at +1 caster level.
Energy Resistance: You have acid resistance 5.
Spell-Like Ability: You can use *magic stone* 1/day as a spell-like ability (caster level equals your total level; DC 11 + Charisma modifier).

TRAITS



Type. Gain the elemental type.
Tag. Gain the oread subtype.
Favored Ability Scores. Strength, Wisdom.
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.
Earth Affinity. You can create a shockwave. It has a save DC of 8 + your proficiency modifier + your strength modifier. This functions as per the spell *thunderwave*, except that it only affects things currently on the ground and it does not make excessive noise. Once you use this feature, you can't use it again until you finish a short or long rest.
Nature of the Stone. You have acid resistance.

RAT BLOODED (RATFOLK)

TRAITS



Type: Gain the humanoid type if no other type is present.
Subtype: Gain the ratfolk subtype.
Strengths: Dexterity.
Weaknesses: Strength, Constitution.
Small: Your size is reduced by one category, to a minimum of Small.



Slow Speed: Your base speed is reduced by 10 feet, to a minimum of 20 feet.

Darkvision: You can see in the dark up to 60 feet.

Rodent Empathy: You gain a +4 racial bonus on Handle Animal checks made to influence rodents.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the goblinoid tag.

Favored Ability Score. Strength.

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.

Martial Advantage. Once per turn, you can deal an extra 4 (1d6) damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally of yours that is not incapacitated.

AIR BLOODED (SYLPH)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Dexterity, Intelligence.

Weaknesses: Constitution.

Darkvision: You can see in the dark up to 60 feet.

Air Affinity: If you have the elemental (air) bloodline, treat your Charisma score as 2 points higher for all sorcerer spells and class abilities. If you have the Air

domain, use your domain powers and spells at +1 caster level.

Energy Resistance: You have electricity resistance 5.

Spell-Like Ability: You can use *feather fall* 1/day as a spell-like ability (caster level equals your total level; DC 11 + Charisma modifier).

TRAITS



Type. Gain the elemental type.

Tag. Gain the slyph tag.

Favored Ability Scores. Dexterity, Intelligence.

Air Affinity. You may cast *feather fall* once with this trait and regain the ability to do so when you finish a long or short rest. Charisma is your spellcasting ability for this spell.

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.

Nature of the Lightning. You have lightning resistance.

RAVEN BLOODED (TENGU)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the tengu subtype.

Strengths: Dexterity, Wisdom.

Weaknesses: Constitution.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Gifted Linguist: You gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time you gain a rank in Linguistics rather than 1 language.

Natural Weapons: You have a bite attack that deals 1d3 points of damage.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the tengu tag.

Favored Ability Scores. Dexterity, Wisdom.

Gifted Linguist. You know one additional language of your choice. In addition, you may learn new languages in half the time.

Natural Weapons. You have a natural bite weapon with the finesse property that deals 1d4 points of piercing damage.

DARK BODIED (TIEFLING)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Dexterity, Intelligence.

Weaknesses: Charisma.

Darkvision: You can see in the dark up to 60 feet.

Fiendish Resistance: You have cold resistance 5, electricity resistance 5, and fire resistance 5.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the tiefling tag.

Favored Ability Score. Intelligence, Charisma.

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.

Dark-Born. Starting at 3rd level, you treat magical darkness as normal darkness instead. At 5th level, you may cast the *darkness* once with this trait and regain the ability to do so when you finish a long or short rest. Charisma is your spellcasting ability for this spell.

DARK BLOODED (TIEFLING)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Dexterity, Intelligence.

Weaknesses: Charisma.

Darkvision: You can see in the dark up to 60 feet.

Fiendish Sorcery: If you are a sorcerer with the abyssal or infernal bloodlines treat your Charisma score as 2 points higher for all sorcerer class abilities.

Spell-like Ability: You can use *darkness* once per day as a spell-like ability. The caster level for this ability is equal to your class level.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the tiefling tag.

Favored Ability Score. Charisma.

Subrace. Choose one of the following sub-races.

Defiler

- **Favored Ability Score.** Intelligence.
- **Accursed Luck.** As a reaction, you may curse a creature you can see with bad fortune, reducing any attack roll, ability check, or saving throw by 1d4. You may do this after the roll, but before the GM announces if the roll was successful or not or damage is rolled. You may do so once, regaining the use of this ability after a short rest.
- **Corrupt Resistance.** You have resistance to poison damage.

Destroyer

Favored Ability Score. Strength.

Baleful Resistance. You have resistance to fire damage.

Dark Fury. When you successfully attack a creature, you may add an additional 1d8 fire damage. This damage increases by 1d8 at 5th, 11th, and 17th level. You may do this once, regaining the use of this ability after a short rest.

WATER BLOODED (UNDINE)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Dexterity, Wisdom.

Weaknesses: Strength.

Darkvision: You can see in the dark up to 60 feet.

Water Affinity: If you have the elemental (water) bloodline treat your Charisma score as 2 points higher for all sorcerer spells and class abilities. If you have the Water domain use your domain powers and spells at +1 caster level.

Spell-Like Ability: You can use *hydraulic push* 1/day as a spell-like ability (caster level equals your level; DC 11 + Charisma modifier).

TRAITS



Type. Gain the elemental type.

Tag. Gain the undine subtype.

Favored Ability Score Dexterity, Wisdom.

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.

Nature of Ice. You have cold resistance.

Water Affinity. You may cast *hydraulic push* once with

this trait and regain the ability to do so when you finish a long or short rest. Charisma is your spellcasting ability for this spell.

WATER BODIED (UNDINE)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype.

Strengths: Dexterity, Wisdom.

Weaknesses: Strength.

Darkvision: You can see in the dark up to 60 feet.

Energy Resistance: You have cold resistance 5.

Swimmers: You have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.

TRAITS



Type. Gain the elemental type.

Tag. Gain the undine subtype.

Favored Ability Score. Dexterity, Wisdom.

Amphibious. You can breathe air and water.

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.

Swimmers. You have a swim speed of 30 feet and have advantage on Strength (Athletics) checks to swim.

MONSTROUS RACE PHYSICAL QUALITIES

ABOLETH BODIED (ABOLETH)

TRAITS



Type: Gain the aberration type, overriding any other type save outsider.

Appearance: Slick slime seems to coat you even just after a bath. Your whiskers or beard, if you have any, seem unnaturally long and thick and twitch occasionally.

Strengths: Strength, Constitution, Charisma, Wisdom.

Weaknesses: Intelligence.

Darkvision: You can see in the dark up to 60 feet.

Fingerless (Composite): You utilize the fingerless rules.

Tentacles: You have grasping tentacles that can batter those that displease you. You can use them to make a primary natural attack that deals 1d3 points of bludgeoning damage (1d2 if you are Small). You begin with a single attack, but gain another when your base attack bonus reaches 6 and every 5 after that.

Water Born: You can breathe underwater and gain a swim speed of 60 feet. Your land speed is reduced by 10 feet, to a minimum of 20 feet.

TRAITS



Type. Gain the aberration type, overriding any other type.

Appearance. Slick slime seems to coat you even just after a bath. Your whiskers or beard, if you have any, seem unnaturally long and thick and twitch occasionally.

Favored Ability scores. Strength, Wisdom.

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.

Fingerless (Composite). You utilize the fingerless rules.

Tentacles. You have grasping tentacles that can batter those that displease you. These also function as a light natural weapon that deals 1d4 bludgeoning damage.

Water Born. You can breathe water and gain a swim speed of 60 feet. Your land speed is reduced by 10 feet, to a minimum of 20 feet.

ABOLETH BLOODED (ABOLETH)

TRAITS



Type: Gain the aberration type, overriding any other type save outsider.

Appearance: Slick slime seems to coat you even just after a bath. When in contact with water, you cloud it in a foul mixture.

Strengths: Strength, Constitution, Charisma, Wisdom.

Weaknesses: Intelligence.

Fingerless (Composite): You utilize the fingerless rules.

Mucus Cloud: While underwater, you exude a cloud of transparent slime. All creatures adjacent to you must succeed on a Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. The save DC is equal to 10 + 1/2 your level + your Constitution modifier. Renewed contact with your mucus cloud and failing another save extends the effect for another 3 hours.

Slime (Tentacles Dependent): A creature hit by your

tentacle must succeed on a Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The save DC is equal to 10 + ½ your level + your Constitution modifier. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Warped Perceptions: Once per day, you may cast *minor image* as a spell-like ability with a caster level equal to your character level. The save DC is 12 + your Charisma modifier. This becomes an at will ability at 5th level. At 10th level you may cast *persistent image* once per day with a save DC equal to 15 + your Charisma modifier.

TRAITS



Type. Gain the aberration type, overriding any other type.

Appearance. Slick slime seems to coat you even just after a bath. When in contact with water, you cloud it in a foul mixture.

Favored Ability Scores. Constitution, Charisma.

Fingerless (Composite). You utilize the fingerless rules.

Mucus Cloud. While underwater, you are surrounded by transformative mucus. A creature that touches you or that hits you with a melee attack while within 5 feet of you must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failure, the creature is diseased for 1d4 hours. The diseased creature can only breathe underwater.

Probing Telepathy. If a creature communicates telepathically with you and you can see the creature, you can immediately make a contested Wisdom (Insight) ability check against the target's Charisma (Deception) to learn the creature's greatest desires. You cannot make another attempt on the same creature for 24 hours.

Slime (*Tentacles* Dependent). You can coat your tentacles with slime when you make an attack. A creature hit this way must succeed on a Constitution saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, and the creature can't regain hit points unless it is underwater. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture

is applied to the skin before 10 minutes have passed. Once you use this feature, you must finish a long rest before you can use it again.

CENTAUR BLOODED (CENTAUR)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: One unifying trait of those with your blood is quite obvious. You have four hooves instead of two feet.

Strengths: Strength, Constitution, Dexterity, Wisdom.

Fast Speed: Your speed increases by 10 feet, to a maximum of 40 feet.

Darkvision: You can see in the dark up to 60 feet.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped: Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the monstrosity type.

Appearance. One unifying trait of those with your blood is quite obvious. You have four hooves instead of two feet.

Favored Ability Score. Constitution, Wisdom.

Speed. Your speed increases by 10 feet, to a maximum of 40 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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged. Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

CENTAUR BODIED (CENTAUR)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: You have the physique and size of a centaur. Your muscles are well defined and your features are fit for carving on the finest of stone.

Strengths: Strength, Constitution, Dexterity, Wisdom.

Large: Your size increases by one category, to a maximum of Large. If you are a quadruped, you do not gain reach from this.

Natural Armor: You have the thick skin one might expect of a horse. Your natural armor increases by +1.

TRAITS



Type. Gain the monstrosity type.

Appearance. You have the physique and size of a centaur. Your muscles are well defined and your features are fit for carving on the finest of stone.

Favored Ability Score. Strength, Dexterity.

Size. Your size increases by one category, to a maximum of Large.

Charge. As an action, you may move 30 feet straight towards a target and make an attack with a weapon. This movement is in addition to your normal allotment. You may do so once and regain the use of this ability when you finish a short or long rest.

DRACONIC TURTLE BLOODED (DRAGON TURTLE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: The shell on your back is hard to misplace as anything but a sign of your thick carapace.

Strengths: Strength, Constitution.

Weaknesses: Dexterity.

Slow Speed: Your base speed is reduced by 10 feet, to a minimum of 20 feet.

Darkvision: You can see in the dark up to 60 feet.

Armored: Your thick shell isn't just for show. Your natural armor increases by +2. At 5th level and every five levels beyond, your natural armor increases by +1, to a maximum of +5 at 20th level.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (Fingerless Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the monstrosity type.

Appearance. The shell on your back is hard to misplace

as anything but a sign of your thick carapace.

Favored Ability Score. Strength, Constitution.

