

Mysteria Unveiled: Custom & Variant Ancestries

The additional player options herein provide exciting new possibilities for creating unique Player Characters of varied and mixed ancestry.

This is Homebrew Playtest

Material

The rules presented here are in draft format, and have not been refined through extensive playtesting. These rules are also unofficial material, and don't have the benefit of a fully staffed development team. The content here is experimental, meant to expand the game to include new ideas and options. If you find this material useful, or if you have suggestions for how to improve the system, please drop an email at mysteria.unveiled@gmail.com with your feedback!

Custom Ancestry

Not all adventurers are born from members of the same ancestry. Some heroes are descended from family lines that include members of many diverse ancestries. Instead of choosing one of the game's standard ancestries for your character at 1st level, you can use the following traits to represent your character's ancestry.

Ancestry vs. Race. The term "race" in fantasy roleplaying is problematic, stemming from certain conceits in 20th century fantasy literature from which fantasy roleplaying games draw much of their inspiration.

These rules favor the term "ancestry," which evokes diverse aspects of a person's heritage that are to be celebrated, rather than outdated, unscientific social constructs that have ugly connotations in the real world.

Wherever you see the term "ancestry" herein, consider it to be the mechanical equivalent of "race" in the official rules.

Creature Type. You are a humanoid. You determine your appearance and whether you resemble any of your kin.

Ability Score Increase. One ability score of your choice increases by 2, or two ability scores of your choice increase by 1.

Size. You are Small or Medium (your choice).

Speed. Your base walking speed is 30 feet.

Feat. You gain one feat of your choice for which you qualify. If your custom ancestry includes heritage from an ancestry that has access to exclusive Feats, the GM may allow you to qualify for those feats as well. If you are using the optional Feat-Equivalent Features rule, you can take one or more of those features instead of a feat.

Variable Trait. You gain one of the options from the Variable Trait Features list below.

Languages. You can speak, read, and write Common and one other language that you and your GM determine is appropriate for your character.

Variable Trait Features

Aggressive Mimicry. Your appearance is strikingly similar to that of another creature with a similar build and physiology (same number of limbs, same basic body composition, etc.), so much so that you are mistaken for that type of creature if an onlooker fails a DC 15 Intelligence (Nature) check. This trait is purely cosmetic, but can allow you to pass as one of those creatures as long as you are lightly obscured.

Alternate Vision. You can select one of the following types of special vision:

- **Cryptovision (60 ft).** You can see the magnetic field lines produced by ferrous metals and the distortions caused by some magical enchantments.
- **Darkvision (60 ft).** You can see in darkness as if it were dim light.
- **Low-light vision (Line of sight).** You can see in dim light as if it were bright light.
- **Infravision (60 ft).** You can see the body heat of creatures. You see your surroundings as if you were in dim light by detecting differences in the ambient temperature.

Ambusher. You have advantage on attack rolls against creatures you've surprised.

Amphibious. You can breathe air and water.

Aquatic Ambassador. Aquatic animals have an extraordinary affinity with your kind. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

Arcane 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.

Armored Movement. Your speed is not reduced by wearing Heavy Armor.

Blast of Wind. You can cast the *gust of wind* spell beginning at 3rd level without requiring a material component. You can't

do so again until you finish a long rest unless you cast the spell using a spell slot of 2nd level or higher. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this spell when you cast it using this feature.

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

Camouflage: Mountain. You have advantage on Dexterity (Stealth) checks you make to hide while in rocky terrain.

Camouflage: Arctic. You have advantage on Dexterity (Stealth) checks you make to hide while in snowy terrain.

Camouflage: Swamp. You have advantage on Dexterity (Stealth) checks you make to hide while in swampy terrain.

Cantrip. You know one cantrip of your choice from any spell list. You decide whether Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

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

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this feature, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Damage Resistance. You have resistance to one of the following damage

types: acid, cold, fire, lightning, necrotic, radiant, or thunder.

Digitigrade Legs. Whenever you make a long jump or a high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.

Direction Sense. You always know which direction is north, and you have advantage on any Wisdom (Survival) check you make to navigate or track.

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

Elemental Blast. As an action, you can produce an elemental attack in a 15-foot cone: a gout of flame, a blast of frigid wind, caustic gas, searing lightning, scorching radiance, scalding steam, scouring sand, burning acid, or some other type of attack. Creatures in the affected area must succeed in a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution bonus) or take 2d4 damage. At 6th level, the damage increases to 2d6. On a successful save, that creature takes half damage. The type of damage is selected when you gain this trait: acid, cold, fire, lightning, necrotic, poison, or radiant.

Espionage Weapon Training. You have proficiency with one finesse weapon and one thrown weapon.

Expert Forgery. You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to

produce forgeries or duplicates of existing objects.

Extra Languages. You can speak, read, and write three extra languages of your choice.

Fast Reflexes. You can add your proficiency bonus to your initiative rolls.

Fleet Footed. Your base walking speed increases by 5 feet.

Forest Magic. You can cast *detect magic* and *disguise self*, using Wisdom as your spell casting ability for them. Once you cast either spell, you can't cast it again with this feature until you finish a short or long rest. When you use this version of *disguise self*, you can seem up to 3 feet shorter than normal.

Gaming Proficiency. You gain proficiency with the gaming set of your choice.

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

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Limited Telepathy (60 ft). You can communicate with any creature that has a form of Telepathy.

Lithe Build. You can move through and stop in a space large enough for a Small creature without squeezing.

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

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

Lurker. While in dim light or darkness, you can take the Hide action as a bonus action.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Military Weapon Training. You have proficiency with one martial melee weapon and one martial ranged weapon.

