



GOBLIN RACIAL FEATS

These racial feats are for goblin characters. A racial feat represents either an expanded connection to the race's culture or a mild metamorphosis that brings you closer to an element of your goblinoid nature.

The cause of the metamorphosis is up to you and your GM's discretion. The transformation can represent an untapped feature that has emerged as you have matured, or it could even be the result of something that happened in the campaign.

ADROIT

Prerequisite: Goblin

As a small, quick creature, larger opponents have trouble landing blows on you.

- Increase your Dexterity score by 1, to a maximum of 20.
- Your movement speed increases by 5 feet.
- You can use your bonus action to give creatures larger than you disadvantage on attack rolls made against you until the start of your next turn. Once you use this ability, you can't use it again until you complete a short or long rest.

GOBLIN RESILIENCE

Prerequisite: Goblin

A life of eating scraps and living around the creatures of the Underdark has made you tough.

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on Constitution saving throws made against becoming diseased.
- You gain resistance to poison damage and have advantage on saving throws against being poisoned.

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PACK MASTER

Prerequisite: Goblin

You've developed a special kinship with creatures that hunt in packs such as wolves and kobolds.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- Whenever you make a Wisdom (Animal Handling) check or Charisma (Persuasion) check to interact with a creature that has the Pack Tactics trait, you are considered proficient in the respective skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- You have advantage on attack rolls against a creature if at least one of your allies with the Pack Tactics trait is also within 5 feet of the creature and isn't incapacitated.

ROCK GOBLIN

Prerequisite: Goblin

You come from a subrace of goblins that spend the majority of their lives underground.

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on dexterity (Stealth) checks made to hide in rocky terrain.
- While you are not wearing armor, your AC equals 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.

SNEAKY SNEAK

Prerequisite: Goblin

Your small size and quick speed make you deadly against larger foes.

- Increase your Dexterity score by 1, to a maximum of 20.
- When you use your Nimble Escape trait to take the Disengage action, your speed increases by 10 feet until the end of your current turn.

Also, instead of the damage caused by your Fury of the Small feature, you can opt to have one of the following effects occur when you damage a creature with an attack or a spell and the creature's size is larger than yours:

- The creature must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed saving throw, the creature is blinded until the end of its next turn.
- The creature's movement speed is reduced by half until the end of its next turn.
- The creature must make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed saving throw, your next attack against the target is made with advantage as long as you make the attack before the end of your next turn.