Armored. Gain a +1 bonus to AC.

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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (Fingerless Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

DRACONIC TURTLE BREATH (DRAGON TURTLE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: Your neck has wrinkly folds that may make you look older or overweight, but the truth is far more dangerous.

Strengths: Strength, Constitution.

Weaknesses: Dexterity.

Darkvision: You can see in the dark up to 60 feet.

Breath Weapon (Su): Once per day, you can breathe a cloud of steam 20 feet high, 25 feet wide, and 50 feet long. It deals 1d6 points of fire damage per character level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your level + your Constitution modifier. It is effective both on the surface and underwater.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (Fingerless Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the monstrosity type.

Appearance. Your neck has wrinkly folds that may make you look older or overweight, but the truth is far more dangerous.

Favored Ability Scores. Strength, Constitution.

Amphibious. You can breathe air and water.

Breath Weapon. You can exhale scalding steam in a

15-foot cone. Each creature in that area must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 fire 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. Being underwater doesn't grant resistance against this damage. After you use your breath weapon, you can't use it again until you complete a long rest.

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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

DRAGON BREATH (DRAGON)

TRAITS



Type: Gain the dragon type.

Appearance: Patches of colored scales betray your exotic origin. Your mouth and throat can stretch to unwholesome amounts.

Strengths: Strength, Constitution.

Weaknesses: Dexterity.

Darkvision: You can see in the dark up to 60 feet.

Element: Select an energy type: acid, cold, electricity, or fire. If any other quality also has the *Element* trait, you must make the same choice for all of them. This choice is made at character creation and does not change.

Breath Weapon (Su): Once per day, you can breathe a 30-foot cone or 60-foot line, chosen at character creation, of your chosen energy type. This breath weapon deals 1d6 points of damage per character level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your level + your Constitution modifier.

Elemental Resistance: You gain resistance 5 against your energy type. This increases by 5 at 5th level every 5 levels afterwards, granting resistance 25 at 20th level.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the dragon type.

Appearance. Patches of colored scales betray your exotic origin. Your mouth and throat can stretch to unwholesome amounts.

Favored Ability Scores. Strength, Constitution.

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.

Element. Select an element: acid, cold, fire, lightning, or poison. If any other quality also has the *Element* trait, you must make the same choice for all of them. This choice is made at character creation and does not change.

Breath Weapon. You can exhale your chosen element in either a 15-foot cone or 30-foot line, chosen at character creation. Each creature in that area must make a dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 of your element's 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 long rest.

Elemental Resistance. You have resistance to your chosen element.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

DRAGON BODY (DRAGON)

TRAITS



Type: Gain the dragon type.

Appearance: Great bulk and reptilian wings leave little to the imagination as to your possible origins.

Strengths: Strength, Constitution.

Weaknesses: Dexterity.

Large: Your size increases by one category, to a maximum of Large. If you are a quadruped, you do not gain reach from this.

Darkvision: You can see in the dark up to 60 feet.

Element: Select an energy type: acid, cold, electricity, or

fire. If any other quality also has the *Element* trait, you must make the same choice for all of them. This choice is made at character creation and does not change.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

Wings: You have wings that grant you a fly speed of 30 feet with clumsy maneuverability.

TRAITS



Type. Gain the dragon type.

Appearance: Great bulk and reptilian wings leave little to the imagination as to your possible origins.

Favored Ability Score. Strength, Constitution.

Size: Your size increases by one category, to a maximum of Large.

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.

Element. Select an element: acid, cold, fire, lightning, or poison. If any other quality also has the *Element* trait, you must make the same choice for all of them. This choice is made at character creation and does not change.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Flight. You have draconic wings, and your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your flying speed during your turn.

COUATL BLOODED (COUATL)

TRAITS



Type: Gain the outsider type.

Subtype: Gain the native subtype

Appearance: Your form becomes longer, narrower and sleeker, to say nothing of your wide wings that can carry you aloft. You peer with a penetrating gaze.

Strengths: Strength, Constitution, Wisdom.

Slow Speed: Your base speed is reduced by 10 feet, to a minimum of 20 feet.

Darkvision: You can see in the dark up to 60 feet.

Senses: As a standard action you may use *detect chaos, evil, good, or law* as a supernatural ability.

Fingerless (Composite): You utilize the fingerless rules.

Wings: You have wings that grant you a fly speed of 30 feet with clumsy maneuverability.

TRAITS



Type. Gain the celestial type.

Appearance. Your form becomes longer, narrower and sleeker, to say nothing of your wide wings that can carry you aloft. You peer with a penetrating gaze.

Favored Ability Score. Strength, Constitution, Wisdom.

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.

Fingerless (Composite). You utilize the fingerless rules.

Flight. You have feathered wings, and your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your flying speed during your turn.

Natural Intuition. You gain proficiency in the Insight skill.

Shielded Mind. You have advantage on any save to resist to Scrying and any effect that would sense your emotions, read your thoughts, or detect your location.

GNOLL BLOODED (GNOLL)

TRAITS



Type: Gain the humanoid type if no other type is present.

Subtype: Gain the gnoll subtype.

Appearance: Shaggy fur, hulking forms, and a haunting laugh are all marks of the gnoll blooded.

Strengths: Strength, Constitution.

Weaknesses: Anyone with this blood does not need to select a weakness.

Tough Hide: Your natural armor increases by 2.

TRAITS



Type. Gain the humanoid type if no other type is present.

Tag. Gain the gnoll tag.

Appearance. Shaggy fur, hulking forms, and a haunting laugh are all marks of the gnoll blooded.

Favored Ability Score. Strength, Constitution

Bite. You have a natural bite weapon that deals 1d4 piercing damage and counts as a light weapon.

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

DEEP BLOODED (--)

TRAITS



Type: Gain the aberration type, overriding any other type save outsider.

Appearance: Your head is unnaturally bulbous and long tendrils hang from your face, twitching fitfully, especially when you are excited or agitated. Your skin has an unhealthy sheen, as if kept slick and moist.

Strengths: Intelligence, Charisma.

Weaknesses: Strength.

Darkvision: You can see in the dark up to 60 feet.

Unnatural Thoughts: Touched by things that should not be, your thoughts take unintuitive leaps. You may spend a full-round action when frightened, shaken, distracted, confused, panicked, or cowering to end all of those conditions. This does not protect you from gaining them again.

TRAITS



Type. Gain the aberration type, overriding any other type.

Appearance. Your head is unnaturally bulbous and long tendrils hang from your face, twitching fitfully, especially when you are excited or agitated. Your skin has an unhealthy sheen, as if kept slick and moist.

Favored Ability Scores. Intelligence, Charisma.

Alien Mind. You have resistance against psychic damage.

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.

Unnatural Thoughts. Touched by things that should not be, your thoughts take unintuitive leaps. You may take an action once when frightened or charmed to end either of those conditions and may do so again after finishing a short or long rest. This does not protect you from gaining them again.

ARTIFICIALLY TAINTED (GOLEM)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid or have no type specified.

Subtype: Gain the half-construct subtype.

Appearance: You have faint lines at your joints. You are a creation or at least partially so. Perhaps you were saved from death, but now you are less than living.

Strengths: Anyone with this quality gains no strengths or weaknesses. This overrides strengths and weaknesses gained from any other trait.

Darkvision: You can see in the dark up to 60 feet.

Artificial Resilience: You have a +2 racial bonus to saving throws against mind-affecting effects, disease, death effects, sleep, or necromancy effects.

Fragile Soul: You may not be raised or resurrected.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid or have no type specified.

Tag. Gain the half-construct tag.

Appearance. You have faint lines at your joints. You are a creation or at least partially so. Perhaps you were saved from death, but now you are less than living.

Favored Ability Scores. Anyone with this quality gains no favored ability scores. This overrides favored ability scores gained from any other trait.

Artificial Resilience. You have resistance against poison and psychic damage.

Constructed Fortitude. You have advantage on saves against being charmed or poisoned and are immune to diseases.

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.

Fragile Soul. You may not be raised or resurrected.

ARTIFICIALLY BODIED (GOLEM)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid or have no type specified.

Subtype: Gain the half-construct subtype.

Appearance: Thick plates of non-living matter protect whatever is inside you. You are no normal living thing.

Strengths: Anyone with this quality gains no strengths or weaknesses. This overrides strengths and weaknesses gained from any other trait.

Fragile Soul: You may not be raised or resurrected.

Non-living: You do not eat, breathe, or sleep. You may do so if you wish or to gain a benefit, for instance quaffing a potion.

Well Constructed: You begin play with the toughness feat.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid or have no type specified.

Tag. Gain the half-construct tag.

Appearance. Thick plates of non-living matter protect whatever is inside you. You are no normal living thing.

Favored Ability Score. Anyone with this quality gains no favored ability score. This overrides favored ability scores gained from any other trait.

Fragile Soul. You may not be raised or resurrected.

Non-living. You do not eat, breathe, or sleep. You may do so if you wish or to gain a benefit, for instance quaffing a potion.

Well Constructed. Your maximum hit points are increased by 1 per level.

MANTICORE BLOODED (MANTICORE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the magical beast type if no other type is specified.

Appearance: Wickedly sharp predator's teeth and bestial eyes are a sign that a beast's blood runs in your veins. If your race does not normally have wings, you may surprise others with your draconic wings.

Strengths: Strength, Dexterity, Constitution.

Weaknesses: Intelligence, Charisma.

Darkvision: You can see in the dark up to 60 feet.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Fingerless (Composite): You utilize the fingerless rules.

Predator's Maw: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small).

Quadruped (Fingerless Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the monstrosity type if no other type than humanoid is specified.

Appearance. Wickedly sharp predator's teeth and bestial eyes are a sign that a beast's blood runs in your veins. If your race does not normally have wings, you may surprise others with your draconic wings.

Favored Ability Scores. Strength, Dexterity, Constitution.

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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (Fingerless Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Predator's Maw: You have a natural bite attack that deals 1d6 piercing damage.



MANTICORE BODIED (MANTICORE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the magical beast type if no other type is specified.

Appearance: It is impossible to miss the great spiked tail that sways dangerously from your back end. If your race does not normally have wings, you may surprise others with your draconic wings.

Strengths: Strength, Dexterity, Constitution.

Weaknesses: Intelligence, Charisma.

Claws: You have two primary natural claw attacks that deal 1d4 points of bludgeoning and slashing damage (1d3 if you are Small).

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (Fingerless Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

Tail Spikes: With a snap of your tail, you can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. You can launch only 4 spikes per two levels (minimum 4) in any 24-hour period. This attack is treated as a thrown weapon that deals 1d4 piercing damage.

TRAITS



Type. Gain the monstrosity type if no other type than humanoid is specified.

Appearance. It is impossible to miss the great spiked tail that sways dangerously from your back end. If your race does not normally have wings, you may surprise others with your draconic wings.

Favored Ability Scores. Strength, Dexterity, Constitution.

Claws. You have two natural claw weapons that deal 1d4 slashing damage and count as light finesse weapons.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (Fingerless Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Tail Spikes: With a snap of your tail, you can fire a spike as a thrown ranged weapon attack that deals 1d4 pierc-

ing damage with a range of 100/200. When you do so, you may fire two additional spikes as a bonus action. You have a number of spikes equal to 4 + your level and you regain your spent spikes when you finish a long rest.

NYMPH BLOODED (NYMPH)

TRAITS



Type: Gain the fey type.

Appearance: Long pointed ears and a voice that one could get lost in are signs that any given non-elf may have nymph's blood.

Strengths: Dexterity, Charisma.

Weaknesses: Strength.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Inspiration (Su): You can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of your affection (typically a lock of your hair). As long as you retain your favor for this creature and as long as the creature carries your token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has you for a muse in this way can use their bardic performance for an additional number of rounds per day equal to your Charisma modifier. You retain a link to your token and its carrier as if you had cast a *status* spell on the carrier. You can end this effect at any time as a free action. You may only inspire one creature at a time in this manner.