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

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

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.

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

Poison Bite (recharge 6): You can bite a creature as an unarmed attack, inflicting 1 piercing damage on a hit and forcing the target to make a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and is unconscious while poisoned this way.

Poison Resistance. You have advantage on saving throws against poison, and you have resistance against poison damage.

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

Psychic Resilience. You have resistance to psychic damage.

Psychic Sensitivity. You can perceive the content of any telepathic communications that occur within 60 feet of you, and creatures with any kind of telepathy can't surprise you.

Quadruped. You are four-legged, or your arms can act as forelegs when you drop down on all fours (and aren't holding objects). When you do so, you count as one size larger when determining your carrying capacity and the weight you can push or drag, and your speed increases by 10 feet.

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 another attack.

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.

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.

Skill Proficiency. You are proficient in the one skill of your choice.

Slippery. You have advantage on ability checks and saving throws made to escalate a grapple.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

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

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.

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, and you initially know how to create three specific items, which your GM can help you describe.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice.

Tooth & Nail. You possess vestigial claws and fangs, or some other form of innate weaponry. Your unarmed strikes can deal slashing or piercing damage, instead of the

usual bludgeoning damage. You choose when the attack is made.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semi-conscious, for 4 hours a day. While in this trance, 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.

Vehicle Proficiency. You gain proficiency with the vehicle of your choice.

Optional Rule: Feat Equivalent Traits

Feat Equivalents. In place of the Feat provided by your Custom Ancestry, you may select a Feat Equivalent feature from the list below. Some of these features are noted as "half-feats" - you can select up to two half-feat-equivalent features in place of a Feat.

Aggressive (half-feat). As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Agile Stride (half-feat). You can move across difficult terrain without expending extra movement if you are using your walking speed on the ground or a floor.

Ancestral Memory (half-feat). You can mystically access the experiences of your ancestors. Whenever you finish a long rest, you gain proficiency in one skill of your choice and with one weapon or tool of your choice. These proficiencies last until the end of your next long rest.

Battle Cry. As a bonus action on your turn, you let out a cry at your enemies within 10 feet of you. Until the start of your next turn, you and your allies have advantage on attack rolls against any of those enemies who could hear you. You can use this trait once, and you regain use of this trait when you finish a short or long rest.

Behemoth Killer (half-feat). When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals 1d4 damage of the same type as the attack or spell. At 5th level, this increases to 1d6. At 9th level, your bonus damage increases to 1d8. At 13th level, it increases to 1d10, and at 17th level, it increases to 1d12. You can use this trait once, and regain use of it when you roll for initiative at the beginning of combat.

Bite (half-feat). Your fanged maw is a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.

Blood Drain (half-feat). You can bite a creature that's speed is reduced to 0, and begin drinking its blood. You inflict 1d4 + your Strength in piercing damage against the creature when you bite into them (or 1d6 if you have the Bite trait), and the creature loses 1d4 + your Strength bonus hit points from blood loss at the start of each of your turns while you are still drinking their blood. You must use 5 feet of your movement to detach from the creature you're biting, but you can automatically detach after draining 10 hit points of blood from that creature, or if the creature dies. The target creature can use its action to break free.

Bounding Step (half-feat). As a bonus action on your turn, you can jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks. You can use this trait only if your speed is greater than 0. Once used, you must finish a short or long rest before you can use this trait again.

Breath Everlasting (half-feat). You can hold your breath indefinitely while you're not incapacitated.

Breath Weapon (half-feat). You can replace one of your attacks from the Attack Action to exhale destructive energy. You determine the size, shape, and damage type of the exhalation.

- Choose one Damage Type: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder
- Choose a range and shape: (a) 5 by 30 ft. line or (b) 15 ft. cone
- Choose a saving throw for the target: (a) Constitution saving throw or (b) Dexterity saving throw

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw (based on your choice above). The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 1d10 damage on a failed save, and half as much damage on a successful one. The damage increases to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level. After you use your breath weapon a number of times equal to your proficiency bonus, you can't use it again until you complete a short or long rest.

Claws (half-feat). You have a climbing speed of 20 feet. In addition, your claws are

natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cowering Defense. You can cower to gain a +4 bonus to your AC, and you have advantage on Strength and Constitution saving throws while cowering behind cover. While cowering your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to stop cowering.

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

Distraction (half-feat). As an action on your turn, you can distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this feature, you can't use it again until you finish a short or long rest.

Dive Roll. When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the save, potentially turning the failure into a success. You can't use this reaction if you're prone or your speed is 0.

Feeding Frenzy (half-feat). In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special bite attack. If the attack hits, it deals 1d6 + your Strength Modifier in piercing damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier. You can't use this feature again until you finish a short or long rest.

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

Flight. You have a flying speed equal to your walking speed. To use this speed, you can't be wearing medium or heavy armor.

Goring Rush (half-feat). You have horns that inflict 1d4 piercing or bludgeoning damage (your choice). If you have the Horns trait, you can use the damage from that trait instead. Immediately after you take the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Great Endurance (half-feat). You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this feature, you can't use it again until you finish a short or long rest.

Horns (half-feat). You can use your head and horns to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier in piercing or bludgeoning damage (your choice), instead of the bludgeoning damage normal for an unarmed strike.

Ramming Horns (half-feat). You have horns that deal 1d4 piercing or bludgeoning damage (your choice). If you have the Horns trait, you can use the damage from that trait instead. Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to push that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your

proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Healing Touch (full or half-feat). As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. If you take Healing Touch as a full Feat equivalent feature, you instead roll 1d4 x your Proficiency bonus and heal a creature you touch for that many hit points. Once you use this feature, you can't use it again until you finish a long rest.

