

# ANIMAL FOLK

**T**hese custom races are mostly based upon the various beasts in the monster manual, so that players can have a good starting point if they want to play an animal race. However, there are a few that do not have an entry in the monster manual, in which case, the animal race also includes a monster stat block (beast) for that animal.

## CANINE FOLK

The canine folk are dog-like race of humanoids that naturally have a very keen sense of smell and hearing. They have the innate ability to hear and smell things most others would not. Moreover, they are naturals at fighting without the assistance of weapons, as they have their vicious bite to help instead.

Your canine folk character has the following racial traits.

**Ability Score Increase.** Your Strength and Dexterity scores each increase by 1.

**Age.** Canine folk mature at a faster rate than humans. However, they live to be the same age as most humans.

**Alignment.** Most canine folk are of good alignment, given that most want to live their lives among friends. Some tend to be neutral, only looking to defend their livelihood and home.

**Size.** Most canine folk are the same size as humans. Depending on what type of bloodline they are from, some may be smaller or slimmer than humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

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

**Dog's Bite.** Because of your fierce bite, your teeth are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike.

Additionally, once per round when you use your bite attack, you can attempt to prone a creature. The target must be a creature of size Large or smaller and must succeed on a Strength saving throw or be knocked prone. The DC for this saving throw is equal to 10 + your Strength modifier.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Subrace.** The two main kinds of canine folk are dogs and wolves. Choose one of the subraces.



## Dog

Dogs are very versatile, seeing how different one dog is to the next. Moreover, you are an expert in learning new skills and abilities. Dog are also adept in using their senses to find what they are looking for.

**Ability Score Increase.** One ability score of either Wisdom, Intelligence, or Charisma increases by 1.

**Quick Learner.** The time it takes to learn a new language, tool, or skill proficiency is reduced by half (see *Training* on pg. 187 of the *Player's Handbook*).

**Using Your Nose.** You have proficiency in the Investigation skill. Additionally, when you make an Intelligence (Investigation) check to find creatures, you have advantage if you have something belonging to that creature in your possession.

## WOLF

As a wolf, you tend to keep you and your family separate from civilization and be closer to nature. You also fight incredibly well along side your allies and are easily able to use your surroundings to hide yourself.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Natural Hunter.** You gain proficiency in the Stealth skill.

**Pack Tactics.** Once on your turn, you have advantage on a melee attack against a creature if at least one of your allies is within 5 feet of the creature and isn't incapacitated.

**Superior Tracking.** You have proficiency in the Survival skill. Additionally, if you have fought a creature within the last 24 hours, you have advantage on Wisdom (Survival) checks to track that same creature.

### VARIANT: DOG SPECIES

There are many different types of dogs that do not fit the Ability Scores of the dog subrace. The following are examples of different Ability Score Increases (that replace the initial **Ability Score Increase** of the canine folk) that are appropriate for the type of dog you wish to play.

**Dashhound.** Your Dexterity score increases by 2.

**Pit Bull.** Your Strength score increase by 2.

**Terrier.** Your Dexterity and Charisma scores increase by 1.

Again, these are only examples of different dog species. You can suggest any similar variant (approved by the DM), as long as it makes sense with the type of dog you wish to be.

# Fox

*small beast, unaligned*

**Armor Class** 12

**Hit Points** 3 (1d4 + 1)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** -

**Challenge** 0 (10 XP)

**Keen Hearing and Smell.** The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

## Actions

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit:* 2 (1d4) piercing damage.



## FOX FOLK

The fox folk are closely related to canine folk, but differ too much to be considered a subrace. They are cunning, sly, and like to trick other to do as they wish.

Your vulpi character has the following racial traits.

**Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1.

**Age.** Fox folk have lifespans similar to humans.

**Alightment.** Fox folk tend to be more chaotic than others, as they do as they wish, regardless of the laws of the land. However, they vary greatly in terms of good and evil.

**Size.** Fox Folk are slightly smaller than humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Fox's Talent.** You have proficiency in the Perception and Deception skills.

**Nine-Tailed Spirit.** You have advantage on saving throws against being charmed.

**Cunning.** While in combat, you can use the Dash action as a bonus action. Additionally, you gain proficiency with the longsword, shortsword, longbow, and shortbow.

**Standing Leap.** Your long jump distance is up to 20 feet and your high jump is up to 10 feet, with or without a running start.