Unearthly Grace (Su): If you have the ability to add Charisma to your saving throws or armor class, your Charisma is considered four higher for those effects.

TRAITS

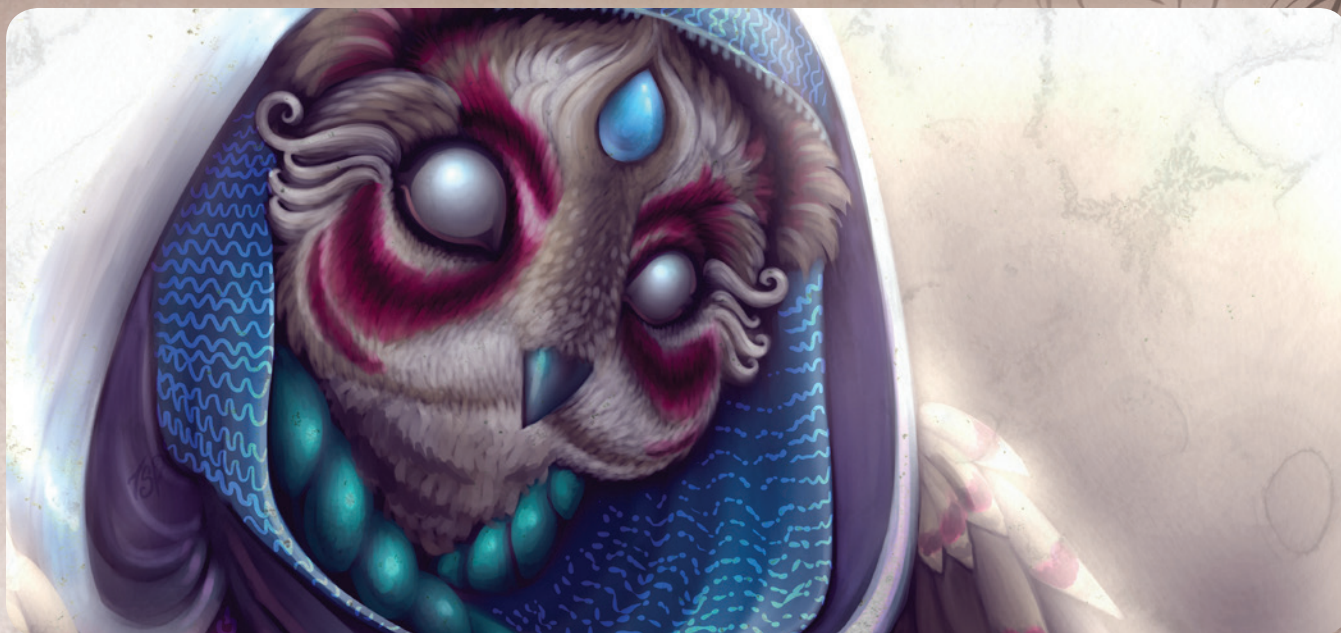


Type. Gain the fey type.

Appearance. Long pointed ears and a voice that one could get lost in are signs that any given non-elf may have nymph's blood.

Favored Ability Scores. Dexterity, Charisma.

Inspiration (Su). You can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of your affection (typically a lock of your hair). As long as you retain your favor for this creature and as long as the creature carries your token, the creature may add 1d4 to any ability check, attack roll, or saving throw once, regaining the use after finishing a short rest. A bard who has you for a muse in this way instead gains an extra die of bardic inspiration that refreshes after a short rest. You retain a link to your



token and its carrier, allowing you to know the general direction and distance to the carrier as well as their overall well being. You can end this effect at any time as a bonus action. You may only inspire one creature at a time in this manner.

NYPH BODIED (NYMPH)

TRAITS



Type: Gain the fey type.

Appearance: No matter what other lines you may share, you appear enchantingly attractive, almost painfully so.

Strengths: Dexterity, Charisma.

Weaknesses: Strength.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Blinding Beauty (Su): Once per day, you may use this ability to affect all humanoids within 30 feet. Those who look directly at you must succeed on a Fortitude save or be blinded permanently. Using this ability is a standard action. The DC for this ability is equal to 10 + 1/2 your character level + your Charisma.

Stunning Glance (Su): When you attempt to intimidate to frighten a foe, the victim becomes stunned for one round if you succeed by 10 or more.

Wild Empathy (Su): This functions as the druid ability of the same name, using your character level instead of your druid level. If you are a single classed druid, you gain a +2 bonus to wild empathy rolls.

TRAITS



Type. Gain the fey type.

Appearance. No matter what other lines you may share, you appear enchantingly attractive, almost painfully so.

Favored Ability Scores. Dexterity, Charisma.

Unearthly Beauty. You channel your impossible splendor towards a single creature as an action. The target must make a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Charisma bonus. On a failed save you may choose to either blind them for 1 minute or stun them for 1 round. Once you use this ability, you cannot use it again until you finish a long rest.

OWLBEAR BLOODED (OWLBEAR)

TRAITS



Type: Gain the magical beast type.

Appearance: A large hulking form and a terrible mix of fur and feathers are the obvious sign of anyone touched by owlbears.

Strengths: Strength, Constitution.

Weaknesses: Intelligence, Charisma.

Large: Your size increases by one category, to a maximum of Large. If you are a quadruped, you do not gain reach from this.

Darkvision: You can see in the dark up to 60 feet.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Scent: You gain the scent ability.

Silver Games

Fingerless (Composite): You utilize the fingerless rules.

Mute (Composite): You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the monstrosity type.

Appearance: A large hulking form and a terrible mix of fur and feathers are the obvious sign of anyone touched by owlbears.

Favored Ability Scores: Strength, Constitution.

Size: Your size increases by one category, to a maximum of large.

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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Keen Sight and Smell. You have advantage on Wisdom (Perception) checks that rely on sight or smell.

Mute (Composite). You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

OWLBEAR BODIED (OWLBEAR)

TRAITS



Type: Gain the magical beast type.

Appearance: A large hulking form and a terrible mix of fur and feathers are the obvious sign of anyone touched by owlbears.

Strengths: Strength, Constitution

Weaknesses: Intelligence, Charisma

Bite: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small).

Claws: You have two primary natural claw attacks that deal 1d4 points of bludgeoning and slashing damage (1d3 if you are Small).

Fingerless (Composite): You utilize the fingerless rules.

Grab: When you strike with your claws, you may, up to once per round, make a free attempt to grapple the target as per the grab universal monster ability.

Mute (Composite): You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Quadruped (*Fingerless* Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the monstrosity type.

Appearance. A large hulking form and a terrible mix of fur and feathers are the obvious sign of anyone touched by owlbears.

Favored Ability scores. Strength, Constitution.

Weaknesses. Intelligence, Charisma.

Bite: Your bite is a natural weapon that deals 1d6 piercing damage. When you bite, you may make an extra claw attack.

Claws. Your claws are a natural weapon that deals 1d4 slashing damage and are considered a light weapon.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (*Fingerless* Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Mute (Composite). You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

THOUGHT TAINTED (--)

TRAITS



Type: Gain the aberration type, overriding any other type.

Appearance: Your head is unnaturally bulbous and long tendrils hang from your face, twitching fitfully, especially when you are excited or agitated. Your skin has an unhealthy sheen, as if kept slick and moist.

Strengths: Intelligence, Charisma.

Weaknesses: Strength.

Darkvision: You can see in the dark up to 60 feet.

Delicious Brains: If you are grappling an opponent and

succeed in a grapple check to maintain it, you may deal 1d2 intelligence damage with your invasive tendrils. You gain 5 temporary hit points when you do so.

Twisted Magic: Your spells bend and heave in unnatural ways. You gain a +2 to caster level checks to dispel magic, counter magic, or overcome spell resistance.

TRAITS



Type. Gain the aberration type, overriding any other type.

Appearance. Your head is unnaturally bulbous and long tendrils hang from your face, twitching fitfully, especially when you are excited or agitated. Your skin has an unhealthy sheen, as if kept slick and moist.

Favored Ability Scores. Intelligence, Charisma.

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.

Delicious Brains. If you successfully attack a creature you have grappled, you may deal an extra 1d6 psychic damage with your invasive tendrils as a bonus action. You gain 5 temporary hit points when you damage a creature this way.

Twisted Magic. Your spells bend and heave in unnatural ways. You are proficient in ability checks to dispel magic or counter magic.

FIREBIRD BLOODED (PHOENIX)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the aberration type if no other type is specified.

Appearance: Your form seems to shimmer with unfelt heat at times. Your eyes have an intense depth to them, burning with the same vibrance.

Strengths: Any.

Darkvision: You can see in the dark up to 60 feet.

Always Rising: If you are returned from the dead through any means, the cost to do so is halved, as are any penalties (such as negative levels) gained from doing so.

Burning Soul: You may begin burning as a standard action. Your entire form becomes wreathed in flames for up to a minute, leaving your equipment unharmed. Anyone who ends their turn within your natural reach must make a Reflex save against a DC of 10 + 1/2 your character level + your Constitution modifier or take 1d6 fire damage. You can use this ability once per day

at 1st level and one additional time per day for every five character levels you possess beyond 1st, up to four times per day at 16th level. You may end a burning early as a standard action.

Fingerless (Composite): You utilize the fingerless rules.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid. If no type is specified, you gain the aberration type.

Appearance. Your form seems to shimmer with unfelt heat at times. Your eyes have an intense depth to them, burning with the same vibrance.

Favored Ability score. Choose one.

Always Rising. If you are returned from the dead through any means, the cost to do so is halved, as are any penalties gained from doing so (such as those from raise dead or resurrection).

Burning Soul. You may begin burning as a action. Your entire form becomes wreathed in flames for up to a minute, leaving your equipment unharmed. You may dismiss this effect as a bonus action. Anyone who ends their turn within 5 feet of you must make a Dexterity save against a DC of 8 + your proficiency bonus + your Constitution modifier or take 1d6 fire damage. You can do this once and may do so an additional time at 5th, 11th, and 17th level, regaining all uses on a short or long rest.

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.

Fingerless (Composite). You utilize the fingerless rules.

OOZE SENSES (OOZE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the aberration type if no other type is specified.

Appearance: Ooze blood is often hard to hide, as most such hybrids have skin that shines in light, occasionally even semi-transparent in various bold colors. Those with just the senses of an ooze tend to be slightly more subtle, and solid. Though flexible, they are solid.

Strengths: Strength, Constitution.

Weaknesses: Dexterity, Intelligence, Wisdom, Charisma.

Blindsight: You gain blindsight 20 feet. This will stack with other racial sources of blindsight.

Fingerless (Composite): You utilize the fingerless rules.

Flexible Body: You gain a +2 racial bonus to Escape Artist and Climb.

Mute (Composite): You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid. If no type is specified, you gain the aberration type.

Appearance. Ooze blood is often hard to hide, as most such hybrids have skin that shines in light, occasionally even semi-transparent in various bold colors. Those with just the senses of an ooze tend to be slightly more subtle, and solid. Though flexible, they are solid.

Favored Ability Scores. Strength, Constitution.

Blindsight. You can perceive your surroundings within 20 foot without relying on sight. You do not suffer the effects of being blinded within this range.

Fingerless (Composite). You utilize the fingerless rules.

Flexible Body. You have advantage on Dexterity (Acrobatics) checks to escape from bonds, grapples or other tight spaces as well as on Strength (Athletics) checks to climb.

Mute (Composite). You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

OOZE BODIED (OOZE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the aberration type if no other type is specified.

Appearance: Ooze blood is often hard to hide, as most such hybrids have skin that shines in light, occasionally even semi-transparent in various bold colors.

Strengths: Strength, Constitution.

Weaknesses: Dexterity, Intelligence, Wisdom, Charisma.

