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Gnome subraces 5e homebrew

dmgenisisect Silver Dragon Patreon Member Posts: 143 Favorite D&D Class: Shadow Caster Favorite D&D Race: Moon Elf Hi all! Even though I'm going to share the homebrew races I use in one of my favorite worlds. They are designed as a kind of complete package and balanced against each other, but I'm not sure how well they stack up if they mix and match them (especially if alternative subraces are carried directly if they can be broken). I'm still in the process of collecting all the rough notes to write fluffy, but the mechanics are all present and I don't know how successful they are but I'm trying my best to tell the story of the races through their mechanics as well as relief. The drive also includes classes brewed for this world... I'd love to eat back! Google Drive connection with all mechanical stuffDM Genisisect. dmgenisisect Silver Dragon Patreon Member Posts: 143 Favorite D&D Class: Shadow Caster Favorite D&D Race: Moon Elf Index RacesArachne (Spider-Hallings Underdark)Subraces; drowSubraces of men and women DeurgarDragonkin (Real speaking diplomats, not using Dragonborne statistics); Cave, Talar Val (sleeping living on the surface), TarZarin (Taint infusion sleep)DwarfsSubraces; Clan, Molten (think corrupt dwarves, Azers)ElvesSubraces; Arcane (high), Guardian (Woody), Fallen (spotted)Ferals (Wild anthropomorphic people)Sub-races; Bear skin, Ramhorn, Elkstride, Wolfpack, Boartusk, Catclaw, SharkfinHallingsSubraces; Dale (think Agracultural, sendentry, hobits), River (Nomadic river people), Whisper (Tanted)HumansSubraces; Therillian (continental), Xephirian (based on Xephis), Illinian (Glowy symbols of the type of disgust people spell), Burning (Stained, based on Teiflings)GnomesSubraces; Beer (master alchemists), Tinker (based on rock dwarf chasis), Fester (Spotted icy dwarfs)Goblins (probably similar to warcraft goblins later to Tolkien goblins)Subraces; Greenskin (more standard style goblins), Greyskin (creepy medical goblins)Mirrorling (based on changing, but more of a focus on imitation after meat sculpture)Naga (Robust serpentine humanoids, nonverotic communicators, strict honor system)Subraces; Jungle, Mangrove, Desert, Mountain, Scaleless (Stained, has skin growing on scales)OrcsSubraces; Gretch (young children, similar to Tolkien goblins), (Your angry green skins), Ogre (Stained, two-headed; The PC plays one of the heads and the other arm where most of the personality is)In addition to standard sub-races, there are several alternative options availableAttuned (actually Plane-touch)Options; Gin (Fire), Undine (Water), Oread (Earth), Sylph (Air), Saryph (Life), Grymm (Death)Permanent (Undead, dark spirits style)Options; Fetch (Ghosty), Draug (Zombie)DiseasedOptions; Soullflame (Your soul literally burns, magic hurts), Brazen (Get a squid face, and psychic (Share your body!) Options include: Elan (Parasite in His Soul), Shardmind (Crystals in the Brain), Wyrmflesh (Worms in His Body, they weave you together) dmgenisisect Silver Dragon Patreon Member Messages: 143 Favorite D&D Class: Shadow Caster Favorite D&D Race: Moon Elf Also a quick note on alignment, instead of doing Good/Evil Law/Chaos, each player is asked for his own character's opinion on three things. Order (Well-sorted life - Irregular Life), Individuality (Self-Rights - Multi-Rights) and Destruction (There are things in the world that need to be destroyed - Violence is never the answer). Your character opinion on these subjects can be determined by spells such as alignment. These options now note that innately 'good' or 'bad', I like the nuance that can be found in a world without absolutes, and I find the existence of absolutes to actually be a bit of a philosophical issue. Comments Edit Share The following are additional sub-races for the Gnome race that already have their lore. The following, for convenience, includes basic racial characteristics. Basic Race Properties[edit | resource edit] Increase In Skill Score. Your intelligence score increases by 2. Age. Gnomes are mature at the same rate as humans, and most are expected to settle into adult life around the age of 40. They can live an average of 350 years, but it's not uncommon for them to reach the age of 500. Alignment. Gnomes are usually good. Law deeds tend to be engineers, researchers, academics, researchers or inventors. Those prone towards chaos are often poets, crooks, travelers, or imaginary jewelers. Gnomes is light-hearted, and even cheaters among them favor harmless jokes over vicious schemes. Size. Gnomes is between 3 and 4 meters tall and weighs about 40 pounds. Your body is little speed. Your basic walking speed is 25 feet. Dark vision. Accustomed to living underground, you have a superior vision in dark and dim conditions. You can see the dim light within 10 meters like bright light and dim light in the dark. You can't tell colors from colors in the dark, just shades of gray. Gnome