Hidden Step (half-feat). As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this feature, you can't use it again until you finish a short or long rest.

Highly Trained. When you make an ability check using any skill in which you have proficiency, you can give yourself advantage on the check before rolling the d20. You can give yourself advantage in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Hooves (half-feat). You have hooves you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier in bludgeoning damage, instead of the normal damage for an unarmed strike.

Innate Spellcasting: You have the innate ability to cast certain spells without expending spell slots. The spells you cast, the level you cast them at, and the Ability score you use to cast them depend on what type of Innate Spellcasting you possess (choose one set when you take this trait):

Elusive Magic. Starting at 3rd level, you can cast the *enlarge/reduce* spell on yourself with this trait, without requiring a material component. Starting at 5th level, you can also cast the *invisibility* spell on yourself with this trait, without requiring a material component. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait).

Fairy Magic. You know the *druidcraft* cantrip. Starting at 3rd level, you can cast the *faerie fire* spell with this trait. Starting at 5th level, you can also cast the *enlarge/reduce* spell with this trait. Once you cast *faerie fire* or *enlarge/reduce* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait).

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

Magic of Earth & Stone. You know the *blade ward* cantrip. You can cast it as normal, and you can also cast it as a

bonus action a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. Starting at 5th level, you can cast the *pass without trace* spell with this trait, without requiring a material component. Once you cast that spell with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait).

Magic of Fire & Flame. Reach to the Blaze. You know the *produce flame* cantrip. Starting at 3rd level, you can cast the *burning hands* spell with this trait. Starting at 5th level, you can also cast the *flame blade* spell with this trait, without requiring a material component. Once you cast *burning hands* or *flame blade* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait).

Magic of Light and Darkness. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once per day. When you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

Magic of Wave & Tide. You know the *acid splash* cantrip. Starting at 3rd level,

you can cast the *create or destroy water* spell with this trait. Starting at 5th level, you can also cast the *water walk* spell with this trait, without requiring a material component. Once you cast create or destroy water or water walk with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait).

Magic of Wind & Sky. You know the *shocking grasp* cantrip. Starting at 3rd level, you can cast the *feather fall* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the *levitate* spell with this trait, without requiring a material component. Once you cast feather fall or levitate with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait).

Magical Shroud. Starting at 3rd level, you can cast the *disguise self* spell with this trait. Starting at 5th level, you can also cast the *nondetection* spell with it, without requiring a material component. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is

your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait).

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

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

Innate Toughness (half-feat). Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Mental Discipline (half-feat). Your innate psychic defenses grant you advantage on saving throws you make to avoid or end the charmed and frightened conditions on yourself.

Multiattack (desperate) (half-feat). You can make two attacks when you take the Multiattack action. You make the second attack with disadvantage.

Multiattack (two-weapons). You can make two melee attacks when you take the Multiattack action. Each attack must be made with a different weapon.

Natural Armor (AC 13). You have some form of light and resilient natural armor. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Natural Armor (AC 17). Your natural armor provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

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

Otherworldly Perception (30 ft). You can sense the presence of any invisible creature, or creatures on the Ethereal Plane. You can pinpoint that creature if it's moving.

Poison Immunity. You have Immunity to poison damage and to the poisoned condition.

Psionic Fortitude (half-feat). You have advantage on saving throws you make to avoid or end the charmed or stunned condition on yourself.

Psionic Mind. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature, but the creature must be able to understand at least one language.

Psionic Wild Talent. You are able to cast certain spells without spell components using this trait.

You know one of the following cantrips: *blade ward, control flames, create bonfire, friends, frostbite, gust, mage hand* (the hand is invisible when cast with this trait), *message, mind sliver, minor illusion, shape water, thaumaturgy, or vicious mockery.*

At 3rd level, you can cast one of the following spells with this trait: *animal friendship, alarm, catapult, cause fear, charm person, chromatic orb, command, compel duel, comprehend languages, disguise self, dissonant whispers, earth tremor, entangle* (the vines are invisible tendrils of force), *expeditious retreat, feather fall, floating disk* (the disk is invisible), *heroism, jump, identify, mind whip, shield, silent image, sleep, or unseen servant.*

At 5th level, you can cast one of the following spells using this trait: *aid, arms of Hadar* (the tendrils appear as whisps of ectoplasm), *augury, beast sense, calm emotions, crown of madness* (the crown is invisible), *detect thoughts, dust devil, earthbind* (the strips of magical energy are invisible), *enhance ability, enthrall, find traps, heat metal, hold person, invisibility, knock, levitate, locate object, mind spike, mirror image, misty step, phantasmal force, pyrotechnics, rope trick, see invisibility, shatter, or suggestion.*

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this trait). When you cast a spell with this trait that isn't a cantrip, you can't cast that spell with it again until you finish a long rest. You can also cast any of your Psionic Wild Talent spells using any spell slots you have of the appropriate level.

Safety in Numbers. You can use this trait to take the Help action once per short rest.

Starting at 3rd level, you can also choose one of the options below each time you take the Help action with this trait:

- **Formation.** You and the creature you help each gain a number of temporary hit points equal to 1d6 + your proficiency bonus.
- **Rush.** You and the creature you help each increase your walking speeds by 10 feet until the start of your next turn.
- **Coordination.** Until the start of your next turn, the first time the creature you help hits a target with an attack roll, that target has disadvantage on the next attack roll it makes within the next minute.