Slow Speed: All movement rates you have are reduced by 10 feet, to a minimum of 20 feet.

Fingerless (Composite): You utilize the fingerless rules.

Mute (Composite): You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Uncertain Anatomy: You have fortification, giving you a 50% chance to ignore incoming critical hits or sneak attacks.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid. If no type is specified, you gain the aberration type.

Appearance. Ooze blood is often hard to hide, as most such hybrids have skin that shines in light, occasionally even semi-transparent in various bold colors.

Favored Ability Scores. Strength, Constitution.

Speed: All movement rates you have are reduced by 5 feet, to a minimum of 25 feet.

Fingerless (Composite). You utilize the fingerless rules.

Mute (Composite). You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Uncertain Anatomy. When you are hit with a weapon attack, you may take a reaction to gain resistance to bludgeoning, piercing, or slashing damage as well as treat a critical hit as a normal hit instead.

PETRIFIED (GARGOYLE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: Your features are craggy and composed of jutting stone, any soft curves lost to the encroachment of dull grey granite.

Strengths: Strength. You may increase strength by 4. If you do so, your Intelligence, Wisdom, and Charisma decrease by 2 and you cannot select other strengths or weaknesses.

Weaknesses: Intelligence, Wisdom, Charisma.

Stone Skin: You gain a +1 natural armor bonus. This increases by an additional +1 every four character levels to a maximum of +5 at 16th level.

Winged: You have wings that allow you to glide, falling 5 feet for every 10 feet you move laterally. You may make a DC 10 Fly check to avoid taking falling damage.

Winged, Improved (*Winged* Composite): You gain a fly speed of 30 feet with poor maneuverability.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid.

Appearance. Your features are craggy and composed of jutting stone, any soft curves lost to the encroachment of dull grey granite.

Favored Ability Scores. Strength.

Stone Skin. You gain a +1 bonus to AC.

Winged. You have wings that allow you to fall at a very slow and safe pace. You can make a DC 15 Strength (Athletics) check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, you may make an additional DC 15 Strength (Athletics) check to glide, moving 5 feet laterally for every 10 feet you fall.

Winged, Improved (Winged Composite): You have stoney wings, and your base flying speed is 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your flying speed during your turn.

STONE GUARDIAN (GARGOYLE)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: Your features are craggy and composed of jutting stone, any soft curves lost to the encroachment of dull grey granite. When you are enraged, your eyes seem to glow red.

Strengths: Strength. You may increase strength by 4. If you do so, your Intelligence, Wisdom, and Charisma decrease by 2 and you cannot select other strengths or weaknesses.

Weaknesses: Intelligence, Wisdom, Charisma.

Darkvision: You can see in the dark up to 60 feet.

Quiet Watcher: You gain a +2 racial bonus to Stealth.

Winged: You have wings that allow you to glide, falling 5 feet for every 10 feet you move laterally. You may make a DC 10 Fly check to avoid taking falling damage.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid.

Appearance. Your features are craggy and composed of jutting stone, any soft curves lost to the encroachment of dull grey granite. When you are enraged, your eyes seem to glow red.

Favored Ability Scores. Strength.

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.

Quiet Watcher. You gain advantage on Dexterity (Stealth) checks to remain motionless or to blend in with statuary or in a stony environment and do not require cover to hide in such places.

Winged. You have wings that allow you to fall at a very slow and safe pace. You can make a DC 15 Strength (Athletics) check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, you may make an additional DC 15 Strength (Athletics) check to glide, moving 5 feet laterally for every 10 feet you fall.

SPIDER BLOODED (GIANT SPIDER)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: Your teeth are pointed fangs, suitable for delivering venom.

Strengths: Dexterity, Constitution.

Weaknesses: Intelligence, Charisma.

Bite: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small). Those bitten are affected by your poison.

Poison (Ex): Bite—injury; *save* Fort DC 10 + 1/2 your character level + your Constitution modifier; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. At 5th level, your poison becomes more fierce and you can choose to have it deal 1d4 Strength or 1d2 Constitution damage instead. This choice is permanent.

Fingerless (Composite): You utilize the fingerless rules.

Mute (Composite): You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Web: You may make a ranged touch attack against a creature up to one size larger than you. On a hit, the target is entangled. The creature can break free by making a combat maneuver check or Escape Artist check as a standard action against a DC of 10 + 1/2 your character level + your Constitution modifier.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid.

Appearance. Your teeth are pointed fangs, suitable for delivering venoms.

Favored Ability Scores. Dexterity, Constitution.

Bite. You have a natural bite weapon that deals 1d6 piercing damage. Those bitten are affected by your poison

and must succeed a Constitution saving throw against a DC of 8 + your proficiency bonus + your Constitution modifier or take an additional 1d6 poison damage. At 11th level, they are also poisoned until the end of their next turn on a failed save.

Fingerless (Composite). You utilize the fingerless rules.

Mute (Composite). You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Web. You may make a ranged weapon attack against a creature up to one size larger than you. On a hit, the target is restrained by webbing. As an action, the restrained target can make a Strength check against a DC of 8 + your proficiency bonus + your Constitution modifier, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

SPIDER BODIED (GIANT SPIDER)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid.

Appearance: If you are bipedal, you have the lower form of a spider-like being. Otherwise you likely feature more legs than is typical of your other physical line.

Strengths: Dexterity, Constitution.

Weaknesses: Intelligence, Charisma.

Fingerless (Composite): You utilize the fingerless rules.

Many Legged: You have eight legs and receive a +12 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

Mute (Composite): You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Wall Climber: You have a climb speed of 30 feet.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid.

Appearance. If you are bipedal, you have the lower form of a spider-like being. Otherwise you likely feature more legs than is typical of your other physical line.

Strengths. Dexterity, Constitution.

Fingerless (Composite). You utilize the fingerless rules.

Many Legged. You have eight legs and can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity

by 50%). Any roll to avoid becoming prone is made with advantage.

Mute (Composite). You do not verbalize. While you may make noises, they aren't words. If you are mute, you may not cast spells with verbal components.

Wall Climber. You have a climb speed equal to your natural land speed and have advantage on all Strength (Athletics) checks related to climbing.

WILD BLOODED (DRYAD)

TRAITS



Type: Gain the fey type.

Appearance: Your skin has a subtle wood grain that becomes more obvious as you gain in power. Flowers and plants seem to sprout from your hair over time. Those of your ilk tend to be quite comely.

Strengths: Dexterity, Wisdom, Charisma.

Weaknesses: Strength.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Plant Kin: You can speak to plants at all times as if under the effects of the *speak with plants* spell.

Wild Empathy: This functions as the druid ability of the same name, using your character level instead of your druid level. If you are a single classed druid, you gain a +2 bonus to wild empathy rolls.

TRAITS



Type. Gain the fey type.

Appearance. Your skin has a subtle wood grain that becomes more obvious as you gain in power. Flowers and plants seem to sprout from your hair over time. Those of your ilk tend to be quite comely.

Strengths. Dexterity, Wisdom, Charisma.

Plant Powers. You know the *druidcraft* and *shillelagh* cantrips. Charisma is your spellcasting ability for these spells.

Speak with Beasts and Plants. You can communicate with beasts and plants as if you shared a language.

TREE BLOODED (DRYAD)

TRAITS



Type: Gain the fey type.

Appearance: Your skin has a subtle wood grain that becomes more obvious as you gain in power. Flowers and plants seem to sprout from your hair over time.

Those of your ilk tend to be quite comely.

Strengths: Dexterity, Wisdom, Charisma.

Weaknesses: Strength.

Low-Light Vision: You can see twice as far as humans in conditions of dim light.

Plant Magic: When casting spells that specifically affect or operate through plants, such as *entangle* or *tree stride*, your caster level is increased by 1.

Wood Skin: You gain DR 1/Cold Iron. This increases by 1 every 5 levels to a maximum of 5 at 20th level.

TRAITS



Type. Gain the fey type.

Appearance. Your skin has a subtle wood grain that becomes more obvious as you gain in power. Flowers and plants seem to sprout from your hair over time. Those of your ilk tend to be quite comely.

Favored Ability Scores. Dexterity, Wisdom, Charisma.

Plant Magic. Starting at 5th level, you can cast *barkskin* without concentration or material components. You must target yourself with this spell. Charisma is your spellcasting ability for this spell. You can do so once and regain the use of this ability after finishing a long rest.

Tree stride. Once on your turn, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger. You regain the use of this ability when you finish a long rest. At 5th level, you may instead use this again after finishing a short rest.

TROLL BLOODED (TROLL)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the giant type if no other type is specified.

Appearance: Green skin prone to maladies covers you in a sickly hide, to say nothing of your deep black pits for eyes.

Strengths: Strength, Constitution.

Weaknesses: Intelligence, Wisdom, Charisma. If you take this quality, you must select one additional weakness.

Large: Your size increases by one category, to a maximum of Large. If you are a quadruped, you do not gain reach from this.

Darkvision: You can see in the dark up to 60 feet.



Bite: You have a primary natural bite attack that deals 1d8 points of bludgeoning, slashing, and piercing damage (1d6 if you are Medium).

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid. If no type is specified, you gain the giant type.

Appearance. Green skin prone to maladies covers you in a sickly hide, to say nothing of your deep black pits for eyes.

Favored Ability Scores. Strength, Constitution.

Size. Your size increases by one category, to a maximum of Large.

Bite. You gain a natural bite weapon that deals 1d8 piercing damage.

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.

TROLL BODIED (TROLL)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the giant type if no other type is specified.

Appearance: Thick menacing arms end in razor sharp claws. Your hair is often a tangled mess unless constant

effort is put into combatting it.

Strengths: Strength, Constitution.

Weaknesses: Intelligence, Wisdom, Charisma.

Claws: You have two primary natural claw attacks that deal 1d4 points of bludgeoning and slashing damage (1d3 if you are Small or 1d6 if you are Large).

Fast Healing: You regain 1 hit point per round, provided you have not suffered fire or acid damage since your last turn and are not suffering from starvation or suffocation.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid. If no type is specified, you gain the giant type.

Appearance. Thick menacing arms end in razor sharp claws. Your hair is often a tangled mess unless constant effort is put into combatting it.

Favored Ability Scores. Strength, Constitution.

Claws. You gain a natural claw weapon that deals 1d4 slashing damage and counts as a light weapon.

Regeneration. You regain 1 hit point at the start of your turn. If the you take acid or fire damage, this trait doesn't function at the start of the your next turn.



WOLF BODIED (WORG)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the aberration type if no other type is specified.

Appearance: Those with warg blood tend to bear wolveren mouths, jutting from their face with deadly teeth. They have a propensity to sniff the air constantly.

Strengths: Strength, Dexterity, Wisdom.

Weaknesses: Intelligence.

Scent: You gain the scent ability.

Bite: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small).

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (Fingerless Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid. If no type is specified, you gain the aberration type.

Appearance. Those with warg blood tend to bear wolveren mouths, jutting from their face with deadly teeth. They have a propensity to sniff the air constantly.

Favored Ability Score. Strength, Dexterity, Wisdom.

Bite. You gain a natural bite weapon that deals 1d6 Piercing damage.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (Fingerless Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

WORG BLOODED (WORG)

TRAITS



Type: Gain the monstrous humanoid type if you would otherwise be humanoid. Gain the aberration type if no other type is specified.

Appearance: Those with warg blood tend to bear wolverine mouths, jutting from their face with deadly teeth. Canine ears are also common, twitching at the slightest sound.

Strengths: Strength, Dexterity, Wisdom.

Weaknesses: Intelligence.

Darkvision: You can see in the dark up to 60 feet.

Fingerless (Composite): You utilize the fingerless rules.

Quadruped (Fingerless Dependent or Composite): Due to being four-legged, you receive a +4 bonus to your CMD against trip attacks and your carrying capacity increases by 50%.

