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Not everyone is created equal, this is especially true for people of different races. But even among them there are a chosen one who are born with something extraordinary or they have worked tirelessly to become a better mass. They are the ones who rise from many to become part of legends and write history. These people possess the exploits that are described here. Premise: Halfling your people have extraordinary luck that you have learned to mystically render to your comrades when you see them wobble. You're not sure how you do it, you just want it and it happens. Of course, a sign of the favor of fate! When an ally you can see within 30 feet of you rolls 1 on the d20 to attack the roll, test the ability, or save the throw, you can use your reaction to let the ally roll over to die. The ally must use a new roll. When you use this ability, you can't use your happy racial trait until the end of your next turn. Premise: Aasimar Your connection with the celestial ancestor is so strong that you can use their power. You will learn to discard the command and you can throw it 5 and your Charisma modifier number of times without spending the spell slot. As a Protector or Whip Aasimar you will also learn to cast care and remove the curse, or as a fallen Aasimar you will also learn blindness/deafness and give a curse, each of which you can throw once without spending a spell slot or needing material components. You restore the ability to give away these spells in this way when you finish a long rest. Charisma is your ability to spell for all three spells. Premise: Kenku You have learned to draw strength from the Old One that cursed your people. You will learn the spell of languages to comprehend and can cast it on your will. You'll also learn Shadow Blade and Hunger Hadar, each of which you can throw once without wasting a spell slot. You regain the ability to give away these two spells in this way when you finish a long rest. Charisma is your ability to speak normally, without having to hear them speak, to success, you won't get anything and they will know that their minds have been used. You can have a number of voices stored in your mind equal to your skill bonus. Premise: Man, Aasimar As a citizen and soldier of the Empire your conviction and discipline is exceptional. You know how to stand your ground. You get the following benefits: Increase your Constitution, Intelligence or Wisdom score by 1, maximum to 20. Keep line! In return, you can your actions to put an end to one of the following conditions affecting you: scared, paralyzed or charmed, and you will get immunity against the remote state of the state One minute. Also, when you use this ability, you recover 1d8 - your Constitution Modifier hit the dots if you removed the condition or if there were no conditions, you recover 2d8 and the Constitution modifier hit the dots. Once you use this ability, you can't use it again until you finish a short or long vacation. Prerequisite: Aasimar Blood of your celestial ancestor is exceptionally strong withing you, giving you resistance and power rarely even among the aasimar. You get the following benefits: You can use your healing hands twice before you need to finish a long vacation to use them again. Divine Pool: You get a divine pool that you can use to store magical energy. Your divine pool can enter 10 charges. Whenever you get magical healing, a quarter of the restored hit points are also added to your divine pool. Also, whenever you would take radiant or necrotizing damage you can use your reaction to reduce it to 1d4. Blocked damage is added to your divine pool as you absorb its energy. This reduction increases to 1d6 at level 6, 1d8 at level 11 and 1d10 at level 16. If the divine pool is full, you can use your bonus actions to spend all the expenses to restore the use of your healing hands. As a bonus action, you can spend all your running costs in the divine pool (not to be complete) to add expenses as bonus damage to your next attack (hand-to-hand combat, range, or spell attack). This bonus damage shines for the Defender and Scourge of Aashimar and necrotic for Fallen Aasimar. Premise: Dragonborn When angry, you can radiate a threat. You get the following benefits: Increase your power, Constitution or Charisma Ball by 1, maximum to 20. Instead of exhaling destructive energy, you can spend using your traits of Breathing Weapon Roar, forcing every creature of your choice within 30 feet of you to make Wisdom Saving throw (DC 8 - your skill bonus - your Charisma Modifier). The goal automatically succeeds at saving if it can't hear or see you. On a bad save, the target scares you for 1 minute. If a frightened target does any damage, it can repeat the saving throw, putting an end to the effect on itself to success. You can use your weapon breathing a total of two times before you need to take a long rest. Prerequisite: Dragonborn You display scales and claws resembling your draconian ancestors. You get the following benefits: Increase your power, Constitution or Charisma Ball by 1, maximum to 20. Your scales are hardening. While you don't wear armor, you can calculate your air conditioner as 14 - your Dexterity modifier. You can use the shield and still get that benefit. You grow retractable claws from your fingertips. Expanding or retracting claws does not require any action. Claws are a natural weapon that you can use to make unarmed blows. If you click with them, you're dealing with damage reduction equal to 1d6 - your strength modifier, not the normal damage of a baton for an unarmed hit. Condition: You will learn more about the