Shapechanger. You can change your appearance and your voice as an action on your turn. You determine the specifics of the changes, including your coloration, hair length, and sexual characteristics. You can also adjust your height and weight and change your size between Medium and Small. You can make yourself appear as a member of another race (though none of your game statistics change). You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait. You stay in the new form until you use an action to revert to your true form or until you die.

Shapeshifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to 2 x your proficiency bonus. You can shift a number of times equal to your proficiency

bonus, and you regain all expended uses when you finish a long rest. Whenever you shift, you gain an additional benefit based on one of the following options (choose when you select this feature):

- **Hide.** You gain 1d6 additional temporary hit points. While shifted, you have a +1 bonus to your Armor Class.
- **Fang.** When you shift and as a bonus action on your other turns while shifted, you can use your elongated fangs to make an unarmed strike. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Stride.** While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.
- **Harry.** While shifted, you have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you unless you're incapacitated.

Strength in Numbers (half-feat). If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

Superior Darkvision (half-feat). You have darkvision to a radius of 120 feet. This

does not stack with darkvision from other sources.

Surprise Attack (half-feat). If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this feature once, and regain use of this feature when you roll initiative at the beginning of combat.

Swift Movement. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Talons (half-feat). You have talons that you can use to make unarmed strikes that deal 1d6 + your Strength modifier in slashing damage, instead of the normal bludgeoning damage for an unarmed strike.

Telepathic Bond: You can create a telepathic link to another creature. As long as you are on the same plane of existence, you can psychically convey what you sense to the other creature, and you and that creature can communicate telepathically. You can use this feature once, regaining its use after completing a long rest.

Telepathic Pheromones: You produce a cloud of invisible pheromones in a 10-foot radius that can go around corners. Creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elemental can communicate with one another telepathically while within 30 feet of each other for 1 hour. You can use this trait once and regain use of it when you finish a short or long rest.

Trample (half-feat). If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target, either knocking them prone, or inflicting 1d6 damage to an already prone target.

Ancestral Challenges

Optional Rule: Ancestral Challenges. In addition to Feats and Variable Traits, you can select one or more Challenges for your Custom Ancestry to face. Each Challenge you select provides an additional choice of Variable Traits or Feat Equivalent features.

Ability Score Penalty: You reduce one of your Ability Scores by 2 points, or reduce two of your Ability Scores by 1 point each. If you do so, you gain one of the following benefits:

- (a) take three additional variable traits
- (b) take two additional half-feat equivalent features.
- (c) or take one additional feat equivalent feature.

Old School Ability Scores. Some ancestries have traditionally suffered certain Ability Score penalties in prior editions. You can use these as optional guidelines when selecting the Ability Score Penalty Challenge:

Ancestry	Ability Score Penalty
Aasimar	Constitution
Genasi	Charisma, Wisdom
Dwarf	Charisma
Elf	Constitution
Gnome	Wisdom, Strength
Halfling	Strength
Tiefling	Strength, Wisdom

Alien Mind. You do not think or experience emotions in the same way as most humanoids, making social interactions with those not of your particular ancestry quite awkward, curious, or even disquieting. You can take an additional Variable Trait.

Allergic. Some environmental effect triggers an allergic reaction that causes you disadvantage on Strength and Constitution checks and saving throws when you're subjected to it until you spend at least 10 minutes away from your allergen. You can make a Wisdom saving throw (DC depending on the severity of the exposure) to avoid this penalty for an hour when subjected to a new source of your allergen.

Exposure	DC
Slight	5
Moderate	10
Severe	15
Overwhelming	20

Slight exposure: you come into close proximity of your allergen.

Moderate exposure: you touch or are touched by your allergen.

Severe exposure: you touch or are exposed to a significant quantity of your allergen.

Overwhelming exposure: you are surrounded, covered, or injured by your allergen.

You can take an additional variable trait.

Suggested allergies include: animal dander, cold iron, dust, certain foods, insect bites, mold, plant fiber, or pollen.

Aquatic. You dehydrate rapidly if you spend too much time out of water. Your body must be drenched or submerged in water (at least a gallon each day) or you become *dehydrated* and suffer a level of Exhaustion. You can't remove Exhaustion

levels you've accrued until you're no longer dehydrated.

Claustrophobic. You are uncomfortable when in confined spaces, especially underground. You have disadvantage to attack rolls and Dexterity (Acrobatics) checks while you are in rooms, hallways, and tunnels that are less than 15 feet high and 30 feet wide. You may take an additional half-feat equivalent trait or two variable traits.

Cumbersome Build. Any climb that requires hands and feet is especially difficult for you: each foot of movement costs you 4 extra feet instead of the normal 1 extra foot. You can choose an additional variable trait.

Monstrous Appearance. Your appearance is quite far from human, elf, dwarf, or any of the more common ancestries of the world. Some of your features are hideous, frightful, or bestial. The starting attitude of NPCs toward you (DMG pg. 244) begins at **hostile**, even if you are with a group of characters of different ancestries. You may select three variable traits, two half-feat-equivalent traits, or a feat-equivalent trait.

Illiterate. You cannot read or write any languages, even if you know how to speak them, as your culture lacks written words. You can learn to read and write any language you know how to speak by spending downtime to gain writing proficiency in that language. Once you know how to write a language, you can write in any language you can speak that shares the same script. You may take an additional variable trait.