Warg Instincts: You gain a +2 racial bonus to Perception, Stealth, and Survival.

TRAITS



Type. Gain the monstrosity type if you would otherwise be humanoid. If no type is specified, you gain the aberration type.

Appearance. Those with warg blood tend to bear wolverine mouths, jutting from their face with deadly teeth. Canine ears are also common, twitching at the slightest sound.

Favored Ability Score. Strength, Dexterity, Wisdom.

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.

Fingerless (Composite). You utilize the fingerless rules.

Four-Legged (Fingerless Dependent or Composite). Being a four-legged creature, you can bear greater weights than a human of the same Strength without being encumbered (increasing your carrying capacity by 50%). Any roll to avoid becoming prone is made with advantage.

Keen Hearing: You have advantage on Wisdom (Perception) checks that rely on hearing.

UPBRINGING QUALITIES

BASIC RACE UPBRINGINGS

RAISED BY DWARVES (DWARF)

TRAITS



Weaknesses: Charisma.

Defensive Training: You gain a +4 dodge bonus to AC against monsters of the giant subtype.

Greed: You gain a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.

Hatred: You gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes because of your special training against these hated foes.

Stonecunning: You gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of you, whether or not they are actively looking.

Weapon Familiarity: You are proficient with battle-axes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Languages: You begin play speaking Common and Dwarven. If you have a high Intelligence score, you can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

TRAITS



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

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

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.

Languages. You can speak, read, and write Common and Dwarvish.

RAISED BY ELVES (ELF)

TRAITS



Weaknesses: Constitution.

Keen Senses: You receive a +2 racial bonus on Perception checks.

Weapon Familiarity: You are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: You begin play speaking Common and Elven. If you have a high Intelligence score, you can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

TRAITS



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

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

Languages. You can speak, read, and write Common and Elvish.

RAISED BY GNOMES (GNOME)

TRAITS



Defensive Training: You gain a +4 dodge bonus to AC against monsters of the giant subtype.

Hatred: You receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of your special training against these hated foes.

Obsessive: You receive a +2 racial bonus on a Craft or Profession skill of your choice.

Weapon Familiarity: You treat any weapon with the word “gnome” in its name as a martial weapon.

Languages: You begin play speaking Common, Gnome, and Sylvan. If you have a high Intelligence score, you can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

TRAITS



Artificer’s Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan’s tools (tinker’s tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

- **Fire Starter.** The device produces a miniature flame,

which you can use to light a candle, torch, or campfire. Using the device requires your action.

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song’s end or when it is closed.

Languages. You can speak, read, and write Common and Gnomish.

RAISED BY HALFLINGS (HALFLING)

TRAITS



Fearless: You receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Keen Senses: You receive a +2 racial bonus on Perception checks.

Weapon Familiarity: You are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.

Languages: You begin play speaking Common and Halfling. If you have a high Intelligence score, you can choose from the following: Dwarven, Elven, Gnome, and Goblin.

TRAITS



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

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

Languages. You can speak, read, and write Common and Halfling.

ARENA BLOODIED (--)

TRAITS



Practiced Weapon: The fans love a gladiator that has a signature weapon, whatever that weapon might be. You receive exotic weapon proficiency or weapon focus with the weapon of your choice as a bonus feat at 1st level.

Put on a Show: You spent no few years earning your living in a fighting pit, arena, or similar structure. You’ve learned how to make a show of most anything. You can spend a standard action attempting to move a crowd during performance combat.

Languages: You begin play speaking Common. If you have a high Intelligence score, you can choose any languages you want (except secret languages, such as

Druidic).

TRAITS



Practiced Warrior: The fans love a gladiator that has a signature weapon and iconic gear, whatever that might be. You begin play proficient with your choice of weapon and light armor.

Put on a Show: You spent no few years earning your living in a fighting pit, arena, or similar structure. You've learned how to make a show of most anything. You are proficient in the Perform skill.

Languages: You can speak, read, and write Common.

CIRCUS RAISED (--)

TRAITS



Strengths: Charisma.

Believe the Lie: As a standard action, you may make a Bluff check as if attempting a feint against every viable target that can see and hear you. On a success, the DC for them to disbelieve a target illusion within 30 feet of you is increased by 4. This extra DC is lost if the target is informed it is an illusion. This is a mind-affecting language-dependant ability.

Expressive: You gain a +2 racial bonus to Acrobatics, Bluff, or a Perform skill, and that skill becomes a class skill for you.

Misdirection: Almost all walks of the circus life requires knowing how to direct people's attention. You gain a +2 racial bonus to Sleight of Hand and it becomes a class skill for you.

Languages: You begin play speaking one language of your race and Common. You may select a regional language belonging to the region of your youth. If you have a high Intelligence score, you can choose from the following: Common, Elven, Dwarven, Gnome, Halfling, and Orc.

TRAITS



Favored Ability Score. Charisma.

Believe the Lie. As an action, you may make a Charisma (Deception) check against the passive Wisdom (Insight) of all creatures who can see, hear, and understand you within 30 feet. Any creature you succeed against has disadvantage on all saving throws and ability checks to determine if something is an illusion until they are informed of the existence of that illusion.

Born Showman. You are proficient in one of the following skills: Acrobatics, Deception, Performance, or Sleight of Hand.

Languages: You can speak, read, and write one language of your race and Common. You may select a regional language belonging to the region of your youth.

COUNTRY RAISED (--)

TRAITS



Strengths: Constitution.

Country Twang: When speaking to other rural residents, you gain a +2 racial bonus to Diplomacy and Sense Motive. This becomes a penalty when dealing with urban people.

Tough: You receive Endurance as a bonus feat at 1st level. If you already have Endurance from another quality, you gain the Toughness feat instead.

Languages: You begin play speaking only the language of your race, or Common if your race has no language. You may select a regional language belonging to the region of your youth. If you have a high Intelligence score, you can choose from the following: Common, Elven, Dwarven, Gnome, Halfling, and Orc.

TRAITS



Favored Ability Scores. Constitution.

Hardy Stock. You gain 1 additional hit point per level.

Languages. You can speak, read, and write Common and a regional language belonging to the region of your youth.

ORPHAN RAISED (--)

TRAITS



Favored Weapon: You have learned to defend yourself as best you can. Pick any one weapon and gain proficiency with it. If the weapon costs 150 gp or less, you begin play with one at no cost. For the cost of 50 gp of your starting funds, it can be masterwork quality.

Isolated: Your parental figure was constantly changing and you never learned to form proper bonds. You've learned to make things work on your own. Morale bonuses are halved, but you may roll twice and take the better result on any saving throw against fear or emotion effects.

Languages: You begin play speaking one language of your race, or Common if your race has no language. You may select a regional language belonging to the region of your youth. If you have a high Intelligence score, you can choose from the following: Common, Elven, Dwarven, Gnome, Halfling, and Orc.

TRAITS



Favored Weapon. You have learned to defend yourself as best you can. Pick any one weapon and gain proficiency with it.

Isolated. Your parental figure was constantly changing and you never learned to form proper bonds. You've learned to make things work on your own. You can gain advantage once on any saving throw against being frightened or that would manipulate your emotions directly, and may do so again after finishing a short rest.

Languages: You can speak, read, and write Common and a regional language belonging to the region of your youth.

SLAVE (--)

TRAITS



Weaknesses: Any.

Know Your Place: You gain a +2 bonus to Knowledge (nobility) and it becomes a class skill for you, though you may be shy about sharing the knowledge you have.

Preferably not Seen or Heard: Going about your constant chores quickly, efficiently, and quietly were the keys to happiness for you. You gain a +2 bonus to saving throws that would result in you becoming fatigued or exhausted and Stealth becomes a class skill for you.

Languages: You begin play speaking the language of your owner. If you have a high Intelligence score, you can choose from the following: Common, Elven, Dwarven, Gnome, Halfling, and Orc.



TRAITS



Know Your Place. You are proficient on any Intelligence check related to nobility or other upper classes you may have reasonably witnessed, though you may be shy about sharing the knowledge you have.

Preferably not Seen or Heard. Going about your constant chores quickly, efficiently, and quietly were the keys to happiness for you. You ignore the penalties due to your exhaustion if it is only level 1.

Languages: You can speak the language of your owner and Common, but cannot read or write. You can become literate the same way as learning a new language.

STREET RAT (--)

TRAITS



Weaknesses: Any.

Ignoble Beginning: You learned to live without much, by hook or by crook. In a city, you can always find someplace to sleep where you won't be immediately found by guards or irritate local gangs by making a Knowledge (local) check with a DC equal to 15 + twice the size category of the settlement above small city. This DC is reduced by 10 for the city you grew up in. Success gets you minimal shelter and enough food and water to sustain yourself for a day. For every 5 you exceed the roll, you can take care of two additional people.

Street Smarts: You receive a +2 racial bonus to Perception, Bluff, and Knowledge (local).

Languages: You begin play speaking Common. If you have a high Intelligence score, you can choose from the following: Celestial, Draconic, Elven, Gnoll, Gnome, Goblin, Orc, and Sylvan.

TRAITS



Ignoble Beginning. You learned to live without much, by hook or by crook. In a city, you can always find someplace to sleep where you won't be immediately found by guards or irritate local gangs.

Street Smarts. You become proficient in Perception or Bluff.

Languages. You can speak, read, and write Common.

ADAPTABLE UPBRINGING (HALF-ELF)

TRAITS



Strengths: You may choose to increase any one ability by 2 instead of taking two strengths and one weakness.

Adaptability: You receive Skill Focus as a bonus feat at 1st level.

Multitalented: You choose two favored classes at first level and gain +1 hit point or +1 skill point whenever you take a level in either one of those classes.

Languages: You begin play speaking Common and Elven. If you have a high Intelligence score, you can choose any languages you want (except secret languages, such as Druidic).

TRAITS



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

Languages. You can speak, read, and write Common, Elvish, and one extra language of your choice.

RAISED BY ORCS (ORC OR HALF-ORC, CHOSEN AT FIRST LEVEL)

TRAITS



Intimidating: You receive a +2 racial bonus on Intimidate checks due to your fearsome nature.

Weapon Familiarity: You are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Languages: You begin play speaking Common and Orc. If you have a high Intelligence score, you can choose from the following: Dwarven, Giant, Gnoll, Goblin, and Undercommon.

TRAITS



Menacing. You gain proficiency in the Intimidation skill.

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.

Languages. You can speak, read, and write Common and Orc. Everglow Race Upbringings

RAISED BY FEY (~~)

TRAITS



Practiced Magic: When using any racial spell-like ability, increase your caster level by 1. If any racial spell-like ability has a limited daily number of uses, gain one more daily use at 10th level.

Languages: You begin play speaking Common and Sylvan. If you have a high Intelligence score, you can choose any languages you want (except secret

languages, such as Druidic).

TRAITS



Practiced Magic. You may cast a spell gained from a racial feature at one level higher. You can gain this bonus once, and regain use of this ability after a long rest.

Languages. You can speak, read, and write Common and Sylvan.

RAISED BY GOATS (CLOVEN)

TRAITS



Cloven Watchfulness: You gain a +2 racial bonus on Appraise checks and a +2 racial bonus to Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

Mountain Footed: You are immune to altitude sickness and keep your Dexterity bonus to armor class while making Climb or Acrobatics checks to cross narrow or slippery surfaces.

Languages: You begin play speaking Common. If you have a high Intelligence score, you can choose from the following: Elven, Gnome, Sylvan, and Terran.

TRAITS



Cloven Watchfulness. You are considered proficient when you make ability checks to find hidden objects, secret doors, to discern the inherent value of an object, or to discern whether food is spoiled or poisoned by taste.

Mountain Footed. You are immune to altitude sickness, and can ignore difficult terrain when it is a rocky or uneven surface.

Languages. You can speak, read, and write Common. You can also choose one language from the following list: Sylvan, Elvish, Primordial, or Gnomish.

