

“So your dad is a...” *Feats for mixed bloodlines.*

This supplement presents a collection of alternative origin feats that embody the unique physical and mystical traits passed down through bloodlines. These feats are not shaped by upbringing or learned tradition, but instead reflect the innate abilities granted by a character's species. Whether their ancestry links them to the resilience of giants, the grace of elves, or the raw power of dragons, these traits shape their potential from birth. Some characters embrace their heirtage with pride, while others regard their bloodline as merely incidental—but regardless of perspective, their heritage leaves an undeniable mark on their identity.

The Usual Suspects

Here we explore the distinctive abilities and traits inherited from the common peoples of familiar settings such as the Forgotten Realms and Oerth. These worlds, rich with multicultural hubs where a variety of species intermingle, naturally give rise to extraordinary individuals whose heritage paints a picture of fate, circumstance, and the unexpected encounters that shape their lineage.

DRAGONBORN BLOODLINE

Origin Feat (Prerequisite: Any Species other than Dragonborn), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Draconic Breath. Choose one damage type from the following when you choose this feat: Acid, Cold, Fire, Lightning, Poison. When you take the attack action on your turn, you can replace one of your attacks with a breath attack, either shaped in a 15-foot Cone or 30-foot line that is 5 feet wide (you can choose which shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 + your Constitution modifier + Proficiency Bonus). On a failed save a creature takes 1d8 damage of the chosen damage type, and half as much on a successful one. This

damage increases by 1d8 when you reach character levels 5 (2d8), 9 (3d8), and 13 (4d8).

You can use this trait a number of times equal to your Proficiency Bonus before you have to finish a Long Rest to use it again.

Draconic Defense. Whenever you use your Draconic Breath trait, you gain resistance to the same damage it deals until the beginning of your next turn. Alternatively, when you take damage of the same type you can use a reaction to expend a use of your Draconic Breath to also gain resistance to the same damage it deals until the end of your next turn.



Artwork by DM Tuz

DWARVEN BLOODLINE

Origin Feat (Prerequisite: Any Species other than Dwarf), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Dwarven Vision. If you don't have Darkvision, you gain Darkvision with a range of 60 feet. If you have Darkvision already, your range is increased to 120 ft. instead.

Dwarven Endurance. Whenever you roll one or more Hit Dice to regain hit points, you regain 1 additional hit point per die spent.

Rugged as Rock. When you fail a Constitution saving throw or ability check, you can add 1d4 to the roll, potentially turning it into a success. You can use this trait a number of times equal to your proficiency bonus per long rest.

ELVEN BLOODLINE

Origin Feat (Prerequisite: Any Species other than Elf), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Mystic Understanding. You learn one of the following cantrips: *Dancing Lights*, *Druidcraft*, or *Prestidigitation*. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this cantrip when you gain this feat.

Elvish Rest. While you do not enter a trance as your parent does, your sleep is especially efficient. You can benefit from a full night's sleep after 6 hours of sleep.

Elvish Senses. When you fail an Insight, Perception, or Survival check, you can roll a d4 and add the result to your check, potentially turning it into a success. You can use this trait a number of times equal to your Proficiency Bonus per long rest.

GNOMISH BLOODLINE

Origin Feat (Prerequisite: Any Species other than Gnome), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Gnome Tricks. You learn one of the following cantrips: *Mending*, *Minor Illusion*, or *Prestidigitation*. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability

for this cantrip when you gain this feat.

Gnomish Ingenuity. When you fail an Intelligence, Wisdom, or Charisma saving throw, you can add 1d4 to the roll, potentially turning it into a success. You can use this trait a number of times equal to your proficiency bonus per long rest.

GOLIATH BLOODLINE

Origin Feat (Prerequisite: Any Species other than Goliath), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Large Specimen. If you don't have the Powerful Build trait already, you gain the following benefits:

- Your size increases by 1 foot (this size increase does not change your size category).
- You have Advantage on any ability check you make to end the Grappled condition.
- You count as one Size larger when determining your carrying capacity.

Mountain's Might. You have a number of Might charges equal to your proficiency bonus, and you regain all expended charges when you finish a long rest. You can use your Might charges in the following ways:

- When you fail a Strength skill check or saving throw, you can expend a Might charge to add 1d4 to the roll, potentially turning it into a success.
- When an effect would move you against your will or knock you prone, you can use your reaction to expend a Might charge and reduce the distance moved by 10 feet or avoid being knocked prone.

HALFLING BLOODLINE

Origin Feat (Prerequisite: Any Species other than Halfling), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Small Specimen. Your size is decreased by 1 foot; this size increase can't cause your Size to change. Whenever you take the Dash action, you can move through the space of any creature that is one or more Sizes larger than you. You can't stop in the

same space, but you can continue your movement as normal.

