

WORGFOLK

LIKE THEIR ANCESTRAL COUSINS, THE Worgfolk are a proud, feral people. They often live in tight-knit clans and communities, or travel with a roaming tribe. As varied as they are fierce, the worgfolk come in many shapes, sizes, and manners. Worgfolk often respect the traditions and beliefs of their clan, but those traditions and beliefs are often uninfluenced by the laws and ideals of society as a whole. As a result, Worgfolk can fall almost anywhere on the alignment spectrum, with Pack Clans often leaning toward lawful good and Hunter Tribes often leaning toward chaotic neutral.

PHYSIOLOGY

Worgfolk reach maturity in their early teens and can live up to 80 years. Worgfolk are roughly the same size as humans, usually varying between 5 and 7 feet tall. Your size is Medium. Your base walking speed is 30.

ABILITY SCORE INCREASE

Your bestial heritage grants you +2 STR.

DARKVISION

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 you can see as if it were dim light. You can't discern color in darkness, only shades of gray.

LANGUAGES

You can speak, read, and write Common and Sylvan.

TOOTH AND CLAW

You are proficient with your unarmed strikes, and may attack with your claws or your bite. Your claws may be treated as if they had the *finesse* property. On a hit, deal 1d4 slashing damage (claws) or 1d4 piercing damage (bite).

SUBRACE: PACK CLAN

In large Worgfolk clans, each member serves an important role for the community. In addition to hunters and gatherers, a pack clan also houses artisans and craftsmen, shamans and teachers. Members of a pack clan are often charismatic and social. They are naturally good at cooperating with others, and while some may prefer solitude and independence, they still demonstrate wisdom and insight in social settings.

ABILITY SCORE INCREASE

Your bond with your clan grants you +1 CHA.

SOCIAL SKILLS

You are proficient with your choice of either Persuasion or Intimidation.

PACK LEADER

You may use Help as a free action, from a distance of up to 30 feet. After using this ability, it cannot be used again until you complete a short or long rest.

SUBRACE: HUNTER TRIBE

In smaller tribes, Worgfolk must often kill or be killed. Ruthless and primitive, members of a wandering hunter tribe are expected to pull their own weight or be left behind. Some choose to abandon their tribe after discovering more civilized lands. Others may choose to part ways with their tribe so as not to dishonor them after being defeated in combat.

ABILITY SCORE INCREASE

Your experience hunting and traveling grants you +1 CON.

BRAVE

You have advantage on saving throws against being frightened.

SAVAGE ATTACKS

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

HUNTER

You have advantage on Wisdom (Perception) checks that rely on smell.