RAISED BY RUMINANTS (RUMINANT)

TRAITS



Dash to Safety: When you withdraw, the first ten feet instead of the first five are safe from attacks of opportunity.

Mechanically Adept: Assembling and tinkering with complex devices fills you with a sort of joy. You gain a +2 racial bonus to Disable Device and Knowledge (engineering) checks.

Languages: You begin play speaking Common and Ruminant. If you have a high Intelligence score, you can choose from the following: Auran, Celestial, Dwarven, Elven, Terran, and any human regional tongue.

TRAITS



Dash to Safety. When you take a disengage action, increase your movement by 10 feet.

Mechanically Adept. Assembling and tinkering with complex devices fills you with a primal sort of joy. You may add your proficiency bonus to use thieves tools and ability checks involving engineering knowledge.

Languages. You can speak, read, and write Common and Ruminant. You can also choose one language from the following list: Aquan, Celestial, Dwarvish, Elvish, Terran, or any human regional tongue.

FEATURED RACE UPBRINGINGS

DIVINELY RAISED (AASIMAR)

TRAITS



Skilled: You have a +2 racial bonus on Diplomacy and Perception checks.

Languages: You begin play speaking Common and Celestial. If you have a high intelligence score, you can choose from the following: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

Aasimar Heritage: You may take alternate heritages, changing matching traits to match your altered heritage, namely your skills. Your choice of heritage remains true for all qualities affected by it.

DROW RAISED (DROW)

TRAITS



Keen Senses: You gain a +2 racial bonus on Perception checks.

Poison Use: You are skilled in the use of poisons and never risk accidentally poisoning yourself.

Weapon Familiarity: You are proficient with the hand crossbow, rapier, and shortsword.

Languages: You begin play speaking Elven and Undercommon. If you have a high intelligence score, you can choose from the following: Abyssal, Aklo, Aquan, Common, Draconic, Drow Sign Language, Gnome, or Goblin.



TRAITS



Drow Weapon Training. You have proficiency with rapiers, shortswords, and hand crossbows.

Languages. You can speak, read, and write Common, Elvish, and Undercommon.

SHADOW RAISED (FETCHLING)

TRAITS



Skilled: You have a +2 racial bonus on Knowledge (planes) and Stealth checks.

Languages: You begin play speaking Common. If you have a high intelligence score, you can choose from the following: Aklo, Aquan, Auran, Draconic, D'ziriak (understanding only, cannot speak), Ignan, Terran, and any regional human tongue.

GOBLIN RAISED (GOBLIN)

TRAITS



Skilled: You gain a +4 racial bonus on Ride and Stealth checks.

Languages: You begin play speaking Goblin. If you have a high intelligence score, you can choose from the following: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

TRAITS



Ambush Savvy. You are proficient in Stealth.

Languages. You can speak, read, and write Common and Goblin.

DUNGEON RAISED (KOBOLD)

TRAITS



Crafty: You gain a +2 racial bonus on Craft (traps), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for you.

Trap Savvy: You have grown used to spotting and avoiding traps that may litter your home. You gain a +2 racial bonus to Perception when searching for traps and automatically receive a Perception roll when within 5 feet of a trap. This distance stacks with similar abilities.

Languages: You begin play speaking Draconic. If you have a high Intelligence score, you can choose from the following: Common, Dwarven, Gnome, and Undercommon.

TRAITS



Crafty. You have proficiency with artisan's tools (tinker's tools) and double your proficiency bonus when using those tools to create traps.

Trap Savvy. You have grown used to spotting and avoiding traps that may litter your home. You gain a +5 bonus to your passive Perception for the purpose of detecting traps.

Languages. You can speak, read, and write Common and Draconic.

PLANAR RAISED (PLANETOUCHE)

TRAITS



Child of the Planes. Whenever you make an Intelligence (Arcana) check related to the planes, you are considered proficient in the Arcana skill. In addition you add double your proficiency bonus to the check, instead of your normal proficiency bonus, if dealing with the plane you were raised in.

Planar adaptation. You are proficient in one skill thematically tied to the plane you were raised in.

Languages. You can speak, read, and write Common as

well as the language tied to the plane you were raised in, typically a dialect of Primordial, Fiendish, or Celestial.

RODENT RAISED (RATFOLK)

TRAITS



Swarming: You are used to living and fighting communally, and are adept at swarming foes for your own gain and your foes' detriment. Assuming all allies with this racial trait are small sized or smaller, up to two of you can share the same square at the same time. If two of you with this racial trait in the same square attack the same foe, you are considered to be flanking that foe as if you and your ally were in two opposite squares.

Tinker: You gain a +2 racial bonus on Craft (alchemy), Perception, and Use Magic Device checks.

Languages: You begin play speaking Common. If you have a high Intelligence score, you can choose from the following: Aklo, Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, and Undercommon.

TRAITS



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.

Tinker. Choose either tinker's tools or alchemist's supplies. You are proficient with the chosen tool.

Languages. You can speak, read, and write Common.

RAVEN RAISED (TENGU)

TRAITS



Sneaky: You gain a +2 racial bonus on Perception and Stealth checks.

Swordtrained: You were trained from birth in swordplay, and as a result are automatically proficient with swordlike weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, shortwords, and two-bladed swords).

Languages: You begin play speaking Common and Tengu. If you have a high Intelligence score, you can choose any languages you want (except secret languages, such as Druidic).

TRAITS



Swordtrained. You were trained from birth in swordplay, and as a result are automatically proficient with swordlike weapons (including

daggers, greatswords, longswords, rapiers, and shortswords).

Languages. You can speak, read, and write Common and Tengu.

UNUSUAL UPBRINGINGS

DRAGONBORN (--)

TRAITS



Ancient Treasure: Your parent taught you how to tell junk from true treasures. You gain a +2 racial bonus to Appraise checks and Appraise is a class skill for you.

Dragon Born: You were not literally born of a dragon, perhaps, but you were privileged in being raised by them. While some things may startle you, you quickly adjust, as you had to around your parent. Whenever you are subjected to a fear-based effect, you become immune to further uses of that ability for an hour.

Horde: You were given the smallest token of affection to start what will hopefully become much more. Increase your starting gold by 200.

Languages: You begin play speaking Common and Draconic. If you have a high Intelligence score, you can choose from the following: Celestial, Gnoll, Gnome, Goblin, Orc, Sylvan and any regional dialect.

TRAITS



Ancient Treasure. Your parent taught you how to tell junk from true treasures. You are proficient in any Intelligence check to determine the value of an object.

Dragon Born. You were not literally born of a dragon, perhaps, but you were privileged in being raised by them. While some things may startle you, you quickly adjust, as you had to around your parent. Whenever you are frightened by an ability, you become immune to further uses of that ability for an hour.

Languages. You can speak, read, and write Common and Draconic.

PROPHESED BIRTH (--)

TRAITS



Favored by Destiny: Having your fate pre-ordained may be bad for self-direction, but at least you know what you must do. Any time you are suffering from paralysis or confusion, you may take a full-round action to make a Will save against the DC of the original effect (or 10 + the CR of the source if no DC is given) to end the condition.

The One: The ancient texts, spirits, or some rambling person was quite insistent; you *are* The One. You were raised towards whatever goal this is (discuss this with your GM) and stand ready to meet the challenge. Add your character level to your Constitution score to determine when you die from hit point loss.

Languages: You begin play speaking the language of your race, or Common if your race has no language. You may select a regional language belonging to the region of your youth. If you have a high Intelligence score, you can choose from the following: Common, Elven, Dwarven, Gnome, Halfling, and Orc.

TRAITS



Favored by Destiny. Having your fate pre-ordained may be bad for self-direction, but at least you know what you must do. You have advantage on saving throws against being charmed or abilities that remove your self control such as the *confusion* spell.

The One. The ancient texts, spirits, or some rambling person was quite insistent; you *are* The One. You were raised towards whatever goal this is (discuss this with your GM) and stand ready to meet the challenge. Add your proficiency bonus to death saving throws.

Languages. You can speak, read, and write the languages of your race, or Common if your race has no language.

RAISED BY ANIMALS (--)

TRAITS



On Your Own: You are not used to the benefits of society and instead you forge your own path. Once per day, when you receive a blow equal to half your total hit points or greater, you may, as an immediate action, gain 2 temporary hit points per character level. This can prevent you from dying or falling unconscious. They remain for one minute.

Will to Live: You're either fast, or lunch. You are always ready for danger. You gain a +2 racial bonus on initiative checks, and a +2 racial bonus to Survival and Perception.

Languages: You begin play speaking no languages. If you have a high Intelligence score, you can choose languages common to the closest settlement to your origin, at your GM's discretion. You are not literate.

TRAITS



On Your Own. You are not used to the benefits of society and forge your own paths. When you receive a blow of half your total hit points or greater, you may, as a reaction, gain 2 temporary hit points per character level.

This can prevent you from dying or falling unconscious. They remain for one minute. You may use this ability once, regaining the use of it after finishing a long rest.

Will to Live. You're either fast, or lunch. You are always ready for danger. You are proficient in the Survival skill.

Languages. You can speak Common, but cannot read or write. You can become literate the same way as learning a new language.

RAISED BY A GOD (--)

TRAITS



In Their Footsteps: Being touched by a god is one thing, being raised by one is another. When casting a divine spell from your parent-figure's list of domain spells your effective caster level for that spell increases by +1.

Parental Advice: Raised by a deity (but not necessarily a child of one), you find yourself always able to reach out to your mentor with but a little focus. You are able to cast *augury* once per day as a spell-like ability.

Languages: You begin play speaking either Celestial, Infernal, Abyssal, or Demonic. If you have a high Intelligence score, you can choose any languages you want (except secret languages, such as Druidic).

TRAITS



In Their Footsteps. Being touched by a god is one thing, being raised by one is another. When casting a divine spell from your parent-figure's domain, you treat it as though it was cast from a slot that was one level higher, to a maximum of your highest spell level. You may do so once, regaining the use of this ability when you finish a long rest.

Parental Advice. Raised by a deity (but not necessarily a child of one), you find yourself always able to reach out to your mentor with but a little focus. You are able to cast *augury* once, without material components, regaining the use after finishing a long rest.

Languages. You can speak, read, and write Common as well as either Celestial, Infernal, Abyssal, or Demonic.

RAISED BY INNOVATION (--)

TRAITS



Armed with Invention: You receive Gunsmithing as a bonus feat at 1st level and begin play with a battered firearm as the gunslinger gunsmith class feature. If you would gain the Gunsmithing feat from your starting class, you instead gain Skill Focus in Disable Device or

in a Craft skill of your choice. You are proficient with the specific type of firearm you select.

Clever Eye: Raised by one who enjoyed and possibly made inventions of steam or gunpowder, you are used to their presence. You gain a +2 bonus to any roll to use or identify objects of greater technology and may enact repairs on any such object, though some require exotic materials that will take you some effort to obtain.

Languages: You begin play speaking Common. If you have a high Intelligence score, you can choose any languages you want (except secret languages, such as Druidic).

TRAITS



Armed with Invention. You begin play with either a pistol or musket and are proficient with all firearms.

Clever Eye. Raised by one who enjoyed and possibly made inventions of steam or gunpowder, you are used to their presence. You add your proficiency bonus to any Intelligence check to use or identify objects of greater technology and may enact repairs on any such object, though some require exotic materials that will take you some effort to obtain.

Languages. You can speak, read, and write Common.

REINCARNATED (--)

TRAITS



Old Soul: You are older than you appear, and it reflects in not just your soul, but your sense of self. Choose another race. You count as that race, in addition to your own, for the purposes of trait, feat, spell, and equipment prerequisites.

Remembered Traditions: Your memories reach back to your former life, and the experiences from it can smooth out the present. Gain a +4 racial bonus to Diplomacy when dealing with the race chosen as part of Old Soul.