Natural Enemy. Creatures of a specific Ancestry or Type (such as orc, goblin, gnome, human, or troglodyte) bear an

ancestral grudge against your kind. These creatures receive a +1 bonus to their attack rolls against you, and will usually try to attack you first when on the opposing side of combat. You can take an additional Variable Trait.

No Tool Use. You lack hands that can grasp objects. You have disadvantage on any Dexterity (Sleight of Hand) checks you make, and can't hold weapons or objects using your limbs. You may take an additional feat or feat-equivalent feature, or three Variable Traits.

Nonmagical. Your kind are not attuned to magic, and find it difficult to attune to the ebb and flow of magical auras and enchantments. When you attempt to use or activate a magical item that isn't specifically meant for a character class you possess levels in, you must make a DC 7 Intelligence saving throw or the magical item malfunctions. The malfunction only affects you, and might include the item failing to work, causing an unexpected (or even opposite) effect, or turning the effect on you or an unintended target.

You must also make this saving throw when you attempt to attune to a magic item (this includes cursed items). A failure means the item is not attuned.

You can select two additional variable traits, or a half-feat-equivalent trait.

Short Attention Span. Your kind has a tendency to lose interest or shift focus very quickly, especially if a particular distraction is present. This makes it difficult to direct your attention to specific tasks for very long. Pick something fairly common that your kind finds distracting: it might be lovely music, the prospect of strong drink, the smell of delicious food, or the sight of a beautiful creature. Whatever the case, you need to

make a Wisdom saving throw (DC 12) or you become *charmed* by the source of your distraction. This condition bypasses any resistance or immunity you might have to being charmed. While charmed in this way, you pursue the new object of your attention. Every minute (or at the end of each of your turns while in combat), you can attempt the saving throw again to break free of the condition.

Short Strides. Your movement speed is reduced by 5 feet. You may take an additional variable trait.

Social Pariah. Your kind are distrusted and often rejected by other peoples. This may be out of fear or suspicion, old grudges, or some quality that other kinds of people find uncomfortable or distasteful. The DC of attempts you or a party member who is with you attempts to make in order to shift an NPC's attitude toward *friendly* is always 5 higher. You may select two variable traits or a half-feat-equivalent trait.

Speech Restriction. You are unable to speak conventionally. You may take an additional Variable trait.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. You may take an additional half-feat equivalent trait or two variable traits.

Unusual Build. Your body shape is somehow unusual for a humanoid: you may be much larger or much smaller than usual, you may have more limbs than most humanoids, or your shape may differ wildly. Whatever the case, you can't utilize armor meant for humanoids without costly

modifications, and armor you buy must be custom made to fit you. In all cases, the armor modification or construction costs 50% more than standard. You may select an additional variable trait.

Variant Ancestries

The options below can be used to create custom, variant PCs of existing ancestries.

Variant Dragonborn (Wyrmian)

No one's quite sure where the wyrmians come from: some stories claim they are dragonborn from another world that were transported far away from their homeland. Other tales speak of strange and profane rituals performed over the nests of dragons, causing their offspring to emerge from their eggs as clutches of dragonborn humanoids. Whatever the truth is, wyrmians share many physical characteristics with their dragonborn cousins, but they are distinguished by their scaled, reptilian tails. Some are known to sport draconic wings (see the feat presented below), and many are quite tall, often standing 7 feet or more.

Wyrmians and dragonborn tend to be distrustful. This may be a result of the odd tendency for wyrmians to exhibit alignments opposed to their usual scale coloration: chromatic wyrmians tend toward good alignments, while those of metallic ancestry tend toward evil, though as always, each individual can express the full range of alignments.

As a wyrmian, you have the following ancestral features, in addition to *draconic legacy* and the other dragonborn features:

Variant Dragonborn. You remove the *breath weapon* and *damage resistance* features.

Feat. You select one feat of your choice.

Variant Dwarf (Sundered Dwarf)

A proud people with no kingdom, sundered dwarves were long ago driven out of their ancestral lands to wander the world as vagabonds, settling only in lands belonging to others.

The histories speak of a war which saw the mountain kingdoms of this tribe toppled and their leaders dethroned, their people scattered and, in some cases forced into servitude. Ages have passed since this conflict, and with animosities long since cooled, the sundered dwarves have begun reclaiming their ghost-filled halls and ancestral caverns.

Sundered dwarves tend to have craggy features, dark and thick hair, and complexions ranging from fair to dark, although they may have physical characteristics of any dwarven lineage. A fair number of sundered dwarf men keep their faces clean shaven or tightly groomed, although young dwarves of this lineage are increasingly cultivating more traditional, longer beards.

As a sundered dwarf, you have the following features, in addition to the standard dwarf features:

Variant Dwarf. You remove the dwarven *subrace* feature, and one each from the following list of features (your choice):

- (a) *darkvision*, (b) *stonecunning*, (c) *dwarven tool proficiency*, or (d) the ability to move in heavy armor without penalty
- and (a) *dwarven combat training* or (b) *dwarven resilience*

Feat. You select one feat of your choice.

Variant Elf (Haven Elf)

Called a “common elf” or (sometimes derisively) “low elf” by your high elven cousins, you were likely born in one of the

havens that dot the periphery of the ancient elven homelands. Haven Elves grow up far from the centers of elven courtly politics. While they maintain the religious and cultural traditions of their people, they have also adopted certain mannerism and customs from the folk with whom they trade and live. This closeness to other communities makes haven elves consummate merchants and traders, and among their kind they are considered the least aloof.

