

EXPANDED RACIAL FEATS



AS FEATURED ON



D&D
BEYOND

BY ADAM BRADFORD

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EXPANDED RACIAL FEATS

This supplement introduces additional feats that allow you to explore your character's race further. These feats are each associated with a race from sources outside the *Player's Handbook*, as summarized in the Racial Feats table below.

As with the feats found in *Xanathar's Guide to Everything*, using these racial feats means that your connection with your race's culture has deepened or something more dramatic has happened, such as a physical transformation through age, powerful magic, or a spectacular event in your campaign.

RACIAL FEATS

Race	Feat
Aarakocra	Sky Warden
Aasimar	Angelic Protection
Bugbear	Well-Rested
Firbolg	Firbolg Beast Magic
Genasi (air)	Djinn Heritage
Genasi (earth)	Dao Heritage
Genasi (fire)	Efreet Heritage
Genasi (water)	Marid Heritage
Goblin	Like a Boss
Goliath	Mountain's Endurance
Hobgoblin	Uphold the Legion
Kenku	Master of Mimicry
Kobold	Urd Wings
Lizardfolk	Touch of Sess'inek
Orc	Tanarukk Blood
Tabaxi	Feline Grace
Turtle	Turtle Protector
Triton	Triton Deep Magic
Yuan-ti Pureblood	Serpent Form

The feats are presented below in alphabetical order.

ANGELIC PROTECTION

Prerequisite: Aasimar

The innate resistance to magic that angels possess extends to you. You have advantage on saving throws against spells and other magical effects.

DAO HERITAGE

Prerequisite: Genasi (earth)

You manifest more of the magical power of your dao heritage. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You learn the *detect magic* spell and can cast it at will, without expending a spell slot.
- You gain natural armor. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

DJINN HERITAGE

Prerequisite: Genasi (air)

You manifest more of the magical power of your djinn heritage. You gain the following benefits:

- Increase your Dexterity or Constitution score by 1, to a maximum of 20.
- You learn the *detect magic* spell and can cast it at will, without expending a spell slot.
- You have resistance to lightning and thunder damage.

EFREET HERITAGE

Prerequisite: Genasi (fire)

You manifest more of the magical power of your efreet heritage. You gain the following benefits:

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- You learn the *detect magic* spell and can cast it at will, without expending a spell slot.
- Your darkvision has a radius of 120 feet.

FELINE GRACE

Prerequisite: Tabaxi

Your incredible reflexes and agility further improve. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can use your Feline Agility trait twice before you must move 0 feet on one of your turns to use the trait again. You can still only use this ability once per turn when you move.
- You don't take damage from falling 20 feet or less if you aren't incapacitated.

FIRBOLG BEAST MAGIC

Prerequisite: Firbolg

Your connection to animals deepens. You learn the *speak with animals* spell and can cast it at will, without expending a spell slot. You also learn the *animal friendship* and *beast sense* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.

LIKE A BOSS

Prerequisite: Goblin

You are accustomed to using others to avoid being attacked. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When a creature you can see targets you with an attack and another creature is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. Once you use this ability, you can't do so again until you finish a short or long rest.

MARID HERITAGE

Prerequisite: Genasi (water)

You manifest more of the magical power of your marid heritage. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You learn the *detect magic* spell and can cast it at will, without expending a spell slot.
- You have resistance to cold damage.

MASTER OF MIMICRY

Prerequisite: Kenku

You have learned to temporarily mimic even the training of others. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- Whenever another creature you can see uses a skill or tool, you can use your reaction to gain proficiency in that skill or tool. Proficiencies gained in this way last for 1 hour, and you can only mimic one proficiency at a time. Once you use this ability, you can't do so again until you finish a short or long rest.

MOUNTAIN'S ENDURANCE

Prerequisite: Goliath

Your ability to shrug off some injuries is legendary, even for your race. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you use your Stone's Endurance trait as a reaction to reduce damage, instead of rolling a d12 and adding your Constitution modifier, you can choose to gain resistance to the triggering attack's damage type until the start of your next turn. If the triggering attack deals more than one type of damage, choose one. As normal, after you use this trait, you can't use it again until you finish a short or long rest.

SERPENT FORM

Prerequisite: Yuan-ti Pureblood

You have unlocked more of your serpentfolk heritage. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You can use an action to polymorph into a Medium snake or back into your true form. Your statistics are the same in each form. Any equipment you are wearing or carrying isn't transformed. If you die, you stay in your current form.
- While in snake form, you gain a bite attack as a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you hit with a bite attack, you can choose to deal 2d6 additional poison damage to the target. Once you deal this poison damage, you can't do so again until you finish a long rest.

SKY WARDEN

Prerequisite: Aarakocra

You are trained for both scouting the skies and aerial combat. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill if you don't already have it. You add double your proficiency bonus to Perception checks that rely on sight.
- Once per turn, if you are flying and dive at least 30 feet straight toward a target and then hit it with a melee weapon attack, the attack deals an extra 1d6 damage to the target.

TANARUKK BLOOD

Prerequisite: Orc

Through fell magic or an ancestor, you are touched by the corruptive power of Baphomet. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You have resistance to fire and poison damage.
- You gain a bite attack as 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.

TURTLE PROTECTOR

Prerequisite: Turtle

You have mastered using your shell to better protect yourself and others. You gain the following benefits:

- Increase your Strength or Wisdom score by 1, to a maximum of 20.
- Your natural armor trait now provides a base AC of 18. As normal, your Dexterity modifier doesn't affect this number.
- As a reaction when you are forced to make a Dexterity saving throw, choose any number of creatures within 5 feet of you. Each chosen creature is considered to have half-cover against any harmful attacks or effects while within 5 feet of you until the start of your next turn. Once you use this ability, you can't do so again until you've finished a short or long rest.

TOUCH OF SESS'INEK

Prerequisite: Lizardfolk

You embody the demonic bearing of a lizard king or queen. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You learn to speak, read, and write Abyssal.
- You are immune to being frightened.



TRITON DEEP MAGIC

Prerequisite: Triton

You master more of the magic of elemental air and water. You learn the *create or destroy water* spell and can cast it as a 1st level spell at will, without expending a spell slot. You also learn *warding wind* and *water breathing*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

UPHOLD THE LEGION

Prerequisite: Hobgoblin

You were born for life in the legion. You gain the following benefits:

- Increase your Constitution or Intelligence score by 1, to a maximum of 20.
- You can deal an extra 2d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated. You can use this trait only once per combat.
- You can extend the benefit of your Saving Face trait to an ally. As a reaction, if an ally misses with an attack roll or fails an ability check or a saving throw, you can grant a bonus to the roll equal to the number of allies your ally can see within 30 feet (including you, maximum bonus of +5). As normal, once you use this trait, you can't use it again until you finish a short or long rest.

URD WINGS

Prerequisite: Kobold

You manifest leathery wings, transforming into an urd. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

WELL-RESTED

Prerequisite: Bugbear

Your practiced napping leaves you invigorated when you are awake. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Whenever you spend one or more hit dice during a short rest, you can regain an extra 1d6 hit points.
- At the end of a long rest, you gain inspiration (described in chapter 4 of the *Player's Handbook*).

Check out *Xanathar's Guide to Everything* for the feats for races in the *Player's Handbook* and build your own characters using these feats at www.dndbeyond.com!