**Fox's Bite.** Because of your fierce bite, your teeth are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier (minimum of 1), instead of bludgeoning damage normal for an unarmed strike.

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

## RAT FOLK

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When a player wishes to play a rat, weasel, or similar animal as their race, these are the features and abilities that they should consider.

Your rat folk character has the following racial traits.

**Ability Score Increase.** Your Dexterity score increases by 2 and your Wisdom score increases by 1.

**Age.** Rat folk have a shorter life span compared to humans. Rat folk reach maturity by age 10 and most only live to reach an age of 50 years.

**Alignment.** Most rat folk tend to be chaotic in nature, as they do not like to abide by the rules. Most rat folk are also evil, given that they are usually outcasts from civilization.

**Size.** Rat folk are much smaller when standing next to humans. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Darkvision.** You can see 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.

**Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.

**Survivalist.** You gain proficiency in the Stealth and Survival skills.

**Fury of the Small.** When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

**Quick Bite.** Because of your swift bite, your teeth are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Dexterity modifier, instead of bludgeoning damage normal for an unarmed strike.

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

## BAT FOLK

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Bat folk are closely related to rodents in terms of base stats, but due to their flight and how they see, they play much differently.

Your bat folk character has the following racial traits.

**Ability Score Increase.** Your Dexterity score increases by 2 and your Wisdom score increases by 1.

**Age.** Similar to rodents, bat folk have a shorter life span compared to humans. Bat folk reach maturity by age 10 and most only live to reach an age of 50 years.

**Alignment.** Bat folk tend to be less chaotic than rodents due to their reliance on others, but still do not like to abide by strict laws. Most bat folk are neutral unless swayed to evil.

**Size.** Your size is Small.

**Speed.** Your base walking speed is 20 feet.

**Flight.** You have a fly speed of 25 feet. To use this speed, you can't be wearing medium or heavy armor.

**Blindsight.** You have blindsight out to a distance of 30 feet.

**Echolocation.** You can't use blindsight while deafened.

**Blind as a Bat.** You have normal sight out to 15 feet with your eyes and can't discern color, only in shades of grey. You cannot use your normal sight if you are in sunlight or bright light.

**Superior Perception.** You gain proficiency in the Perception skill. Additionally, if you are not deafened, you have advantage on any Wisdom (Perception) check made within your blindsight.

**One with Darkness.** You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a short or long rest. Wisdom is your spellcasting ability for these spells.

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

## RABBIT FOLK

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If you want to play a quick, cute, fluffy ball of fur, rabbit folk are what you are looking for.

Your rabbit folk character has the following racial traits.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Charisma score increases by 1.

**Age.** Rabbit folk reach maturity by age 8 and most live to around 50.

**Alignment.** Rabbit folk are primarily good, but vary a lot from lawful, neutral, and chaotic.

**Size.** Your size is small.

**Speed.** Your base walking speed is 30 feet.

**Too Cute.** You have advantage on Charisma (Persuasion) checks against creatures that are larger than you. However, you have disadvantage on any Charisma (Intimidation) checks against creatures that are larger than you.

**Fury of the Small.** When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

**Standing Leap.** Your long jump distance is up to 20 feet and your high jump is up to 10 feet, with or without a running start.

**Rabbit's Foot.** You have 1 luck point, as if having the Lucky feat. (See *Lucky* on pg. 167 of the *Player's Handbook*) This point counts as an additional luck point received from the *Lucky* feat, if you have taken the *Lucky* feat.

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



## HORSE FOLK

Horse folk are naturally heavy lifters and quick travelers. These are the features and abilities that they should consider if a player wishes to play a horse humanoid.

Your horse folk character has the following racial traits.

**Ability Score Increase.** Your Strength score increases by 2 and your Constitution score increases by 1.

**Age.** Horse folk have life spans similar to humans.

**Alignment.** Horse folk tend to be lawful or neutral, as they always try to help others in need. Horse folk are naturally good, but can be evil if brought up in such a way.

**Size.** Horse folk are bulkier than most humans. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Natural Athlete.** You have proficiency in the Athletics skill.

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

**Quick Traveler.** You and up to 5 other people can travel at a fast pace as if it were normal. Additionally, you gain proficiency with vehicles (land).