Haven elves tend to have a variety of appearances, belying a rich mixture of other elven legacies in their blood. From deep and ruddy skin with earthy tones to snow-like alabaster or glowing tan, the “common” elves display a great range in diversity. Their hair can be as varied as their skin tones, but the most common shades are black (often with bluish tint) brown, blond, red, and white (often with subtle shading at the tips or roots). Haven elf eyes tend toward brown, green, and rarely gold. You may have any mixture of features from other elven lineages.

As a haven elf, you have the following features, in addition to the standard elf features:

Variant Elf. You remove the elven *subrace* feature, and one of the following features (your choice): (a) the *trance* feature, (b) the *keen senses* feature, or (c) the *darkvision* feature.

Feat. You select one feat of your choice.

Variant Gnome (Steppe Gnome)

Gnomes of the steppe wander the plains and tablelands, making their homes in dug-out, subterranean holes that are crude but comfortable. Believed to have been one of the oldest branches on the gnomish family tree, steppe gnomes are some of the most ancient smiths, craftspeople, and

inventors on the face of the World. They stand a bit taller than their forest and rock gnome brethren, the tallest matching dwarves in stature, though remaining more slender and sleight in frame.

Other gnomes tend to welcome steppe gnomes when they visit, although they sometimes hold unflattering opinions regarding their steppe cousins, believing them to be less civilized and more superstitious. However, their wisdom and closeness to the Old Magic is respected by younger tribes.

Legends say that the steppe gnomes were the original tribe from which the forest gnomes branched out, immigrating to their woodland realms even as a second clan moved into the mountains, becoming the rock gnomes. For this reason, on those rare occasions when a steppe gnome travels through the lands of other gnomish lineages, they are welcomed, rather than turned away.

As a steppe gnome, you have the following features, in addition to the standard gnome features:

Variant Gnome. You remove the gnomish *subrace* feature and the *darkvision* feature.

Feat. You select one feat of your choice.

Variant Halfling (Lonebriar Halfling)

Most halflings value comfort and community, but the lonebriars are known far and wide as a nomadic tribe among the small folk. The lonebriars travel far and wide, and rarely set down permanent roots.

While other halfling lineages are known to sometimes take to the open road, the lonebriars have been doing so for a very long time – long enough that they have often intermingled with peoples of other ancestries. They are often taller than other

halflings, although they possess the full gamut of halfling characteristics, and their appearances can vary as much as any halfling lineage.

When traveling through halfling lands, lonebriars have a tradition of staying for a brief time if their business permits, but usually no longer than a week. During this time, lonebriars will share news and deliverer messages and tidings from other halfling settlements, sometimes even moving goods from one town to the next. They will also collect new letters, well-wishes, and goods to bring to the next town on their stop. For this reason, lonebriars are more likely to keep written records, and this lineage is a source of a great deal of rare halfling literature.

As a lonebriar halfling, you have the following features, in addition to the standard halfling features:

Variant Halfling. You remove the halfling *subrace* feature.

Feat. You select one feat of your choice.

Variant Tiefling (Tiefling Exile)

Tiefling Exiles are those who do not display the usual, physical features of their brethren. They may lack horns or a tail altogether, or have unusual skin tones for both humans and other tieflings. Many have at least one highly unusual feature, such as an extra digit on one hand, downy feathers instead of body hair, or vestigial wings (see the *Deep Blooded* feat below for ideas).

Exiles were once more numerous, legends say, and each tiefling was born with unique characteristics, setting them apart even from one another. Why and how this changed is a mystery, but a few are still brought into the world with a unique, fiendish countenance.

While it's not unheard of, it's rare to find exiled tieflings living among others of their

kind. Those that do often experience difficulty finding their place among more “traditional” tieflings, their unusual appearances causing a measure of discomfort even among those who band together under a shared identity as outcasts.

Some exiles wear their unconventional appearance as a badge of honor, flaunting their diversity and playing to their exotic natures to win the hearts and minds of those they encounter.

As a tiefling exile, you have the following features, in addition to the standard tiefling features:

Variant Tiefling. You remove the *infernal legacy* feature and the *darkvision* feature.

Feat. You select one feat and one variant trait of your choice.

Ancestral Feats

The following feats allow custom ancestries and variant ancestries to adopt features from existing ancestries. Many of these feats may only be taken at 1st level, since they represent a creature’s heritage. Using these feats, a PC can be created with a specific mixture of ancestries (such as a Half-Elf/Half-Dwarf, or a Gnomish Tiefling).

Balancing Ancestral Feats. Some of the feats below may grant more features than usual, and some may even be a bit more powerful than a standard feat. These feats are generally balanced so that a variant human who takes an Ancestral Feat will be roughly equivalent to a half-elf (and indeed, a variant human with the Elf-Blooded feat is essentially a half-elf with a bit more latitude in where they place their Ability Score Increase points).

This does create the possibility that a Custom Ancestry may begin the game with +3 to a single Ability Score. These rules

consider +3 Ability Score Increases within the bounds of standard balancing as the game currently stands (following TCoE).

Deep-Blooded

Restriction: *This feat can only be acquired at 1st level. Tieflings may not take this feat.*

You were born of otherworldly blood, one of your ancestors being a demon, devil, daemon, or other extra-planar entity. You possess otherworldly qualities unusual for a member of your non-planar ancestry.

