

Warforged, Revised



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Warforged Traits

Your warforged character has the following traits.

Ability Score Increase. Your Strength, and Constitution scores each increase by 1.

Age. A typical warforged is between two and thirty years old. The maximum lifespan of the warforged remains a mystery; so far, warforged have shown no signs of deterioration due to age.

Alignment. Most warforged take comfort in order and discipline, tending toward law and neutrality, but some have absorbed the morality-or lack thereof-of the beings they served with.

Size. Your size is Medium. Most warforged stand between 5 and 7 feet tall.

Speed. Your base walking speed is 30 feet.

Warforged Resilience. You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breath (but can do so if you wish.)
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious and you can see and hear as normal.

Integrated Protection. Your body has built-in protective layers, which can be used to determine your Armor Class. You can use your Constitution modifier in place of your Dexterity modifier to determine your AC, unless your AC already includes your Constitution modifier (such as the Barbarian's Unarmored Defense).

In addition, when you aren't wearing armor, your AC is 15 + your Constitution or Dexterity modifier (your choice, a maximum of 2). You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

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

Subrace. Warforged are purpose built and come in several different configurations. Choose one of the following subraces: envoy, juggernaut, or skirmisher.

ENVOY

As an envoy, you were designed with a certain specialized function in mind. You might be an assassin, a healer, or an entertainer, to name a few possibilities. Envoys are the rarest of the warforged subraces, and yours could be a unique design.

Ability Score Increase. One ability score of your choice increases by 1.

Specialized Design. You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.

Integrated Tool. Choose one tool you are proficient with. This tool is integrated into your chassis, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

JUGGERNAUT

You're an imposing war machine built for close combat and raw might. You tower over your comrades; juggernaut warforged stand between 6 and 7 feet in height and can weigh up to 450 pounds.

Ability Score Increase. Your Strength score increases by 1.

Iron Fists. When you hit with an unarmed strike, you can deal 1d6 + your Strength modifier bludgeoning damage, instead of the normal damage for an unarmed strike.

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

SKIRMISHER

You were built to scout the edges of battle and outmaneuver your enemies. You are lean and designed for speed.

Ability Score Increase. Your Dexterity score increases by 1.

Swift. Your walking speed increases by 5 feet.

Darkvision. You have a form of infravision sight, enabling you to see especially well in the dark. 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.

Light Step. When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace. (See chapter 8 of the *Player's Handbook* for information about travel pace.)

INTEGRATED WEAPON (WARFORGED RACE FEAT)

Prerequisite: Warforged

You can equip your chassis to integrate a weapon, in a similar way to integrating armor. During a long rest, you can choose one weapon in your possession that you are proficient with and integrate it. You cannot be disarmed of this weapon, and can draw and stow it (once each) as a free action on your turn (provided you have a free hand to hold it.)

If you choose to integrate a magic weapon this way, it retains all of its benefits. If the weapon requires attunement, you must attune to it first and it continues to require attunement while it is integrated with you. If you unattune with this weapon, it remains integrated but you gain no benefit until you attune to it again.

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