Languages: You begin play speaking the same language as the race selected with Old Soul. If you have a high Intelligence score, you can choose any languages you want (except secret languages, such as Druidic).

TRAITS



Old Soul. You are older than you appear, and it reflects in not just your soul, but your sense of self. Choose another race. You count as that race, in addition to your own, for the purposes of any prerequisites.

Remembered Traditions. Your memories reach back to your former life, and the experiences from it can

smooth out the present. Gain advantage on Charisma (Diplomacy) checks when dealing with the race chosen as part of Old Soul.

Languages. You can speak, read, and write the same languages as the race selected with Old Soul.

SPELLCASTER RAISED (—)

TRAITS



Magic Knowledge: You were raised by a wizard, cleric, or other sort of spellcaster. You learned by listening as they worked. Sure, you were supposed to be a familiar, guard, or even companion, but your time was not wasted. You gain a +2 racial bonus to either Knowledge (arcane) or Knowledge (religion) and that skill becomes a class skill for you.

Trained Assistant: Being raised around many magic items, you learned of their care and use. You gain a +2 racial bonus to Use Magic Device and it becomes a class skill for you. Select one spellcasting class, the same that you were raised by. You are considered to be a member of that class for the purpose of activating magic items.

Languages: You begin play speaking any one language, which could even be a secret language that was known by your creator. If you have a high Intelligence score, you can choose any languages you want (except secret languages, such as Druidic).

TRAITS



Magic Knowledge. You were raised by a wizard, cleric, or other sort of spellcaster. You learned by listening as they worked. Sure, you were supposed to be a familiar, guard, or even companion, but your time was not wasted. You are proficient in either Arcana or Religion.

Trained Assistant. Being raised around many magic items, you learned of their care and use. Select one spellcasting class, the same that you were raised by. You are considered to be a member of that class for the purpose of activating magic items.

Languages. You can speak, read, and write Common and any one language, which could even be a secret language that was known by your creator.



BUILDING A HYBRID



1. Select your physical upbringings. For this example, we will take mountain blooded and feline bodied, to make a dwarf/catfolk.
2. Select an upbringing. How was your hybrid raised? In this case, we'll go with raised by dwarves.
3. Follow the rules of both qualities to determine the type and add all specified subtypes.
 - Both say to be humanoid, so our hybrid is of the humanoid type.
 - They get the dwarf and catfolk subtypes.
4. Select two ability score listed as strengths and gain +2 in them.
 - We'll take Constitution and Charisma, both increasing by 2.
5. Select one ability score listed as a weakness that you haven't taken as a strength to decrease by 2. If no weaknesses are listed, you don't take a weakness.
 - In this case, we'll go with Wisdom, decreasing it by 2.
6. Add together all the traits of both qualities.
7. Since neither of these qualities modifies our hybrid's size or speed, it is a Medium creature and has a base speed of 30 feet.
8. Add the traits given by your selected upbringing and select any languages, if applicable.

In the end, we have this:

DWARF/CATFOLK RAISED BY DWARVES

- **Type:** You are a humanoid with the dwarf and catfolk subtypes.
- **Ability Scores:** +2 Constitution, +2 Charisma, -2 Wisdom.
- **Medium:** You are a Medium creature and receive no bonuses or penalties due to your size.
- **Normal Speed:** You have a base speed of 30 feet.
- **Darkvision:** You can see in the dark up to 60 feet.
- **Low-Light Vision:** You can see twice as far as humans in conditions of dim light.
- **Cat's Luck (Ex):** Once per day when you make a Reflex saving throw, you can roll the saving throw twice and take the better result. You must decide to use this ability before the saving throw is attempted.
- **Defensive Training:** You gain a +4 dodge bonus to AC against monsters of the giant subtype.
- **Hardy:** You gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

- **Hatred:** You gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes because of your special training against these hated foes.
- **Greed:** You gain a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.
- **Sprinter:** You gain a 10-foot racial bonus to their speed when using the charge, run, or withdraw actions.
- **Stonecunning:** You gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of you, whether or not they are actively looking.
- **Weapon Familiarity:** You are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.
- **Languages:** You begin play speaking Common and Dwarven. If you have a high Intelligence score, you can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

BUILDING A HYBRID



1. Select your physical upbringings. For this example, we will take mountain blooded and feline bodied, to make dwarf/catfolk.
2. Select an upbringing. How was your hybrid raised? In this case, we'll go with raised by dwarves.
3. Follow the rules of both qualities to determine the type and add all specified tags.
 - Both say to be humanoid, so our hybrid is of the humanoid type.
 - They get the dwarf and catfolk tags.
4. Distribute 3 points between any ability scores listed as a favored ability score, with no more than 2 in any single ability score.
 - We'll add +2 to Constitution and +1 to Charisma
5. Add together all the traits of both qualities.
6. Since neither of these qualities modifies our hybrid's size or speed, it is a Medium creature and has a speed of 30 feet.
7. Add the traits given by your selected upbringing and select any languages, if applicable.

In the end, we have this:

DWARF/CATFOLK RAISED BY DWARVES

- **Type.** Humanoid (dwarf, catfolk).
- **Ability Score Increase.** Your Constitution score increases by 2 and your Charisma score increases by 1.
- **Size.** You size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Cat's Luck.** You may choose to gain advantage on a Dexterity saving throw before rolling. Once you use this feature, you must finish a long rest before you can use it again.
- **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.
- **Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- **Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.
- **Feline Speed.** You can use a bonus action to Dash or Disengage. Once you use this feature, you can't use it again until you finish a long rest. If you later gain the ability to Dash or Disengage as a bonus action, add 10 feet to your movement any time when doing so.
- **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.
- **Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
- **Languages.** You can speak, read, and write Common and Dwarvish.



CHARACTER OPTIONS

FEATS



BORN AGAIN

As an adult, you were taken in and trained in the ways of a people not like those you were originally raised by. You learned their tricks and ways and made them your own.

Benefit: You gain a second upbringing quality. You gain all automatically granted languages of that upbringing. Whenever you may select another language due to an increased Intelligence modifier, you may select from either list. This does not change your ability scores.

DRACONIC ARMS

Swords? Maces? You have no need for those. Just look at the ends of your arms and you will find quality weapons fit for a true warrior.

Prerequisite: Dragon.

Benefit: If you had less than two claw attacks, you now have two claw attacks. These are primary natural weapons that deal 1d4 points of bludgeoning and slashing damage (1d3 if you are Small).

DRACONIC MASTERY

While your allies may be enchanting their weapons with greater power, your options are fewer, with your weapons embedded in your flesh. Still, you can use your innate magic to even the odds.

Prerequisites: Dragon, two claw attacks, bite attack.

Benefit: Your bite attack adds 1+1/2 Strength modifier damage despite not being your only natural attack. The critical threat range of your claws becomes 19-20.

DRACONIC PALETTE

The terrible rows of daggers in your jaws are a part of your legend. Keep them sharp, and wet them on those that displease you, or look tasty.

Prerequisite: Dragon.

Benefit: You have a primary natural bite attack that deals 1d6 points of bludgeoning, slashing, and piercing damage (1d4 if you are Small). This attack has 5 feet longer reach than your base reach.

DRACONIC RESISTANCE

Your scales are not just for show, turning aside magic that displeases you.

Prerequisites: Dragon, character level 6th.

Benefit: You gain spell resistance equal to 6 + your character level.

DRACONIC RESISTANCE, GREATER

Your scales are not just for show, turning aside magic that displeases you.

Prerequisites: Dragon, Draconic Resistance, character level 12th.

Benefit: You gain spell resistance equal to 10 + your character level.

EXOTIC CHIMERA

Your creation was a strange thing, with bloods flowing in ways that it normally does not. What strange forces were at work?

Prerequisite: Character level 1st only.

Benefit: You gain another physical quality. This quality does not affect your ability scores. If only one of your existing qualities had Quadruped (composite) and the new one does, you may be quadrupedal or not, but this decision cannot be changed. Special: This feat cannot be retrained or changed unless you change species first.

RECLAIMED FLIGHT

Your heritage includes that of the sky. With enough effort, you can reclaim it for yourself.

Prerequisites: Character level 7th, must be a race that has wings and/or normally flies.

Benefit: You gain a natural Fly speed of 30 feet with clumsy maneuverability. Fly becomes a class skill for you.

TRAITS



Animal-Like (racial, quadruped): Should you wish it, you can appear as an unintelligent member of your quadruped species, presuming such normally exists. You gain a +4 to bluff checks for this specific lie and, provided you don't speak or otherwise act oddly for a beast, most will not question it.

Bestial Incantations (racial, any mute race): Assuming you can make any utterance, be it a hiss, growl, howl, bark, or other such thing, you can cast with it as a human might with their words. Those who can hear your noises may use Spellcraft against your spells as normal and otherwise react to the verbal component being used.

Mutt Ruggedness (racial, hybrid): Like many domestic creatures, your hybrid nature has brought out some of the best of your genetics, making you a healthy example of your line. You gain a +1 trait bonus to Fortitude saves and gain a +1 bonus to Constitution checks made to stabilize.

Confusing Tracks (racial, hybrid): You leave strange tracks that could easily be confused with several species, giving those following you a +2 to the DC of doing so, but a +2 to any roll to identify the tracks as yours, presuming they have dealt with your tracks before. When you make specific efforts to disguise your tracks, these effects double.

You Have Their Eyes (racial, hybrid): Your heritage leans heavily towards one of the two sides of your parentage, allowing you to automatically pass as a pureblood member of that race.



NEW ARCHETYPES



CROSS POLLINATOR (DRUID)

While most druids celebrate beasts of the land that remain pure and survive on their individual merits, some question if an animal with unusual ancestry is any less 'natural' than another. It shows in their magic; blending bloodlines together, between animals, and later even the very forces of nature.

Hybrid Form (Su): At 4th level, cross pollinators call on divergent lines, becoming beasts that the world has not, yet, born witness to. By surrendering two abilities (such as scent or an increased land speed or movement type) when wild shaping, they may gain one ability that is not possessed by the creature they are becoming. The extra ability can come from another polymorph spell with higher and lower level versions (*beast shape*, *elemental body*, *plant shape*, or similar effects) of a spell level less than the original effect. This modifies wild shape.

Only one additional ability can be gained in this way per use of wild shape.

Flexible of Form (Ex): At 9th level, the increased flexibility of forms frees a cross pollinator from effects that would change their form or petrify them. As a full-round action while suffering such an effect, even when normally unable to act, they may end one such effect. This replaces venom immunity.

HYBRID SHIFTER (SHIFTER)

Hybrid shifters have a wider array of aspects to choose from, some not even animal in origin, but otherwise function much like other shifters.

Hybrid Aspects (Su): When selecting an aspect, you may select any one physical quality to gain instead. At 8th level, you gain a +2 enhancement to any one ability score the aspect considers a strength while active. At 15th level, this increases to a +4 enhancement. This modifies shifter aspect.

PHALANX WARPRIEST (WARPRIEST)

While many will wield a weapon in one hand and a shield ranging from a small buckler to a massive tower shield in the other, only a select few wade into the thick of things with two great shields to provide both defense and offense, often providing cover for themselves and allies behind them. In a world of strange combinations, is it any wonder that such a curious fighting style might take root?

Shield Mastery (Ex): Phalanx warpriests specialize in the use of shields. They are proficient with tower shields, but do not gain proficiency with their deity's favored weapon. Their focus weapon must be a kind of shield. This modifies focus weapon and armor profi-

ciencies.

Sacred Shields (Su): This works as sacred weapon, but only on shields of any variety. If the shield is normally too heavy to use as a weapon, it becomes usable, dealing bludgeoning damage equal to the warpriest's sacred weapon damage. A tower shield does not impose an attack penalty for a phalanx warpriest.

