

THE AID SERIES!

THE REVISED RACES PACK!



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ABOUT THIS PACK:

[The AID Series](#) consists of monthly materials released by Blaine Simple for 5E and beyond! You're free to share this pack privately with friends and family, but please refrain from uploading the materials publicly online.

BALANCE PATCHES AND HOTFIXES

This pack will stay updated for 3 months after its initial release! Patrons can join our [public discord server](#) and check out the [#anime-pack-updates](#) channel for frequent balance changes and format edits. Feel free to download the newest updated packs as soon as you see an announcement there!

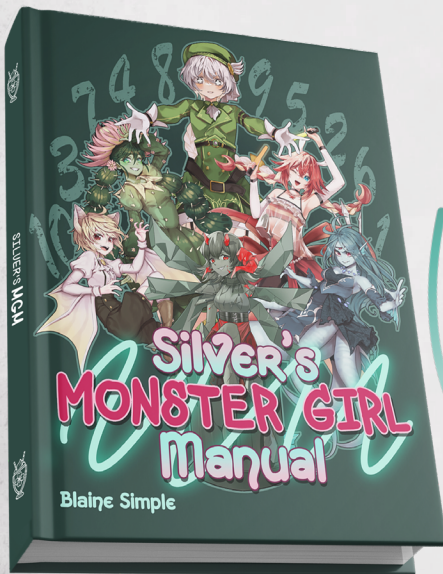
Also, if you're a patron and haven't received your special Patreon tag on discord, please make a request in the [#claim-your-tags](#) channel.

SPECIES

In light of 5E changing the word 'race' to 'species', the AID Series will also begin to refer to them as such moving forward. Species works as a better descriptor for the more monstrous and outlandish character options out there, which these packs wholeheartedly support!

SILVER'S MONSTER GIRL MANUAL!

The fairy species detailed in this issue of The AID Series is a 5E conversion of a monster included within Silver's Monster Girl Manual. It's a system-neutral book filled with ideas for fleshing out and dating monstrous characters! Direct 5E conversions of the monsters present within the book may continue to get dedicated conversions through the AID series!



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SPECIES

ADAPTIVE HUMAN

Humans are a versatile species capable of learning trademark skills from other species. This trait is usually a response to external pressures, forcing mundane humans to rapidly evolve adaptations as a survival mechanism to stressful events.

HUMAN TRAITS

Ability Scores	Size	Speed
+1 Any three different;	Small / Medium	30ft

Age. Adaptive humans reach adulthood in their late teens and live less than a century.

Alignment. Adaptive humans are pressured into learning new skills or joining efforts as a need to survive.

External pressures against most adaptive humans have notoriously been evil in nature, making many adaptive human lawful good as a result.

Appearance. Adaptive humans are considered average in terms of remarkable features even in comparison to other variants of human. Their builds are typically unimpressive, with lines of work or family lines promoting privileged lives free of significant burden.

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

Reactionary Training. An event triggered an immediate need for your mastery over a simple subject. Choose a trait from the list below to gain. You cannot change this later.

Combat Training. You gain proficiency in two weapons of your choice.

Cowardly Retreat. On your first turn while in initiative order, you can take the dash or hide action as a bonus action. Once you do this, you can't do so again until you finish a short or long rest, or roll initiative.

Arcane Utility. You know one cantrip of your choice from any spell list. Your spellcasting ability for it must be from any class that could normally learn the spell. You cannot change the spellcasting ability later.

Shared Experience. At third level, reflect on the journey your character has had and the impact other species have had on it. Choose an additional language to either speak, or read and write. Additionally, you also gain a trait you feel is appropriate from below. You cannot change this later.

Species of War. You learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Species of Magics. You know one 2nd level spell of your choice from any spell list. Your spellcasting ability for it can be from any class that could normally learn the spell. After casting the spell, you can't do so again until you finish a long rest.

