

Additional Races

Gnome

Traits

As a gnome, you have the following racial traits.

Ability Score Adjustment: Your starting Intelligence score increases by 1.

Size: Small.

Speed: 25 feet.

Low-Light Vision: You can see in dim light as well as you do in bright light.

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

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

Subrace: Choose a subrace. Two subraces are described here: rock gnome and forest gnome.

Forest Gnome

Forest gnomes gather in hidden communities in sylvan forests, often far from civilization's highways and byways. Shy and secretive, these gnomes avoid confrontation whenever possible, using illusions and trickery to conceal themselves from threats or to mask their escape should they become detected. Forest gnomes tend to be friendly with other good-spirited woodland folk, and regard elves and good faeries as their most important allies. These gnomes also befriend small forest animals and rely on them for information about threats that might prowl their lands.

Ability Score Adjustment: Your starting Dexterity score increases by 1.

Natural Illusionist: You know the *minor illusion* cantrip. Intelligence is your magic ability for it.

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

Rock Gnome

The rock gnomes build their communities in rolling foothills and in mountains, where they have access to the materials they need to build

and tinker. These master artisans are unsurpassed when it comes to gem cutting, clockwork devices, mechanics, and other technological wonders, and their works are sought the world over.

Ability Score Adjustment: Your starting Constitution score increases by 1.

Artificer's Lore: You have advantage on Intelligence checks to recall lore about alchemy, magic items, and technological devices.

Tinker: You have artisan's tools. Using those tools, you can spend 10 minutes to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. You can have up to three such devices active at a time.

When you create a device, choose one of the following options.

Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Half-Elf

Traits

As a half-elf, you have the following racial traits.

Ability Score Adjustment: Your starting Charisma score increases by 1, as does the score for one other ability of your choice.

Size: Medium.

Speed: 30 feet.

Low-Light Vision: You can see in dim light as well as you do in bright light.

Fey Ancestry: You have advantage on all saving throws against being charmed or put to sleep.

Keen Senses: You have advantage on all Wisdom checks to listen and spot.

Languages: You can speak, read, and write Common, Elvish, and one extra language of your choice.

Half-Orc

Traits

As a half-orc, you have the following racial traits.

Ability Score Adjustment: Your starting Strength score increases by 2, and your starting Constitution score increases by 1.

Size: Medium.

Speed: 30 feet.

Darkvision: You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Menacing: You have advantage on all Charisma checks to intimidate.

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