Cunning. All intelligence, wisdom and charisma have the advantage of saves against magic. Languages. You can read, talk and write Common and Gnomish Subraces[edit | source] Plush[edit | source] Plushs are gnomes made entirely of claws, teeth and endless nightmares. They look like dark black cloth creatures and have glowing white eyes with giant claws and teeth. Skill Score Increases. Your Dexterity score increases by 1. Claw and Tooth. You have sharp claws and fan teeth that you can use for unarmed strikes. Your unarmed strikes deal 1d4 cut or piercing damage, and have the delicacy feature. Creature of Nightmares. You are immune to dream enlargement spells and Damage. Community content can be used under CC-BY-SA unless otherwise specified. And bam, another homebrew race. Suitable for people who are fond of Weeaboos or kamigawa. My latest draft for my 5E homebrew class, swashbuckler. Race by firebringeraxel Awakened Undead Race by the_singular_anyone Lycan Race by RedHotSwami Carpentine Race by QalarValar Elapidae Race by QalarValar Elapidae Race by Jonoman3000 From Dungeons and Dragons Wiki See also See 5e Races 5e Race Variants Subraces are additional sub-race options for races in wotc broadcasts with this subrace feature. Aasimar (Volo's Guide to Monsters) Dwarf Elf Halfling Genasi (Elemental Evil) Gnome Shifter (Wayfinder's Guide to Eberron) april fools subraces subraces subrace variants with more comedy twist. There are one or more healing, reviewers, or missing Sub-Race variants that remove templates. Please help work on the issue presented in the template. Undialed Sub-Races using incorrect formatting or without sub-races of first-party races. View the latest changes for all Subraces Bright elfs is a new subracy for elfs designed to give players a choice for brilliant damage resistance, an option for the lower race of the elf feeling more celestial and cosmic, and an option to feel like one of the lens-flare elf scenes from just lord of the rings movies! In some worlds, these elfs are authoritarian and prejudiced, to isolate themselves from other elfs and humanes, sometimes even to rule and rule them as less rulers. In many worlds, however, bright elf have exacerbated the natural elf coldness, and now live in their golden towers and gleaming cities without any downracing to extinguish the great light of their unified civilization. Since they still feature elf Fey Ancestry and also feature Celestial Nature, bright elfs have a complex heritage. They are humane and celestial and they are basically semi-fey. While this is important to most worlds, for some, the distinction is largely insignificant. Bright Elfier is designed to fill a void defined by Tolkien himself: elfs attached to the song of light and creation itself. The upcoming summary includes a number of new races and subraces as well, including Elements and Beyond the brilliant elf. Most of these are focused on an item or so-called element. The Beyond section of the summary head expresses all themes that are not in the four elements, whether it's magic styles such as plant spells or shield spells, or types of damage such as acid or radiant damage, so the summary contains a number of new races that focus on these themes. Bright elf is one of two new racial options that allow damage to create non-aasimar characters with racial resistance to brilliant damage. Links: PDF | Beyond: Brilliant Elf Alright, I've revised things, taking advice from both Crunch and Fluff your guys. I also built another halfling. Let me know what you think of both the revisions and the new guy. I didn't go to Fey/Secret Step for Fey Gnomes because, like Fey Ancestry, I didn't want to get features from other subraces that haven't already been shared, and I liked the idea of winter elf walking on snow, but I already liked what I had and didn't know what to change. Forest Dwarfs Forest Dwarfs are mostly dwarves living in forests near rocky ledges and caves, valuable defense and mining space to use wood to make homes on the ground so they don't have waists, often keep their homes dug into the ground at least mostly, and also don't come together to create cities, not just small mining colonies. They are not only strange dwarves in terms of housing, they also have different structures than normal dwarves, being a bit taller and have a leaner and more flexible structure. Forest Dwarfs tend to have tan skin and hair colors ranging from all different colors to bark. Finally, forest dwarfs tend to be a little nomadic in some civilizations, settling mines out of a vein of resources they find and then moving on to another. Skill Score Increases. Your dexterity increases by 1. Hard as oak. You can use an action to spend a set of hit dice equal to your constitutional changer (at least 1). You win back hit points equal to the number that is rounded. Crag Gnomes Crag Gnomes are warrior gnomes who spend their adult lives finding battles to fight or, in some cases, causing them. Crag