**Trampling Charge.** If you move at least 20 feet straight toward a creature, as an action you can attempt to prone the target creature. The target must succeed a Strength saving throw or be knocked prone. The DC for this saving throw is equal to 8 + your Strength modifier + your Proficiency bonus. If the target is proned, you can make one melee attack against it as a bonus action.

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

## CHAMELEON FOLK

Chameleon folk are sneaky people, who can hide easily given enough time.

Your chameleon folk character has the following racial traits.

**Ability Score Increase.** Your Wisdom score increases by 2, and your Dexterity score increases by 1.

**Age.** Chameleon folk have similar life spans as humans.

**Alignment.** Chameleon folk are most often true neutral.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 25 feet. You have a climbing speed of 20 feet.

**Darkvision.** You can see 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.

**Stealthy.** You gain proficiency in the Stealth and Perception skill.

**Active Camouflage.** When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or reaction.

**Tongue.** Your tongue is a natural weapon, which you can use to make unarmed strikes with a reach of 10 feet. If you hit with it, you deal bludgeoning damage equal to 1d4 + Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Languages.** You can speak, read, and write Common and one other language of your choice.

## PIG FOLK

Pig folk are most often gluttonous and self-centered creatures whose desires for power are only trumped by their desire to feast. However, some pigs create and follow laws for the greater good, but still enjoy filling their stomach above all.

Your pig folk character has the following racial traits.

**Ability Score Increase.** Your Constitution, Intelligence, and Charisma scores increase by 1.

**Age.** Pig folk have life spans similar to humans.

**Alignment.** Pig folk vary greatly in terms of good and evil. However, pig folk tend to be more lawful, presiding under their own laws and morals.

**Size.** Pig folk are shorter and more stout when compared to humans. Your size is Medium.

**Speed.** Your base walking speed is 25 feet.

**Natural Historian.** You gain proficiency in the History skill.

**Charismatic.** You have advantage on Charisma (Persuasion) checks against creatures of a different alignment than you (in terms of good and evil).

**Gorge.** Once per day, if you eat double the necessary food for a day, you gain temporary HP equal to half your level + your Constitution modifier (minimum of 1).

**Beguiling Influence.** You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *calm emotions* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Common and one other language of your choice.



## APE FOLK

Ape folk are fairly smart creatures. Most people view their intellect to be just as powerful as their innate strength. Ape folk can be split into two species: Gorillas and Orangutans.

Your ape folk character has the following racial traits.

**Ability Score Increase.** Your Strength and Intelligence scores increase by 1.

**Age.** Ape folk reach maturity by age 12, but have similar life spans compared to humans.

**Alignment.** Due to their intellect, ape folk vary in terms of good and evil, as they tend to work for which ever side can fulfill their needs. Moreover, most ape folk tend to be lawful or neutral, for similar reasons mentioned before.

**Size.** Ape folk are much bulkier than humans, with longer arms and torso, but shorter legs. Your size is Medium.

**Speed.** Your base walking speed is 30 feet. You have a climbing speed of 25 feet.

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

**Subrace.** The two main kinds of ape folk are gorilla and orangutan. Choose one of these subraces.

### GORILLA

Gorilla are the stronger subrace of the two, more suited for hand-to-hand combat rather than using their minds. Gorilla still have a very good intellect, but their strength speaks in larger volumes.

**Ability Score Increase.** Your Strength score increases again by 1.

**Natural Strength.** You gain proficiency in the Athletics skill.

**Versatile Weaponry.** Due to your immense strength, you can receive the *versatile* bonus of any weapon with the *versatile* property even when wielded with one hand. You cannot use two-weapon fighting if you are using this feature.

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

### ORANGUTAN

Orangutan are incredibly intelligent creatures who use their hands to tinker rather than fight. Additionally, they learn very quickly and easily find out how to use magical items.

**Ability Score Increase.** Your Intelligence score increases again by 1.

**Quick Learner.** The time it takes to learn a new language, tool, or skill proficiency is reduced by half (see *Training* on pg. 187 of the *Player's Handbook*).

**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 gain proficiency with artisan's tools (tinker's tools). Using these tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (see *Tinker* on pg. 37 of the *Player's Handbook* for full details).

## MONKEY FOLK

Monkey folk are closely related to ape folk, but substitute strength with dexterity. Also, due to their playful nature, they are fairly charismatic.

Your monkey folk character has the following characteristics.