The warpriest can perform a mighty strike with both of their wielded shields. When wielding two shields, you can treat the damage rolls of one of your wielded shields as if it was a two-handed weapon of one size category larger (also increasing sacred weapon damage). You cannot make attack rolls with your second wielded shield until the beginning of your next turn. You must choose to use this ability before making your first attack roll on your turn, and its effects last until the beginning of your next turn.

TRIBAL CHEMIST (ALCHEMIST)

Everyone belongs to a tribe, usually two; that of their mother and father. You belong to many, and learn about as many more as you can along the way. Seeking mastery of yourself, you reach ever outwards, even beyond the reach of this world if you can.

Chimeric Mutagen (Su): Just before you consume a mutagen, you may spend a full-round action lacing it with special ingredients to bring out a special effect, granting you a physical quality of any race for which you have the formula. When you do this, the mutagen grants no natural armor bonus. You begin play with two such formula for races that match your type. You can gain new formula for the price, time, and pages required as if they were 1st-level extracts if their type matches yours. If they do not match your type, they are considered 3rd-level extracts for price, time, and pages required for the notes, and you must be able to prepare 3rd-level extracts to do so.

Learning a new racial formula requires a member of the race to be present the entire time you are creating the formula. If you are copying from another tribal chemist's book, this is not required. If the member is dead, the corpse must be fresh and it takes twice as long and requires twice as much gold. This modifies mutagen.

NEW SUB-CLASSES



PHALANX WARPRIEST (DIVINE DOMAIN)

While many will wield a weapon in one hand and a shield ranging from a small buckler to a massive tower shield in the other, only a select few wade into the thick of things with two great shields to provide both defense and offense, often providing cover for themselves and allies behind them. In a world of such strange combinations,

is it any wonder that such a curious fighting style might take root?

PHALANX WARPRIEST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>protection from good and evil, shield</i>
3rd	<i>aid, warding bond</i>
5th	<i>protection from energy, spirit guardians</i>
7th	<i>fire shield, stoneskin</i>
9th	<i>antilife shell, wall of stone</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

SHIELD MASTERY

Also starting at 1st level, you gain mastery of shield use. You gain proficiency with shields as a melee weapon that deal 1d6 bludgeoning damage. Additionally, your shields can act as a focus and holy symbol for your spells and abilities.

CHANNEL DIVINITY: SACRED SHIELDS

Starting at 2nd level, you can use your Channel Divinity to improve your shields as weapons.

As an bonus action, you can spend a use of Channel Divinity to bless your shields, allowing you to benefit from two shields at once. For the next minute, while you are wielding two shields, you gain a +4 bonus to AC instead of the normal +2 from using a shield and the damage of your shield attacks also increases to 1d8. You may end this effect as a reaction to give a friendly creature within 30 feet of you a +5 bonus to their AC until the start of their next turn.

Starting at 5th level, you can treat shields as light weapons for the purpose of two-weapon fighting while under the effects of this ability.

HOLY BULWARK

Beginning at 6th level, you can also use your reaction to gain **half cover** (+2 bonus to AC and Dexterity saving throws) as long as you are holding a shield until the start of your next turn. At 10th level, you can instead gain **three-quarters cover** (+5 bonus to AC and Dexterity saving throws) when using this ability. You can use this ability a once, and regain the use of it either after finishing a short or long rest or by spending an action and expending a 1st-level or higher spell slot.

CHANNEL DIVINITY: HOLY DEFENSE

When you reach 8th level, your ability to defend others

improves. As a reaction, you can use your Channel Divinity to create a stationary holy shield of force energy in front of one or more allies. This shield is large enough to provide **total cover** for Medium sized creatures and smaller, or **three-quarters cover** for creatures that are Large sized. Creatures larger than this do not benefit from the shield. Each ally after the first requires you to expend an additional use of your Channel Divinity. Shields created through this feature fade at the end of your next action. These energy shields can otherwise be treated as a 10-foot tall by 5-foot wide *wall of force* panel, as per the spell.

DIVINE PROTECTION

Starting at 17th level, you can use your Holy Bulwark ability an unlimited number of times. You can also spend a 1st-level or higher spell slot as a reaction to gain **total cover** (can't be targeted directly) until the start of your next turn, in place of the normal benefits of Holy Bulwark.

BARDIC MASTERPIECES



BEAST WITHIN YOU

(STRING, PERCUSSION, SING)

With deep tones and possibly a gravelly voice, you bid the beasts that hide in all supposedly civil creatures to rise to the surface.

Prerequisites: Perform (string), Perform (sing) or Perform (percussion) 5 ranks, bardic performance.

Cost: Feat or 2nd-level bard spell known.

Effect: Allies who can hear the audible component of this bardic performance and are within close (25 ft. + 5 ft./2 levels) range transform dramatically as if under the effects of *enhance form*. The performer decides what physical quality is gained, and can change it at the start of any of their turns while they continue the performance. This functions as a polymorph spell for sake of interacting with other polymorph spells. Ending the performance also ends the effect immediately.

Use: 2 bardic performance rounds per round.

Action: 1 standard action.

MAGIC



ANCESTOR'S CALL

School divination; **Level** bard 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2

Casting Time 1 standard action

Components V, S, F (a mask of the desired upbringing worth at least 100 gp)

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Placing the mask over your face and casting this spell allows you to see life from another's perspective. You gain an upbringing quality for the duration of the spell. If the quality would give you a language, you can understand and speak it for the duration, but no change comes due to your Intelligence. Your ability scores do not change due to this new quality. You can be under the effects of only one *ancestor's call* spell at a time; if you cast it a second time, the effect of the first spell immediately ends.

ENHANCE FORM

School transmutation [forgotten, polymorph]; **Level** alchemist 2, bard 2, magus 2, shaman 2, sorcerer/wizard 2, summoner/unchained summoner 2, witch 2

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to incorporate)

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell alters your form, adding some of the powers and abilities of another race. Select any physical quality you do not have. For the duration of the spell, you appear more like the species it came from and gain the abilities that the quality offers. You may gain a +2 size bonus to one ability score offered by the chosen quality as a strength. The faithful of Lashtada and other gods that praise hybrids and monstrosities of the sort may consider this spell not forgotten.

MASTER OF REINCARNATION

School transmutation [evil, forgotten]; **Level** druid 6, shaman 6, witch 6

Components V, S, M, DF (oils worth 4,000 gp, a living creature of every quality used)

This spell functions as *greater reincarnate*, but works on living or dead targets. A living target must be willing or the spell fails. A living target immediately dies and is reborn, suffering all effects from their death and reincarnation. The qualities chosen can be from different species and do not need to match the original type of the target.

MONSTROUS HYBRID

School transmutation [forgotten, polymorph]; **Level** alchemist 4, bard 4, magus 4, shaman 4, sorcerer/

wizard 4, summoner/unchained summoner 4, witch 4

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to incorporate)

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *enhance form* save that you gain two physical qualities that belong to the same race. With GM approval, you can take two qualities from very related creatures of the same type. Your form is changed more dramatically. If used as part of a disguise, you enjoy a +10 bonus to the roll as per most magical aids to the attempt. You may gain a +2 size bonus to two different ability scores offered by the chosen qualities as strengths.

REINCARNATE, GREATER

School transmutation [forgotten]; **Level** druid 5, shaman 5, witch 5

Components V, S, M, DF (oils worth 2,000 gp)

This spell functions as *reincarnate*, but allows for greater control, allowing the caster to decide on the physical qualities (which must come from the same species, up to 2) that the target will receive. The species chosen must be of the same type as the target's new form. The target retains the upbringing quality of their race. If their race has no defined upbringing quality, the GM decides what traits are upbringing or not that they get to keep.

REINCARNATE, INSTANT

School transmutation [forgotten]; **Level** druid 5, shaman 5, witch 5

Components V, S, M, DF (oils worth 2,000 gp)

This spell functions as *greater reincarnate*, but only works on living targets. The target must be willing or the spell fails. The target immediately dies and is reborn, suffering all effects from their death and reincarnation.

WITCH'S CURSE

School transmutation [curse, polymorph]; **Level** shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration permanent until discharged (D)

Saving Throw see text; **Spell Resistance** yes

A tool used to punish the wicked, or those that simply

offended that spellcaster, this spell curses the target to a more bestial form that, in theory, better reflects their crimes. The target may attempt a Fortitude saving throw to resist the effect. On a success, it lasts only 1 round per caster level. On a failure, the target must make a Will save against the same DC or become shaken or sickened (caster's choice) for 1 round per level. If the target was under the effect of any other polymorph magic or effect, it immediately ends.

Those suffering from this curse gain one physical quality chosen by the caster and becomes an exaggerated chimera of the new species. For instance, someone forcefully crossed a goblin will have immense ears and crooked teeth, making their punishment clear. Any weaknesses the quality has become a -2 penalty to those scores while the curse persists.

While this curse remains, other polymorph effects cannot be used on the target. It can be broken with *break enchantment* or *remove curse*, but not *dispel magic*.

Witch's Curse, Greater

School transmutation [curse, polymorph]; **Level** shaman 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration permanent until discharged (D)

Saving Throw see text; **Spell Resistance** yes

This spell functions as *witch's curse* but inflicts two qualities instead of one. The spellcaster may strip physical traits from the target from their original form. For instance, they could turn someone into an owlbear with no fingers. If the target qualities would both not typically speak, the caster can remove the target's ability to speak as part of the spell.

MAGIC



Enhance Form

2nd-level transmutation

Classes: Bard, Druid, Sorcerer, Wizard, Warlock

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of the creature whose form you plan to incorporate)

Duration: Concentration, up to 1 minute

This spell alters your form, adding some of the powers and abilities of another race. Select any physical quality

you do not have. For the duration of the spell, you appear more like the species it came from and have the abilities that the quality offers. You may gain advantage on ability checks for one of the chosen quality's favored ability scores.

Intentional Reincarnation

6th-level transmutation

Classes: Druid, Warlock

Casting Time: 1 hour

Range: Self

Components: V, S, M (oils worth 4,000 gp, a living creature of every quality used)

Duration: Instantaneous

This spell functions as *reincarnate*, but you can choose the form that the receiving character takes. A living character can be the target of this spell, but they must be willing or the spell fails. A living target immediately dies and is reborn, suffering all effects from their death and reincarnation. The qualities chosen can be from different species and need not match the original type of the target.

Monstrous Hybrid

4th-level transmutation

Classes: Bard, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of the creature whose form you plan to incorporate)

Duration: Concentration, up to 1 minute

This functions as *enhance form* save that you gain two physical qualities that belong to the same race. With GM approval, you can take two qualities from very related creatures of the same type. Your form is changed more dramatically. If used as part of a disguise, you gain a +10 bonus to the roll as per most magical aids to the attempt. You may have advantage on two different ability checks offered by the chosen qualities as favored ability scores.

Witch's Curse

4th-level transmutation

Class: Druid, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A tool used to punish the wicked, or those that simply offended that spellcaster, this spell curses the target to a more bestial form that, in theory, better reflects their

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crimes. The target gets Constitution saving throw to resist the effect. On a success, it lasts only 1 round. On a failure, the target is transmuted for 1 minute. The target must also succeed at an additional Wisdom save or become frightened for 1 minute. If the target was under the effect of any other polymorph magic or similar effect, it immediately ends.

Those suffering from this curse gain one physical quality chosen by the caster and becomes an exaggerated chimera of the new species. For instance, someone forcefully crossed a goblin will have immense ears and crooked teeth, making their punishment clear. Choose one ability score that is not a favored ability score of the quality; the target suffers a -2 penalty to that ability score while the curse persists.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can inflict an additional physical quality on the target. When using a spell of 6th level or higher, you can incorporate one trait of a beast, such as the lack of fingers and thumbs or the lack of speech. You cannot use this spell to strip the ability to breathe air.



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