

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favor the term "ancestry," which evokes diverse aspects of a person's heritage that are to be celebrated, rather than outdated, unscientific social constructs that have ugly connotations in the real world.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

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

Alternate Vision. You can select one of the following types of special vision: *Cryptovision*, *Darkvision (60 ft)*, *Low-light vision*, or *Infravision (60 ft)*.

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.

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

Breath Weapon. You can use your action to exhale destructive energy. You determine the size, shape, and damage type of the exhalation.

- Choose one Damage Type: Acid, Cold, Fire, Lightning, Poison, 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 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

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.

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.

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.

Fleet of Foot. 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.

Damage Resistance. You have resistance to one of the following damage types: acid, cold, fire, lightning, necrotic, radiant, or thunder.

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.

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

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.

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 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.

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.

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.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, 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.

Feat Equivalent Traits

Optional Rule: 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.

Amphibious (half-feat). You can breathe air and water.

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 your level. Once you use this trait, you can't use it again until you finish a short or long rest.

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.

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.

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

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

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.

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.

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.

Healing Hands (half-feat). As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. 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.

Innate Spellcasting: 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.

Innate Spellcasting: 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.

Innate Spellcasting: 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.

Innate Spellcasting: 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.

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.

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

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.

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.

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.

Illiterate. You cannot read or write any languages, even if you know how to speak them, as your culture lacks written words. You may take an additional Variable Trait. 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.

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

Variant Ancestries

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

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 are descended from 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 each 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 travelling 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.

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 their Ability Score Increase points are placed).

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 to be 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 ears, 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	hoofed 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 Darkvision out to 60 feet.
- 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 this variant upon choosing the Deep Blooded 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.

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.

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 mixed ancestries, but the exact nature of your heritage is 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.