**Ability Score Increase.** Your Dexterity, Intelligence, and Charisma scores increase by 1.

**Age.** Monkey folk reach maturity by age 12, and they live to be about 60.

**Alignment.** Monkey folk are most often chaotic good, simply wanting to please the masses with their own talents.

**Size.** Monkey folk are generally shorter and thinner than most humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet. You have a climbing speed of 30 feet.

**Natural Acrobat.** You gain proficiency in the Acrobatics skill. Additionally, you can replace any Strength (Athletics) check with a Dexterity (Acrobatics) check to climb difficult surfaces.

**Distraction Words.** If you are the target of an attack and hit, you can use your reaction to add your Charisma modifier to your AC, potentially causing the attack to miss. This bonus remains until the start of your next turn. You must be able to see the attacker and it must be able to hear you to use this ability.

**Performer.** You gain proficiency in the Performance skill and one musical instrument of your choice.

**Languages.** You can speak, read, and write Common and one other language of your choice.



## PANTHERA FOLK

Panthera folk are your big cat humanoids. They differ greatly compared to Tabaxi (small cat humanoids), replacing dexterity with their strength, but still retain their claws and stealth. Panthera folk can be split into two subraces: Tigers and Lions.

Your panthera folk character has the following racial traits.

**Ability Score Increase.** Your Strength score increases by 2.

**Age.** Panthera folk mature at the same rate as humans, but most panthera folk live up to 100 years old.

**Alignment.** Panthera folk are mostly neutral, seeking to only protect themselves and their family.

**Size.** Panthera folk are slightly taller and bulkier than humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Cat's Talent.** You gain proficiency in the Perception and Stealth skill.

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

**Languages.** You can speak, read, and write Common and one other language of your choice.

## TIGER

Tiger are more likely to be fighting alone, rather in coordinated groups. Tigers are also more attuned to the darkness compared to the Lion.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Darkvision.** You can see 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.

**Pounce.** If you move at least 20 feet straight toward a creature and hit with a melee attack on the same turn, the target must succeed a Strength saving throw or be knocked prone. The DC for this saving throw is 10 + your Strength modifier. If the target is prone, you can make one melee attack against it as a bonus action.



## LION

Lion are pack hunters, lying in wait to ambush creatures with a coordinated attack. Moreover, lions desire to be the center of attention, hoping to convince others to help them with their endeavors.

**Ability Score Increase.** Your Charisma score increases by 1.

**Leadership.** Once per round during combat, you can utter a special command or warning to a non hostile creature within 30 feet that you can see. The creature gains a Leadership die provided it can hear and understand you. A Leadership die allows the creature to add a d4 to an attack roll or saving throw, potentially causing the creature to hit an attack or succeed a saving throw. A creature can benefit from only one Leadership die at a time and the benefit wears off at the end of its turn. You have an amount of Leadership die equal to your Charisma modifier and regain uses after a long rest.

**Pack Tactics.** Once on your turn, you have advantage on a melee attack against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

## BEAR FOLK

Bear folk are some of the largest animal humanoids with strength to back up their size. They are naturals at causing major damage to any creature they target, and are relentless in their attack.

Your bear folk character has the following racial traits.

**Ability Score Increase.** Your Strength score increases by 1 and your Constitution score increases by 2.

**Age.** Bear Folk have life spans similar to humans.

**Alignment.** Bear folk are mostly neutral, seeking to protect themselves and their family. They are fiercely territorial and will do almost anything to defend their home.

**Size.** You are much larger than a human. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Menacing.** You gain proficiency in the Intimidation skill.

**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 an additional melee 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.

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

**Bear's Claws.** Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

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

## FROG FOLK

Frog folk are amphibious humanoids who are most often isolated from civilization. They are naturally poisonous creatures with slimy skin and prefer to only defend their home if threatened.

Your frog folk character has the following racial traits.

**Ability Score Increase.** Your Dexterity, Constitution, and Wisdom scores increase by 1.

**Age.** Frog folk mature at a slower rate than humans, maturing by age 25. However, most frog folk live up to 120.

**Alignment.** Almost all frog folk are neutral, only wishing to defend their way of life.

**Size.** You are fatter than humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet. You have a swimming speed of 20 feet.