Gnomes are often neutral, but they can still favor another side, to protect those who can fight for a pastime and can't protect themselves, or they can fight for a pastime and personal gain. Crag Gnomes creates a little more muscle and has slightly faster reflexes, but, something crag gnomes is especially good when you're not headed off to battle, it's their knowledge of them. A Crag Gnome who becomes a scientist will often specialise in the history of war or major battles. These gnomes often live in harsh, rocky canyons where resources are scarce and conflict is seen as a necessity. Skill Score Increases. Your power is increased by 1 War Syer. Skilled Warrior with advantage over history controls related to weapons, war machines, battles, armies, etc. You're a master of the 1 fighting weapon you choose. Fey Gnomes Fey Gnomes came from Feywild. Usually, they are considered a closer cousin to Forest Gnomes, but no one is sure, even Fey Gnomes themselves! These gnomes tend to be a bit nomadic, often runaway, because people don't appreciate jokes like them. These gnomes have vibrantly colored hair and eyes that resemble fey. Skill Score Increases. Your Charisma Score increases by 1. Using Charisma as your writing ability, you can use the action to cast Enthrall. Once you've used this feature, you can't do it again until you've finished a long rest. You can talk, read and write about Sylvan. Winter Elfs Winter elf are a sub-race of elf secluded to the mountains and lost to the very well-known legend and legend. They are thought to be a tribe like society, known as extraordinary hunters and guides in mountainous and artistic fields, as well as known as having a large population of druids. Sometimes, though, some great yet cunning and twisted leaders and protagonists, like Laozk, a bright but dark warrior, emerge and lead the winter elf on dark roads. A few Winter Elfs have ever left their chalets, and those who do are often fleeing deportations... Skill Score Increases. Your wisdom score increases by 1. Scout Gun Training. Long bow, short bow, spear and master at the club. Arctic Habitat. You're resistant to cold damage. Survival instinct. You're an expert in Survival controls. View. Winter Elfs weigh about 20 lbs lighter in size than normal elves, but have extremely pale skin, sometimes with a slight frosted blue color, hair usually snow white. Alignment. Winter Elfs are very worried about soil and survival, bending towards Neutral. Shadow Draconic Ancestry can give birth to a dragon into a Shadow Dragon, like dragons, for several years for exposure at birth, or for aircraft known as Shadowfell. Shadow Dragonborn Shadow Dragons end up with almost no good similar goals. Although Shadow Dragonborn is rarely seen outside Shadowfell, and even then it is rare, some say they find their way on the material plane and either go very blunt and destructive rampages in the name of shadow, or try to cross as other Dragonborn, often Black Dragonborn, to secretly advance their goals. The only thing they can't hide is their breathing weapons. Damage Resistance. You have resistance to necrotic damage. It's a breath gun. Breathing weapons do necrotic damage and you can choose which blast radius it takes, namely, a 15ft cone or a 5x30ft line. View. Shadow Dragonborn has scales with shaded black leather or a light color or metallic glow. His eyes are either red, purple or yellow. Smartbrain Hallings Smartbrain Hallings. like all Hallings, are simple folk, and are actually very rare to find as an adventurer, although not impossible. Smartbrains tend to stick around in libraries or in their own homes, reading, working, or doing anything else that can improve intellect. Unfortunately, like Ghostwise Hallings, Smartbrains has withdrawn from the wider world, although no one knows exactly why. Smartbrains have created small and extensive libraries of books that their Lightfoot and Strongheart cousins have bought or purchased in any other way. Smart minds are not picky about where they settle, as long as they are safe, spacious and hidden, it is the perfect place to build a village for Smartbrains. Skill Score Increases. Int. Increases by 1. Academic Study. You select 2 Int. you are an expert in skills. Strongarm Hallings Not everyone who is small is weak. This is the motto of most Strongarm hallings. These hybrids are warriors, champions and powerful men. Lightfoot, Strongheart, Ghostwise and Smartbrain are born with more suitable bodies than their cousins and never forget it. This leads to them being seen as a bit arrogant. Strongarm hallings often exercise their unusual strength, like the base of a mountain in the heart of a canyon, in secluded places, and are not disturbed by their weak cousins. However, they have a certain respect for Strongheart Hallings. Skill Score Increases. Your force score increases by 1. Small but strong. You don't mind using a heavy weapon. Weapons.

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