

ARACHNE TRAITS

As an Arachne, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Size. Arachnes' sizes can range widely from breed to breed. Your arachnid lower body makes you typically larger than other humanoids. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Darkvision. 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.

Bite. Your bite is a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Spider Climb. You have a climbing speed equal to your walking speed. Additionally, once you reach 3th level, you can climb vertical surfaces and upside-down ceilings while leaving your hands free. Once you reach 5th level you can climb any difficult surface without needing to make an ability check.

Webstring. As an action, you can create a strand of webbing from your abdomen, effectively creating a rope of your own silk that is up to 50 ft. long. It breaks apart after 1 hour. Once you use this action, you can't do it again until you finish a short or long rest.

Subraces. Choose one of the following subraces: Aranea, Fanged, Webber, Phaser.

ARANEA

Change Form. As an action, you can magically assume the form of a human or elf. This form is identical to your Arachne form except that your spider features are replaced with the common humanoid features of your chosen form. When you transform, you decide whether your equipment drops to the ground, melds with the new form, or (if possible) wears it. In this form, you cannot use your Arachne traits other than your Charming Poison and Darkvision traits, but you pass as a human or elf. As an action or bonus action, you can change back into your original form. You revert to your true form if you fall to 0 hit points.

Charming Poison. On your turn, you can secrete a charming poison from your mouth. When you do so until the end of your turn, any creature that comes in contact with your saliva or that you hit with a bite attack must succeed a Wisdom saving throw or be charmed for 10 minutes. A charmed creature sees you as an ally and repeats the saving throw at the end of its turn, ending the effect on a success. (Note: The creature will see only you as an ally, not the rest of your group.) When you deal damage to the creature, it is no longer charmed. A creature that is no longer charmed becomes aware that it was charmed. The saving throw is equal to 8 + your proficiency bonus + your Charisma or Constitution modifier. Once a creature succeeds its saving throw or the effect ends, it becomes immune to your Charming Poison for 24 hours.

You can secrete poison a number of times equal to your proficiency modifier before you have to finish a long rest to use it again.

Silver-Tongued. You are proficient in Deception or Persuasion.

FANGED

Powerful Bite. Your bite deals 1d6 damage instead of 1d4. When you reach 9th level the damage dice of your bite increases to 1d8.

Predator's Instinct. When you roll for initiative, you can use a reaction to add your proficiency bonus to your initiative roll. When you do so, the next attack roll you make before the end of your turn is made with advantage. You can use this reaction a number of times equal to your proficiency modifier before you have to finish a long rest to use it again.

Pounce. When you move at least 10 ft. straight towards a creature and immediately attack it with your bite or attempt to grapple it, you have advantage on the attack roll or on your Strength (Athletic) check to grapple it.

Ambusher. You are proficient in Athletics or Stealth.

WEBBER

Spider Silk. The webstring that you create with your Webstring trait does not break apart after 1 hour. Additionally you can use an Action to make a ranged attack with your Spider Silk. It has a reach of 30 ft. and on a hit you can pull the target creature up to 10 ft. towards yourself.

Web. You know the Web spell and can cast it once per day without using a spell slot. When you do so, the size of your web is a 10 by 10 ft. cube. You can choose whether Constitution, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell. You choose which when you gain this trait. Once you cast this spell without using a spell slot, you can't do so again until you finish a long rest. When you reach level 5, when you cast the web spell with this trait, its size is a 20 by 20 ft. cube and a 30 by 30 ft. cube when you reach level 11.

Web Walker. Natural and magical webs do not impede your movement.

Deft. You are proficient in Acrobatics or Sleight of Hand.