You look more or less like a being of your mortal origin, but you can select 2 to 5 (1d4+1) of the following features, or devise features of your own:

D12	Otherworldly feature
1	an additional finger on each hand
2	a forked tongue
3	pointed or animalistic ears
4	a tail, perhaps like a cat’s, lizard’s, or a devil’s
5	fingers stained black or crimson at the tips
6	hooved feet and legs like a deer, goat, or horse, or taloned feet like a bird’s
7	otherworldly eyes (slitted, strangely colored, glowing, catlike, etc.)
8	horns (goat-like, bull-like, ram-like, stag-like antlers, a unicorn horn, etc.)
9	scaly or leathery skin, or strangely colored skin
10	lack of a shadow, reflection, or body heat
11	the smell of charcoal or brimstone following in your wake
12	a chill that permeates the air within 30 feet of you

You gain the following benefits:

- You add +1 to your Intelligence, Charisma, or Dexterity score.
- You have a Variable Trait from the Custom Ancestry list.
- You have resistance to fire damage.
- You can speak, read, and write Abyssal or Infernal.

Dark Magic

Prerequisite: Deep-blooded feat.

You learn to cast infernal magic innately. You know one cantrip from the list below. At 3rd level you can cast one 1st level spell from the list below once as if you had used a 2nd level spell slot. At 5th level you can cast one second level spell from the list below once.

Charisma is your spellcasting ability for these spells. You regain all uses of these spells when you finish a long rest.

- When you select the Dark Magic feat, you may choose to know the *friends*, *mage hand*, *minor illusion*, *ray of frost*, *thaumaturgy*, or *vicious mockery* cantrip.
- At 3rd level, you can learn the *burning hands*, *charm person*, *disguise self*, *false life*, *floating disk*, *hellish rebuke*, or *ray of sickness* spell. You can cast this spell once as a 2nd level spell.
- You can cast one of the following spells at 5th level: *arcane lock*, *crown of madness*, *darkness*, *detect thoughts*, *enthrall*, *flame blade*, *invisibility*, or *suggestion*. You can cast this spell once.

You regain all uses of these spells when you complete a long rest.

Draconic Wings

Prerequisite: Dragonborn, Tiefling, the Deep-Blooded feat, or the Dragon-Blooded feat.

Tieflings and their kin have many varied features, and you might decide that your infernal heritage grants different expressions of your otherworldly blood. Similarly, Dragonborn and the

Dragon-Blooded may likewise develop dragon-like wings. You have bat-like wings that grow from your shoulder blades, giving you a flying speed of 30 feet.

Draconic Magic

Prerequisite: Dragonborn or the Dragon-Blooded feat.

Your Draconic Ancestry provides you with a number of innate spells, depending on the type of dragon you descend from. At each of the character levels listed below, you select one spell from the list for that level. You can cast that spell without expending a spell slot once, and regain all of these spells when you complete a long rest. You can also cast these spells using spell slots from class levels. Constitution is your spellcasting Ability Modifier for these spells.

Level Spell Known

1st	<i>acid splash</i> , <i>firebolt</i> , or <i>shocking grasp</i>
3rd	<i>burning hands</i> , <i>disguise self</i> , or <i>magic missile</i>
5th	<i>enlarge/reduce</i> , <i>invisibility</i> , <i>levitate</i> , <i>see invisibility</i> , <i>suggestion</i> , or <i>web</i>

Dragon-Blooded

Restriction: This feat can only be acquired at 1st level. Dragonborn may not take this feat.

You were born of mixed ancestries, one of your ancestors having been a Dragon who, transformed into a humanoid form, endowed your family line with their reptilian heritage. You are strong and possessed of an unearthly quality: your eyes may be reptilian, you may have patches of scales at places upon your body, and small horns may sprout from your temples or flank your jaw line. You might even have a serpentine

tail. You otherwise look like a member of your parents' ancestry.

You gain the following benefits:

- You add +1 to your Charisma score.
- You gain resistance to one type of damage: Acid, Cold, Fire, Lightning, or Poison.
- You learn one of the following cantrips: *acid splash*, *firebolt*, *poison spray*, *ray of frost*, or *shocking grasp*. Charisma is your spellcasting ability score for this cantrip.
- You can speak, read, and write Draconic.

Dragonflame

Prerequisite: Red or Gold Dragonborn, or the Dragon-Blooded feat.

When you are reduced to 0 hit points, you don't die: instead you immediately regain hit points equal to your Constitution score and you're surrounded with an eldritch flame of brilliant green. You gain +2 to your attack and damage rolls in melee combat, and anyone touching or attacking you must make a Dexterity saving throw or suffer 1d6 points of fire damage. The flames and bonus to attack and damage rolls persist for a number of rounds equal to your proficiency bonus, or until you are killed. You can use this feature once, and regain use of it when you complete a long rest.

Additionally, when you die, your body emits a booming, thunderous crash and a flash of electricity that inflicts 1d10 lightning damage and + 1d10 thunder damage to all within 10 feet. A Dexterity saving throw can avoid the lightning damage.

Dwarf-Blooded

Restriction: This feat can only be acquired at 1st level. Dwarves may not take this feat.

You were born of mixed ancestries, one of your parents having been a Dwarf who endowed you with their stalwart heritage. You are powerfully built, being of stocky frame, usually six inches shorter on average than a member of your non-dwarven parent's ancestry. Your body hair is prodigious, even if this is unusual for those who share your non-dwarven blood.

You gain the following benefits:

- You add +1 to your Strength score.
- You have Darkvision out to 60 feet.
- You gain advantage on saving throws against poison, and have resistance against poison damage.
- If your lifespan is less than 350 years, increase your lifespan by 75 years.
- You are considered proficient with the Intelligence (History) skill when the check is related to the origin of stonework. If you have the History skill, you can apply your proficiency bonus twice when you make Intelligence (History) checks related to the origin of stonework.
- You can speak, read, and write Dwarfish.