magic of typical dark elves. You'll learn the Detect Magic spell and you can spread it out on your own will without spending a spell slot. You'll also learn Levitate and dispel magic, each of which you can throw once without wasting a spell slot. You regain the ability to give away these two spells in this way when you finish a short rest or a long rest. Charisma is your ability to spell for all three spells. Premise: Dwarf You have the blood of dwarf heroes flowing through your veins. You get the following benefits: Increase your Constitution score by 1, maximum to 20. Whenever you take Dodge action in battle, you can spend one Hit Die to heal yourself. Roll die, add a constitution modifier, and restore a number of hit points equal to the total (minimum 1). Premise: Elf or semi-elf Precision elves are legendary, especially in elves archers and spells. You have a supernatural target with attacks that rely on accuracy rather than brute force. You get the following benefits: Increase your agility, intelligence, wisdom or Charisma score by 1, maximum to 20. Whenever you have the advantage of attacking the roll using Dexterity, Intelligence, Wisdom or Charisma, you can roll one of the dice, but you have to keep a new roll. Whenever you roll up damage with an attack using Dexterity, intelligence, wisdom or charisma, you can roll one to die if the result was 1 or 2, but you have to keep a new roll. Premise: Gnome Your People Smart, with a knack for the illusion of magic. You learn the magic trick for fading when you suffer from harm. Here are the benefits: Increase your Dexterity or Intelligence score to 1, up to a maximum of 20. Immediately after you take the damage, you can use the reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability twice, you can't do it again until you finish a short or long vacation. Prerequisite: Tabaxi Your incredible reflexes and agility further improve. Here are some of the benefits: Increase your Dexterity score by 1, to a maximum of 20. You can use your Feline Agility feature twice before you have to move 0 feet on one of your turns to use the line again. You can still use this ability only once per turn while driving. You can reduce the drop height by another 10 - your level and your Dexterity modifier in feet. You gain experience in stealth skill. Pounce: If you finish your move within 5 feet of an enemy creature after using your Feline Agility feature as an action you can pounce on them, make a melee assault weapon if it is a successful target should make the force save (DC 8 - your bonus - your Dexterity modifier), to failure it is knocked prone, and you can make an extra attack claw against them with an advantage. Premise: Tabaxi You look more like your wild cousins than the average Tabaxi, having big claws and reflexes of wild cats. Cats. get the following benefits: Increase its power or dexterity score at 1, maximum to 20. Damage to your claw attack increases to 1d8 - your strength modifier and it is considered the grace of the weapon. Your ascent speed increases by 10 feet. Cat Reflexes: As a reaction to a melee strike, you can immediately make a claw attack on the creature that attacked you. After this attack, you can move 10 feet away from the attacker, this movement does not provoke attack capabilities. Premise: Elf (high) Your study of high elven knowledge has discovered the faeries of power that few other elves possess. Based on your pedigree, you can go through Feivild for a moment to cut your way from one place to another. You get the following benefits: Increase your intelligence or Charisma score by 1, maximum to 20. You learn to speak, read and write Sylvanas. You'll learn the Misty Step spell and can dig it once without wasting your spell slot. You regain the ability to throw it this way when you finish a short or long rest. Intelligence is your ability to spell for this spell. Premise: Tiefling You will learn to call to hell to serve your teams. You get the following benefits: Increase your intelligence or Charisma score by 1, maximum to 20. When you throw fire damage for the spell you've thrown, you can roll any roll 1 on the fire damage bone, but you have to use a new roll even if it's another one. Whenever you cast a spell that damages the fire, you can cause flames to wreathe you until the end of your next turn. The flames do not harm you or your possession, and they shed bright light up to 30 feet and dim light for an additional 30 feet. While the flame is present, any creature within 5 feet of you that strikes you with a melee attack takes 1d4 fire damage. Fire damage increases to 2d4 at level 6, 3d4 at level 11 and 4d4 at level 16. Premise: Kenku your body began to mutate and withstand the consequences of the curse. Feathers on your hands provide you with a limited ability to fly. Here are some of the benefits: Increase your Dexterity or Strength score by 1, to a maximum of 20. The height and distance of your jumps triple. You can choose to base the height and distance of your jumps on your agility. You can reduce the drop distance by 20 and your level in your legs until your are incapacitated. You can use the bonus action on your turn to jump off the enemy, a distance to half your speed using your wings. This movement does not provoke opportunities. Premise: Tiefling Fiendish blood runs strong in you, revealing a resilience akin to what some villains possessed. You get the following benefits: Increase your Constitution score by 1, maximum to 20. You have resistance to damage to the poison. You have the advantage of saving throws from poisoning. You can increase the maximum point of hitting by 5 - your hit die and your