

Bangaa

Size. Medium

Speed. 30 feet

Ability Score Increase. +2 Constitution OR Strength, +1 Wisdom

Language. Bangaa know Bangese in addition to Common.

Toughness. A Bangaa's Hit Point maximum increases by 1, and it increases by 1 every time they gain a level.

Savage Attacks. When a Bangaa scores a critical hit with a melee weapon attack, they can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Keen Nose. Bangaa have advantage on Wisdom(Perception) checks regarding scent, and they can identify people by scent alone.

Bangaa's Talent. Bangaa gain proficiency in the Intimidation skill.



Hume

Size. Medium

Speed. 30 feet

Ability Score Increase. Humes gain +2 in one stat of their choice and +1 in two other stats of their choice.

Skilled. Humes gain proficiency in two skills of their choice.

Hume's Talent. Humans gain proficiency in one tool or language of their choice.



Variant Hume

Size. Medium

Speed. 30 feet

Ability Score Increase. Humes gain +1 to two stats of their choice.

Skilled. Humans gain proficiency in one skill of their choice.

Feat. Humes gain one feat of their choice.

Hume's Talent. Humans gain proficiency in one tool or language of their choice.

Moogle

Size. Small

Speed. 25 feet

Ability Score Increase. +2 Dexterity.

Language. Moogles know Moglish in addition to Common.

Lucky. When a Moogle rolls a 1 on an attack roll, ability check, or saving throw, they may reroll the die and must use the new roll.

Nimble. Moogles can move through the space of any larger creatures.

Innate Talent. Moogles may choose from either the Gadgeteer Talent or the Roguish Talent.



Innate Talent

Gadgeteer Talent

Ability Score Increase. +1 Intelligence

Gadgeteer. Gadgeteer Moogles have proficiency with artisan's tools (tinker's tools). Using these tools, they can spend 1 hour and 10 gil worth of materials to construct a Tiny clockwork device (AC 5, 1 HP). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, lantern, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Inventor's Talent. Proficiency in either: Arcana, Insight, Investigation, or Persuasion

Roguish Talent

Ability Score Increase. +1 Charisma

Naturally Stealthy. Roguish Moogles can attempt to hide even when obscured only by a creature at least one size larger.

Thief's Talent. Proficiency in either: Acrobatics, Sleight of Hand, Stealth, or Deception

Nu Mou

Size. Medium

Speed. 30 feet

Ability Score Increase. +2 Charisma.

Language. Nu Mou know Numish in addition to Common.

Mental Defenses. Nu Mou have advantage on saving throws against being charmed, and magic can't put them to sleep.

Magical Training. Nu Mou may choose from either Black Magic Training or White Magic Training.



Magical Training

Black Magic Training

Ability Score Increase. +1 Intelligence

Black Magic Basics. Choose one of the following cantrips. Nu Mou can cast it using Intelligence as their Spellcasting stat: Fire Bolt, Shocking Grasp, or Ray of Frost.

Theoretical Knowledge. Proficiency in either: Arcana, History, Nature, or Religion.

White Magic Training

Ability Score Increase. +1 Wisdom

White Magic Basics. Choose one of the following cantrips. Nu Mou can cast it using Wisdom as their Spellcasting stat: Blade Ward, Mending, or Spare the Dying.

Practical Knowledge. Proficiency in either: Animal Handling, Insight, Medicine, or Perception

Viera

Size. Medium

Speed. 35 feet

Ability Score Increase. +2 Dexterity, +1 Intelligence.

Language. Viera know Vieran in addition to Common.

Darkvision. Up to 60 feet

Mask of the Wild. Viera can attempt to hide when lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Keen Ears. Viera have advantage on Wisdom(Perception) checks involving hearing.

Viera's Talent. Viera have proficiency in the Perception skill.

Note: Viera are extremely sensitive to the Mist. Any Viera exposed to high concentrations of Mist must make a DC 15 Wisdom Saving Throw or go berserk. While berserk, the Viera becomes uncontrollable as their Strength score is set to 18 for the duration of the status. If their strength score is 18 or higher the score is unchanged. Berserk Viera will generally attack the nearest living things, eschewing weapons and magic for their bare fists. Once they come out of berserk status, they gain one level of exhaustion.