**Amphibious.** You can breathe air and water.

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

**Standing Leap.** Your long jump distance is up to 20 feet and your high jump is up to 10 feet without a running start.

**Poisonous Skin.** For 1 minute, you can perspire poison from your skin. If a creature directly touches your skin, that creature must make a Constitution saving throw. The DC for this saving throw is 10 + your Constitution modifier. On a fail, the creature is poisoned and takes 1d4 poison damage at the end of each of its turns for 1 minute. The creature can repeat the saving throw at the start of its turn. On a success, the creature is no longer poisoned and is immune to this poison for 24 hours.

Additionally, while in combat, you can take a bonus action to coat any one melee weapon, thrown weapon, or ammunition. This poison remains applied for 1 minute.

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

## VARIANT: TOAD FOLK

Toad folk are more robust and have larger mouths than their frog folk cousins. The following features are what changes if they want to play a toad folk character.

**Ability Score Increase.** (Replaces the Frog Folk Ability Score Increase) Your Constitution score increases by 2, and your Wisdom score increases by 1.

**Swallow.** (Replaces Poisonous Skin) Your large mouth allows you to swallow creatures with ease. As an action, you can make an attack roll against a creature within 5 feet that is smaller than you. If you hit, the creature is swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects from the outside, and takes 1d6 acid damage when swallowed and at the start of each your turns. This damage increases by 1d6 when you reach 5th, 11th, and 17th level. You regain this ability after you finish a short or long rest.

You can only have one swallowed creature at a time, and a creature can attempt to escape with a Strength (Athletics) or Dexterity (Acrobatics) check. The DC for this is 8 + your Constitution modifier + your Proficiency bonus.

If a creature successfully escapes, your size becomes smaller, the creature's size becomes larger, or the creature is immune to the acid damage, the creature is regurgitated. You must take your next turn doing nothing to recover from this.

If a creature is killed while being swallowed, you gain hit points equal to your Constitution modifier.

## TURTLE FOLK

Turtle folk are amphibious humanoids who are naturally defensive. They are much more accustomed to water, but but can travel on land with a few disadvantages.

Your turtle folk character has the following racial traits.

**Ability Score Increase.** Your Constitution score increases by 2, and your Wisdom score by 1.

**Age.** Turtle folk are blessed with natural long life. They reach maturity by 25 and most turtle folk live up to 500 years old.

**Alignment.** Most turtle folk are neutral good, helping those in need while being indifferent to the rules of civilization.

**Size.** You are bulkier than humans, but also somewhat shorter. Your size is Medium.

**Speed.** Your base walking speed is 20 feet. You have a swimming speed of 30 feet.

**Amphibious.** You can breathe air and water.

**Natural Heavy Armor.** You have a hard shell that protects you from attacks. Your natural armor is considered heavy armor, and your AC is 14 + your Constitution modifier. This heavy armor does not have a Strength requirement, but you still have disadvantage on all Dexterity (Stealth) checks.

You do not gain any benefits of wearing armor. A shield's benefits apply as normal while using your natural armor.

**Defensive Stance.** While in combat, you can retreat into your shell to increase your defense. As a reaction, you retreat into your shell, and you gain +4 to your AC. You can still hold an item in each hand, but cannot use items that require two hands.

Additionally, your speed drops to 5 feet, you cannot use reactions, and on your turn, you can only take one action or a bonus action, not both. Regardless of any other abilities or magic items, you cannot make more than one melee or ranged attack during your turn. You can use a bonus action to come out of your shell.

**Regeneration.** Once during a short rest, when you roll a Hit Die to regain hit points, you regain double the hit points from a single Hit Die result (after the modifiers have been applied). You choose to do this only before the Hit Die is rolled.

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



## ELEPHANT FOLK

These large humanoids tower above everyone. However, even being large, they are very smart and enjoy to help others.

Your elephant folk character has the following racial traits.

**Ability Score Increase.** Your Constitution score increases by 2, and your Intelligence score increases by 1.

**Age.** Elephant folk live very long lives. They mature by 20 and most live to about 250.

**Alignment.** Most elephant folk are lawful good, wanting to help those in need and doing so by the books.

**Size.** You are a big, burly humanoid. Your size is Large.

**Speed.** Your base walking speed is 30 feet.

**Natural Historian.** You gain proficiency in the History skill.

**Excellent Memory.** You can accurately recall anything you have seen or heard in the last 10 days.

**Elephant in the Room.** You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 10 feet of you, rather than 5 feet of you, if the target can hear see or hear you.