Halfling Deftness. You have a number of Deftness Charges equal to your Proficiency Bonus, and you regain all expended charges when you finish a Long Rest. You can use your Deftness Charges in the following ways:

- When you fail a Dexterity skill check or saving throw, you can expend a Deftness Charge charge to add 1d4 to the roll, potentially turning it into a success. If you roll a 1 on the d4, you can reroll the die and must use the new result.
- When you roll a 1 on a Dexterity skill check or saving throw, you can expend a Deftness Charge to reroll the check. You must use the new result.
- When you use an action to dash, you can expend a Deftness Charge to also take the Disengage action as part of the same action.

HUMAN BLOODLINE

Origin Feat (Prerequisite: Any Species other than Human), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Human Ambition. You gain proficiency in one skill or tool of your choice. When you finish a long rest, you can replace this proficiency with another skill or tool proficiency if you are reasonable able to gain practice with the new skill or tool (such as having access to a manual).

A knack for success. When you make skill check, you can add 1d4 to the result. You can use this trait a number of times equal to your Proficiency Bonus before you have to finish a Long Rest to use it again.

If you use this trait and fail your skill check, the use of this trait is not consumed.

ORCISH BLOODLINE

Origin Feat (Prerequisite: Any Species other than Orc), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Orcish Vision. If you don't have Darkvision, you gain Darkvision with a range of 60 feet.

Boiling Passion. When you fail an Intimidation or Persuasion check, or miss with an attack roll, you can roll 1d4 and add the result to the roll, potentially turning it into a success or a hit. You can use this trait a number of times equal to your Proficiency Bonus before you have to finish a Long Rest to use it again.

Spurning Pain. When you suffer a critical hit or gain the bloodied condition you gain one bonus use of your **Boiling Passion** which lasts until the end of your next turn.

CELESTIAL BLOODLINE

Origin Feat (Prerequisite: Any Species other than Aasimar), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Divine Light. You know the *Light* or *Spare the Dying* cantrip. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this cantrip when you gain this feat.

Heavenly Healing. As a magic action, you can touch a creature and restore 1d6 hit points. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. When healing a creature that has 0 hit points you restore the highest possible amount.

When you use this trait, you can expend additional uses to gain one of the following benefits:

- For each additional use you expend, increase the amount you heal by 1d6.
- When you fail a death saving throw while you are unconscious, you can expend two uses of this trait targeting yourself without having to use an action or reaction.

FIENDISH BLOODLINE

Origin Feat (Prerequisite: Any Species other than Tiefling), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Fiendish Magic. You know the *Thaumaturgy* cantrip and the *Bane* spell. You can cast the latter without expending a spell slot once at a level equal to your proficiency bonus before you have to finish a Long Rest to do so again. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells when you gain this feat.

Ruinous Retribution. When it is not your turn and you take damage, you can use a Reaction to cast your *Bane* spell as described in **Fiendish Magic**. One of the targets of the spell must include the source of damage if possible.

Expedite Ruin. The first time in your turn you deal damage to a creature afflicted by your *Bane* spell you deal additional damage equal to your proficiency bonus.

FEY BLOODLINE

Origin Feat (Prerequisite: Any Species other than Eladrin), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Fey Ancestry. You have advantage on saving throws to avoid or end the Charmed condition.

Fey Trickery. You know the *Minor Illusion* cantrip. Choose Intelligence, Wisdom, or Charisma as your spellcasting ability for this cantrip when you gain this feat.

Fey Jump. As a Bonus Action, you can teleport up to 15 feet to an unoccupied space you can see. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

When you use this trait, you can expend additional uses to gain one of the following benefits:

- For each additional use you expend, increase the teleport distance by 15 feet.
- You can target a willing creature within your teleport range. By expending two uses you teleport into their space, and they simultaneously teleport into the space you left. Both spaces must be un-

occupied and provide enough space for their respective creatures.

HAG BLOODLINE

Origin Feat (Prerequisite: Any Species other than Hagspawn), You can replace your Origin Feat from any Background with this.

You gain the following benefits:

Spite. Whenever an attack scores a critical hit against you, or you roll a 1 on a saving throw, you have advantage on one d20 roll you make before the end of your next turn (you can choose when to apply the advantage when you make the roll).

Many Faces. You learn the *Disguise Self* spell. You can cast it without expending a spell slot using this trait an amount of times equal to your proficiency bonus before you have to finish a Long Rest. You choose whether Intelligence, Wisdom, or Charisma is your spellcasting modifier for this spell when you gain this feat.

When you use this trait, you can expend additional uses to gain one of the following benefits:

- For each additional use you expend, increase the spell's duration by 8 hours. If the spell's duration exceeds 1 hour, your disguise can only alter your body, not your clothes or equipment.
- Expend 1 additional use when casting the spell to make the illusion hold up to physical inspection of your body (but not clothes or equipment).
- If you have seen a creature within the past 24 hours, you can expend 1 additional use when casting the spell to assume its appearance and gain advantage on Charisma (Deception) checks to impersonate it for the duration of the spell.