

LACEWINGS TRAITS (PLAYTEST)

As a Lacewing, 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. 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.

Facette Eyes. You have advantage on saving throws against being blinded.

Secondary Arms. You have a pair of secondary arms below your primary pair of arms. The secondary arms can manipulate objects, pick up, hold, or set down a Tiny object, or wield a weapon that has the light property.

Wings. You have a flight speed equal to your movement speed. You can't fly if you wear medium or heavy armor. If you are airborne and take damage, you have to succeed on a Constitution saving throw or fall. The DC is equal to 10 or half the damage you suffered, whichever is higher.

Subraces. Choose one of the following subraces: Papillon, Epila, Vespida, or Stirge.

PAPILLON

Butterfly Dance. You can use a bonus action to move up to half your speed without provoking opportunity attacks. Additionally, during this movement, you can move through spaces occupied by other creatures (hostile or not) regardless of size without having to spend extra movement. You can use this bonus action an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

Graceful. You are proficient in Acrobatics or Performance.

EPILA (MOTH GIRL)

Moth Dust. As an action, you can flap your wings to release sedative dust in a 15 ft. cone. Each creature in the area must succeed on a Constitution saving throw or become poisoned until the end of your next turn. A poisoned creature can't use its reaction. The DC is equal to 8 + your Constitution or Charisma modifier + your proficiency bonus. You can use this action an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

When you reach level 9, each creature in the area that fails its saving throw is poisoned for 1 minute and repeats the saving throw at the end of its turn, ending the effect on a success.

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.

Voyeur. You are proficient in Perception or Stealth.

VESPID

Carapace. Your AC is 12+ your Dexterity Modifier if you are not wearing any armor.

Sting. Your sting is a natural weapon that you can use in place of unarmed attacks. When you hit a creature with it, you deal 1d6 piercing damage. When you sting a creature, you can choose to inject poison into its body. The creature must make a Constitution saving throw, taking 2d6 poison damage on a failed save and half as much on a successful one. The DC is equal to 8 + your Constitution modifier + your proficiency bonus. Once you inject a creature with your poison, you can't do so until you finish a Long Rest.

The damage of your sting increases as you gain levels, dealing 3d6 poison damage when you reach 5th level, and 4d6 poison damage when you reach 9th level (1d6 poison damage equals your proficiency bonus).

Wild. You are proficient in Intimidation or Survival.

STIRGE

Proboscis. Hidden within your mouth is a lethal proboscis, which is a natural weapon that you can use in place of unarmed attacks. Your proboscis has the finesse property, and when you hit a creature with it, you deal 1d4 piercing damage.

Bloodlust. As a bonus action, you can channel your bloodlust against one creature that is missing hit points within 30 ft. of yourself. Until the end of your turn, your next attack roll against the target creature has advantage. If you hit the creature with your Proboscis using this attack, you can additionally drain the blood from the creature and force it to make a Constitution saving throw. On a failed save, the creature takes 2d6 necrotic damage, and half as much on a successful one. You regain hit points equal to half the necrotic damage dealt. The DC is equal to 8 + your Constitution or Charisma modifier + your proficiency bonus. You can use this bonus action an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

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.

Nimble. You are proficient in Acrobatics or Stealth.