**Trampling Charge.** If you move at least 20 feet straight toward a creature, as an action you can attempt to prone the target creature. The target must succeed a Strength saving throw or be knocked prone. The DC for this saving throw is equal to 8 + your Strength modifier + your Proficiency bonus. If the target is proned, you can make one melee attack against it as a bonus action.

**Languages.** You can speak, read, and write Common and one other language of your choice.



## RANDOM HEIGHT

Race	Base Height	Base Weight
Canine	4'8"	110 lb.
Fox	4'5"	75 lb.
Rat, Bat	2'6"	35 lb.
Rabbit	2'10"	45 lb.
Horse	5'6"	140 lb.
Chameleon	4'2"	90 lb.
Pig	4'6"	160 lb.
Ape	5'3"	130 lb.
Monkey	3'6"	60 lb.
Panthera	4'10"	120 lb.
Bear	6'2"	200 lb.
Frog	4'1"	50 lb.
Turtle	4'3"	130 lb.
Elephant	7'6"	600 lb.

## RANDOM WEIGHT

Race	Height Modifier	Weight Modifier
Canine	+2d10	x (2d4) lb.
Fox	+2d10	x (1d6) lb.
Rat, Bat	+2d4	x 1 lb.
Rabbit	+2d4	x (1d4) lb.
Horse	+2d6	x (2d6) lb.
Chameleon	+2d6	x (2d4) lb.
Pig	+2d6	x (2d6) lb.
Ape	+2d10	x (2d6) lb.
Monkey	+2d4	x (1d6) lb.
Panthera	+2d10	x (2d4) lb.
Bear	+2d10	x (2d6) lb.
Frog	+2d8	x (1d6) lb.
Turtle	+2d6	x (2d6) lb.
Elephant	+2d12	x (2d8) lb.

## AQUATIC RACES

Sea creatures are quite a bit different than amphibious or land creatures. These races most often swim much better than they walk, and they must be submerged in water from time to time. In this next section, there are a few examples of aquatic races.

### OCTO FOLK

Octo folk (based on the octopus) are the flexible, intelligent humanoids of the ocean. They are equally as evasive, and can hide easily underwater.

Your octo folk character has the following racial traits.

**Ability Score Increase.** Your Intelligence score increases by 2, and your Dexterity score increases by 1.

**Age.** Octo folk reach maturity by about 25 and most live to about 200.

**Alignment.** Most octo folk are innately evil, but they vary greatly between lawful, neutral, and chaotic.

**Size.** You are roughly the size of a human. Your size is Medium.

**Speed.** Your base walking speed is 15 feet. You have a swimming speed of 30 feet.

**Limited Amphibiousness.** You can breathe air and water, but you must be fully submerged in water at least once a day.

**Squeeze.** Due to your malleable form, you can squeeze into spaces normal creatures your size cannot squeeze into. When you move through a smaller space that causes you to squeeze, you do not have disadvantage on attack rolls or Dexterity saving throws while squeezed.

**Natural Explorer.** You gain proficiency in the Investigation skill.

**Underwater Camouflage.** You have advantage on Dexterity (Stealth) checks made while underwater.

**Ink.** You know the *poison spray* cantrip. When you reach 3rd level, you can cast the *fog cloud* spell once with this trait and regain the ability to do so when you finish a short rest. Intelligence is your spellcasting ability for these spells.

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

### FISH FOLK

Fish folk cover a variety of different species, thus allowing them to easily communicate with other underwater creatures.

Your fish folk character has the following racial traits.

**Ability Score Increase.** Your Dexterity, Intelligence, and Charisma scores increase by 1.

**Age.** Fish folk reach maturity by the age of 10, and most fish folk live to about 60.

**Alignment.** Fish folk vary greatly in the spectrum of alignment.

**Size.** Your size is Small.

**Speed.** Your base walking speed is 15 feet. You have a swimming speed of 30 feet.

**Limited Amphibiousness.** You can breathe air and water, but you must be fully submerged in water at least once a day.

**Darkvision.** You can see 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.

**Safety in Numbers.** If you are the target of an attack, as a reaction, if you are within 5 feet of a friendly creature, you can impose disadvantage on that attack.

**Aquatic Speech.** You have the ability to communicate in a limited manner with underwater beasts. 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.

