

KRAKENBORN

Often dwelling in the deep ocean depths, krakenborn are a strong, resilient race. They learn from a young age that if you want something you go after it, and if something stands in your way you remove the obstacle in your path. Despite this though, they are a reclusive race that rarely ventures from their watery homes.

DESCENDED FROM DESTRUCTION

Descended from the great monstrosities that once freely roamed the sea, krakenborn have fair skin speckled with rust-coloured, plate-like scales that are thickest along their spines, across their shoulders and up over their collars. At their temples, horn like spikes protrude upwards through their often thick black or crimson hair. The most distinctive aspect of a member of this race however, is the pair of powerful, arm-thick tentacles that stem from their shoulder blades and drag along the floor for a few inches as they walk. The sharp barbs that can be found at the end of these extra limbs make it impossible to mistake krakenborn for anything other than what they are, dangerous.

OCEAN RULERS

Krakenborn, like true krakens, are headstrong and sure of their own skills. They give no quarter in battle and can be dangerous to be around when they are the path to something they want. Though they very rarely venture out of the water, this attitude precedes them, often causing other humanoids fear or shy away from them. In some settings, they might be treated similar to tieflings or other shunned races.

In spite of the generations that have passed since krakenborn held anything close to the ferocity of their namesakes, they still hold themselves in high regard, rarely allowing sneers or remarks to affect them. It is often classed as weakness in their society to show an enemy that they have been injured or hurt, krakenborn only ever really trust their family members or close allies with their pains and fears.

Despite their reputation, krakenborn form tight familial bonds and value family highly. Communities, called shoals, are often formed of a handful of separate family units that make up the whole. Shoal territories can stretch out as far as a dozen miles and the occupying krakenborn often consider any resources theirs and theirs alone.

KRAKENBORN NAMES

Krakenborn are unique in the way that their names are earned. As they grow their name evolves and reflects their achievement and victories- or defeats in some cases. Krakenborn that are raised among other races may choose to take on a name from whichever culture they grew up with, but other more traditional members of their race may look down upon them for taking names that they did not earn nor were given to them for their deeds. Once a krakenborn takes a name, they do not lose it until they are either unworthy of it or they surpass the achievement.

RACIAL TRAITS

The following traits are shared by player characters who are krakenborn.

Ability Score Increase. Your strength score increases by 2, and your dexterity score increases by 1.

Age. Krakenborn reach physical and mental maturity slightly later than humans, at around 25, and can live up to 700 years.

Alignment. Krakenborn are a stubborn, self-reliant people who usually tend to steer towards neutral alignments.

Size. Standing between at around 5 feet, krakenborn are slightly small than humans with slimmer, leaner frames. Your size is Medium.

Speed. Your base walking speed is 30 feet, you have a swimming speed of 40 feet.

Darkvision. Your kind evolved to live in the gloomy depths. You have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of gray.

Amphibious. You can breathe air and water.

Slippery. You have advantage on saving throws against being grappled or restrained by either physical or magical means.

Tentacle Whip. As an action on your turn you may choose to whip one of your tentacles at an opponent and strike them with the sharp barb that tips it. The modifier for the attack roll is strength. On a successful attack a target takes 2d6 piercing damage.

Tentacle Wrap. As an action on your turn you may attempt to grapple an opponent with your tentacles. You must make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you have the target grappled in front of you.

Languages. You can speak, read and write Common and Aquan.