modifier constitution. It's just once while making this feat. Prerequisite: Dragonborn Your inner dragon power swells, enhancing the capabilities of your weapon's breathing. You have a number of uses of your breathing weapon equal to your knowledge bonus. When you use your weapon breath, you can spend additional uses to add one or more of the following effects. Damage to your breathing weapon increases by 2d6. DC your breathing weapon saving throw increases by 1. The area of the effect of your weapon breathing increases: Breathing weapons with sizes 5 by 30 feet increase to 5 by 60 feet and breathing weapons with the size of a 15-foot cone increase to a 20-foot cone. You recover the one spent use of your breathing weapon when you finish a short rest and all expendable uses when you finish a long vacation. Prerequisite: Goliath is your ability to shrug off some legendary injuries, even for your race. You get the following benefits: Increase your power or Constitution score by 1, maximum to 20. You can use the stamina of your stone instead of blocking damage to get resistance to the type of damage the attack launch before starting your next turn. If the defiant attack does more than one type of damage, choose one. You can use the stamina of your stone extra time before you need to finish a short or long vacation. Prerequisite: Goliath Legends talk about goliaths able to move mountains, you are one of their descendants. Here are some benefits: Increase your strength score by 1, to a maximum of 20. As an action on your turn, you can get 2 - your skill bonus as an additional strength score for 1 minute, or until you lose consciousness. With this bonus, the total strength score can exceed 20, but not 30. Also, throughout the duration of this ability, you will have an advantage on any test ability you do that uses strength. Once you use this ability, you can't do it again until you finish a short or long vacation. Prerequisite: Half-orc Your inner fury burns relentlessly. You get the following benefits: Increase your power or Constitution score by 1, maximum to 20. When you hit with an attack with a simple or combat weapon, you can throw one of the damage to the weapon bone extra time and add it as an additional damage type of damage weapon. Once you use this ability, you can't use it again until you finish a short or long vacation. Immediately after you use your unforgiving endurance trait, you can use your reaction to make two weapons attacks. Premise: Semi-elf, semi-orc, or man You have the ability to learn new things. You get the following benefits: You get two skills of your choice, a tool of knowledge of your choice, and fluency in one language of your choice. Choose one skill in which you have knowledge. You get experience with this skill, which means that your knowledge bonus doubles for any test ability you do with it. The skill you choose should be a skill that does not yet benefit from a function such as Expertise that your bonus for knowledge. Premise: Lizard Swamp you grew up in a hostile environment, weak die, your body has been adaptable to survive. You get the following benefits: Increase your Constitution score by 1, maximum to 20. You recover 1 point of hit every hour as long as you have at least 1 point hit or you have stabilized with 0 point hit. So you can also grow lost body parts, the time it takes depends on the lost part of the body (1d4 weeks for the finger, 1d6 months for the arm or leg). As a bonus action, you can release a burst of regeneration in your body. Within 1 minute at the end of all your turns, as long as you have at least 1 point of hit, you will recover 1d4 and half your constitution modifier hit points (rounded down, minimum 1). Once you use this ability, you can't use it again until you finish a short or long vacation. Sense: Halfling Fortune favors you when someone tries to hit you. You get the following benefits: Increase your agility, Constitution or Charisma Ball by 1, maximum to 20. When the creature you see hits you with a roll of attack, you can use your reaction to get that creature to roll over. Once you use this ability, you can't use it again until you roll the initiative at the beginning of the fight or until you finish a short or long rest. Prerequisite: Dwarf or small race you are extraordinarily nimble for your race. You get the following benefits: Increase your power or Dexterity score by 1, maximum to 20. Increase your walking speed by 10 feet. You gain knowledge in acrobatics or athletics (your choice). You have an advantage on any strength (athletics) or Dexterity (acrobatics) check you do to avoid fights. After escaping from the fight, as a reaction you can move up to half your speed, this movement does not provoke the possibility of attack. Premise: Lizardfolk Demonic lizard god has given you diabolical power. You get the following benefits: Increase your Constitution, Intelligence, Wisdom or Charisma score by 1, maximum 20. You learn to speak, read and write Abissal. You are immune to fright. You have resistance to fire and poison damage. You have the advantage of saving throws from poisoning. Premise: Elf (tree) You will learn the magic of primitive forests, which are revered and protected by your people. You will learn to throw animal friendships on your will. You'll also learn Pass Without a Trace and Eruption of Earth Spells, each of which you can throw once without expending a spell slot. You regain the ability to give away these two spells in this way when you finish a long rest. Wisdom is your ability to spell for all three spells. Spells. d&d 5e aasimar racial feats

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