**Streamlined.** You can use the Dash action as a bonus action.

**Languages.** You can speak, read, and write Common and one other language of your choice.

### SHARK FOLK

Shark folk are fierce humanoids of the ocean, ready to defend their territory from any threat. Incredibly hardy and prepared to kill, they strike fear in all those that oppose them.

Your shark folk character has the following racial traits.

**Ability Score Increase.** Your Strength score increases by 2 and your Constitution score increases by 1.

**Age.** Shark folk reach maturity by 20, and many live to be about 250.

**Alignment.** The majority of shark folk are either neutral evil or lawful evil, giving reason to their actions. They either want to protect their home or themselves the most.

**Size.** Fairly bulky humanoids, shark folk are bigger than humans. Your size is Medium.

**Speed.** Your base walking speed is 15 feet. You have a swimming speed of 35 feet.

**Limited Amphibiousness.** You can breathe air and water, but you must be fully submerged in water at least once a day.

**Natural Hunter.** You gain proficiency in the Stealth skill.

**Frenzy.** Once per round, when you hit a creature with a melee attack, the creature takes an extra 1d6 damage if it's below its hit point maximum.

**Blood Lust.** When you hit a creature with a critical hit, you gain temporary hit points equal to double your Constitution modifier.

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

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



# INSECT RACES

## SPIDER FOLK

Spider folk are elusive web-crawlers who love to deceive and kill those weaker than them. They can climb on almost any surface with ease and can shoot out web from time to time.

Your spider folk character has the following racial traits.

**Ability Score Increase.** Your Dexterity, Wisdom, and Charisma scores increase by 1.

**Age.** Spider folk mature by about 30, and most live to about 200.

**Alignment.** Nearly all spider folk are innately evil. However, they vary in terms of lawful and chaotic.

**Size.** You are about the same size as a human. Your size is Medium.

**Speed.** Your base walking speed is 30 feet. You have a climbing speed of 30 feet.

**Stealthy.** You gain proficiency in the Stealth skill.

**Darkvision.** You can see 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.

**Spider Climb.** You can climb on difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** You ignore movement restrictions caused by webbing.

**Web.** At 1st level, you can cast the *web* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you regain the ability to cast *web* when you finish a short rest or long rest. Wisdom is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Common and one other language of your choice.

## WASP FOLK

Wasp folk are flying insect-like humanoids who love to mess with people. They are incredibly dexterous and enjoy fighting with any weapon that causes piercing damage.

Your wasp folk character has the following racial traits.

**Ability Score Increase.** Your Dexterity score increases by 2 and your Constitution score increases by 1.

**Age.** Wasp folk reach maturity by about 10, and most live to about 50.

**Alignment.** Wasp folk love to cause chaos wherever they go. Most wasp folk are chaotic evil.

**Size.** You are a bit shorter than a human. Your size is Medium.

**Speed.** Your base walking speed is 25 feet.

**Flight.** You have a fly speed of 25 feet. To use this speed, you can't be wearing medium or heavy armor.

**Yellowjacket.** You gain proficiency in the Intimidation skill.

**Sting.** You are especially proficient in using piercing weapons. Whenever you hit a creature using a melee weapon that inflicts piercing damage, you can cause an additional 1d4 piercing damage. This damage increases by 1d4 when you reach 5th, 11th, and 17th level. Once you use this trait, you can't use it again until you finish a short or long rest.

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

## ANT FOLK

Ant folk are your friendly insect humanoids, who enjoy working together and showing their strength.

Your ant folk character has the following racial traits.

**Ability Score Increase.** Your Strength score increases by 2 and your Dexterity score increases by 1.

**Age.** Ant folk have similar lifespans as humans.

**Alignment.** Most ant folk are good, but can vary between lawful, neutral, and chaotic.

**Size.** Ant folk are fairly small humanoids. Your size is Small.

**Speed.** Your base walking speed is 25 feet. You have a burrow speed of 5 feet.

**One with Nature.** You gain proficiency in the Survival and Medicine skill.

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

**Jolly Cooperation.** You can use the Help action as a bonus action.

**Quick Bite.** Because of your swift bite, your mandibles are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Dexterity modifier, instead of bludgeoning damage normal for an unarmed strike.

**Languages.** You can speak, read, and write Common and other other language of your choice.