Variant: Mul. When you take this feat, you can choose to have inherited more of your dwarven parent's sturdiness: if you do so, you remove an additional level of exhaustion every time you finish a Long Rest. However, you are unable to have natural offspring unless you benefit from a Wish spell.

Elf-Blooded

Restriction: This feat can only be acquired at 1st level. Elves and Half Elves may not take this feat.

You were born of mixed ancestry, one of your parents (or perhaps, grandparents) having been an Elf who passed down their fey blood to you. Your features are angular, with your eyes being large and faintly almond shaped. Your ears are subtly pointed. Otherwise you resemble your non-elven parent, blending features of both family lines.

You gain the following benefits:

- You add +1 to your Charisma score.
- You have Darkvision out to 60 feet.
- You gain advantage on saving throws against being charmed, and cannot be put to sleep.
- If your lifespan is less than 750 years, increase your lifespan by 100 years.
- You gain proficiency in one skill of your choice.
- You can speak, read, and write Elvish.

Variant Elven Features. When you take the Elf-Blooded feat, you may decide that you have a closer bond to your elven heritage. Rather than select a skill proficiency, you can choose one of the following benefits:

- ▣ You know one cantrip of your choice from the wizard spell list, using Intelligence as your spell-casting ability.
- ▣ Add 5 feet to your movement speed when you do not have any levels of exhaustion.
- ▣ You can attempt to hide when lightly obscured while in the wilderness.
- ▣ Your darkvision extends out to a 90 foot radius.
- ▣ You have a swimming speed of 30 feet.
- ▣ You know the dancing lights cantrip, and can cast faerie fire at 3rd level once. At 5th level you can cast darkness once. You regain all uses of these spells after a long

rest. Charisma is your spellcasting ability for these spells. If you choose this feature, you also have disadvantage on attack rolls and Wisdom (Perception) checks relying on sight when you are standing in direct sunlight.

Gnome-Blooded

Restriction: This feat can only be acquired at 1st level. Gnomes may not take this feat.

You were born of mixed heritage, one of your parents or grandparents being a gnome. You are a foot shorter on average than most people of your non-gnomish parent's origin. Your ears are long and pointed, and the hair on your head tends toward the wild and untamed. You gain the following benefits:

- You add +1 to your Intelligence score.
- You have darkvision out to 60 feet.
- You have advantage on Intelligence, Wisdom, and Charisma saving throws you make against magic.
- If your lifespan is less than 500 years, increase your lifespan by 100 years.
- You can speak, read, and write Gnomish.

Halfling-Blooded

Restriction: This feat can only be acquired at 1st level. Halflings may not take this feat.

You were born of mixed heritage, one of your parents or grandparents being a halfling. You are a foot shorter on average than most people of your non-halfling parent's origin. Your ears are a bit longer, though still rounded unless the admixture of your heritage would produce pointed ears. You gain the following benefits:

- You add +1 to your Dexterity score.

- You have advantage on saving throws against being frightened.
- You have advantage on Dexterity (Acrobatics) checks made to Tumble through a creature's square.
- If your lifespan is less than 250 years, increase your lifespan by 50 years.
- You can speak Halfling.

Variant: Fate-blessed. When you take this feat, you may choose to gain a bit of the fabled halfling luck. You may re-roll an attack roll, ability check, or saving throw, taking the second roll. Once you do so, you must finish a long rest before you can use this feature again. If you take this feature, you must also accept the following drawbacks: you have disadvantage on attack rolls with heavy weapons, and your walking speed is 25 feet.

Mysterious Ancestry

Restriction: This feat can only be acquired at 1st level.

You were born of unusual or mixed ancestries, and the exact nature of your heritage may be difficult to discern. You decide what aspects of your appearance betray this unusual ancestry. You can select one of the following benefits (the features of which are listed under the Custom Ancestry description above):

- (a) three variant traits
- (b) two half-feat equivalent features
- (c) +1 to an Ability Score of your choice and one half-feat equivalent feature
- or (d) one feat equivalent feature.

Orc-Blooded

Restriction: This feat can only be acquired at 1st level. Orcs and Half-Orcs may not take this feat.

You were born of mixed ancestry, one of your parents or grandparents having been an Orc, and you have inherited your ancestor's blood. You gain the following benefits and features:

- You add +1 to your Constitution or Strength score.
- Your lifespan decreases by one quarter, and you mature more rapidly than most members of your non-orcish ancestry.
- You have Darkvision out to 60 feet.
- When you are reduced to 0 hit points without being killed outright, you can instead drop to 1 hit point. Once you use this feature, you can't do so again until you finish a long rest.
- When you roll a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice an additional time.
- You can speak, read, and write Orcish.

Variant: Battle-born. Your orc heritage may be a bit more pronounced in you. You may choose one of the following benefits to replace either your extra critical hit damage die feature, or your feature preventing you from falling to 0 hit points (your choice).

- You count as one size larger when determining your carrying capacity and the weight you can push, pull, and drag.
- You can use a bonus action on your turn to move your speed toward an enemy that you can see or hear, so long as you end your movement closer to that enemy than you started.

Stoneheart

Prerequisite: Brass Dragonborn, or the Dragon-Blooded feat.

You have advantage on Charisma, Intelligence, and Wisdom saving throws you make against spells and magical effects. Additionally, when you die, your body (though not your equipment held, worn, or carried) turns to stone for 1d4 rounds, or until you are returned to life through magic (which immediately expels the weapon that killed you). If the attack that killed you was from a weapon attack, the creature that killed you must make a Strength saving throw to dislodge the weapon during that time.