

Ancestries

July 8, 2023



Ancestral Traits

The description of each ancestry includes ancestral traits that are common to members of that ancestry. The following entries appear among the traits of most ancestries.

Ability Score Increase

Every ancestry increases one or more of a character's ability scores.

Age

The age entry notes the age when a member of the ancestry is considered an adult, as well as the ancestry's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

Alignment

Most ancestries have tendencies toward certain alignments, described in this entry. These are not binding for player

characters, but considering why your dwarf is chaotic, for example, in defiance of lawful dwarf society can help you better define your character.

Size

Characters of most ancestries are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few ancestries are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in “Equipment.”

Speed

Your speed determines how far you can move when traveling (“Adventuring”) and fighting (“Combat”).

Languages

By virtue of your ancestry, your character can speak, read, and write certain languages.

Lineages

Some ancestries have lineages. Members of a lineage have the traits of the parent ancestry in addition to the traits specified for their lineage. Relationships among lineages vary significantly from ancestry to ancestry and world to world.

- [Anurian](#)
- [Avanari](#)
- [Chelunen](#)
- [Dragonborn](#)
- [Dwarf](#)
- [Elf](#)
- [Felioni](#)
- [Gnoll \(Ancestry\)](#)

- [Gnome](#)
 - [Half-Elf](#)
 - [Half-Orc](#)
 - [Halfling](#)
 - [High Elf](#)
 - [Hill Dwarf](#)
 - [Homthun](#)
 - [Human](#)
 - [Lightfoot Halfling](#)
 - [Lizardfolk \(Ancestry\)](#)
 - [Lubin](#)
 - [Minotaur \(Ancestry\)](#)
 - [Rock Gnome](#)
 - [Tiefling](#)
 - [Tiggywinkle](#)
 - [Tinkerling](#)
-

Adamantine Armor

July 8, 2023



Armor (medium or heavy, but not hide), uncommon

Ammunition, +1, +2, or +3

July 8, 2023



Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)

Amulet of Health

July 8, 2023



Wondrous item, rare (requires attunement)

Amulet of Proof against Detection and Location

July 8, 2023



Wondrous item, uncommon (requires attunement)

Amulet of the Planes

July 8, 2023



Wondrous item, very rare (requires attunement)

Animated Shield

July 8, 2023



Armor (shield), very rare (requires attunement)

Apparatus of the Crab

July 8, 2023



Wondrous item, legendary

Armor, +1, +2, or +3

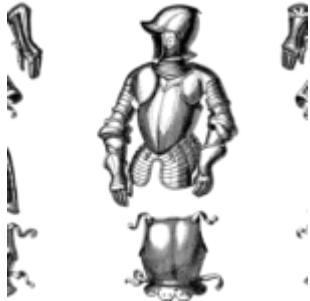
July 8, 2023



Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)

Armor of Invulnerability

July 8, 2023



Armor (plate), legendary (requires attunement)