Species of Ability. You increase one ability score of your choice by 1, and gain proficiency in a skill associated with the chosen ability score, if applicable.



SPECIES

SEASONAL FAIRY

Born to briefly spread their influence of the seasons, fairies make full use of their short lifespans by causing mischief against others. When the natural order is threatened, they take to leading the charge against restoring the seasonal balance.

FAIRY TRAITS

Feats	Size	Speed
Cha +1, Wis +2,	Tiny	15ft

Age. Through fey magic swept in by the changing seasons, new fairies burst into life as young adults. As the season shifts away, fairies cease to exist as they burst into a similar puff of powder. This gives most fairies a lifespan almost as short as themselves. Thankfully if a fairy isn't killed, they'll return with their memories in tact next year.

Disturbances that threaten something of serious importance to a fairy will disrupt their life cycle. Distraught fairies are driven to track down this threat and guide others to help in the process. These fairies no longer despawn and do not age, but also no longer respawn at the start of their respective season. You're encouraged to play as this type of fairy to avoid losing access to your character by the changing seasons.

Alignment. Fairies are fey of trickery and mischief, causing trouble for trouble's sake. Because of this, most fairies are chaotic neutral. Long-lived fairies tend to veer away from their chaotic behaviors and opt for lives with more structure. These fairies are usually lawful.

Appearance. A fairy's wings take a color and pattern based on the season they originate in. Fairies adore designing outfits with lightweight reagents like spider silk, flowers, and furs that complement their natural colors.

Fairy Flutter. You possess a fly speed of 25 feet. If attempting to move or maintain yourself in the air with this speed, you can only do so up to 15 feet into the air. While benefiting from your Fairy Dust trait, this height limit is ignored.

Fairy Dust. After benefiting from a long rest, you can generate a number of tiny fairy dust piles from your wings equal to your Proficiency Bonus. These piles must be stored individually in containers to retain their magical properties until you benefit from another long rest. As a bonus action, a creature can splash a pile of dust onto themselves to gain a fly speed of 15ft for one minute. If the target could already fly, their fly speed increases by an additional 15ft.

Seasonal Magic. The season your fairy spawned in determines the seasonal magic they possess. Choose a season below to gain the traits of. You cannot change this later.

Winter. You know the Ray of Frost cantrip. Once you reach third level, you know the Cirno's Perfect Freeze spell.

Spring. You learn the Druidcraft cantrip. Once you reach third level, you know the Speak with Animals spell.

Summer. You know the Produce Flame cantrip. Once you reach third level, you know the Burning Hands spell.

Fall. You know the Chill Touch cantrip. Once you reach third level, you know the Feather Fall spell.

Choose between Charisma or Wisdom to use as your Spellcasting modifier for these spells. You cannot change this later. You cast these spells without requiring materials components, and can cast the leveled spells granted by this trait up to once whenever you finish a long rest.

Species & Languages. You are a Fey. You can speak, read, and write Common and Sylvan.

Tiny Rules. As a tiny species, you possess every trait given by the 'Tiny Characters' rules provided in this pack.



RULE

TINY CHARACTERS

Tiny characters master unique methods of survival that keep them on-par with their larger opponents. While Tiny, and playing as a species that begins play as Tiny, you gain the following additional species traits:

Tiny Assault. Physical attacks you make deal the same damage as those from larger sized characters. You can narratively showcase this through precise strikes on weak points, a barrage of individual strikes within the same attack, or a single supernaturally powerful blow.

Tiny Evasiveness: Your size and reaction times make you harder to hit. You have a +1 bonus to AC and Dexterity saving throws.

Tiny Gear. You can only attack with weapons, gain the benefits of armors, or use complicated items if they're appropriately sized for you.

Tiny Survival. Your hit points can narratively take varying forms to make surviving the hits of massive attacks believable. These forms could be in the exertion that comes from narrowly avoiding blows, to a barrier connected to your life force that softens strikes. Talk with your GM about the ways you'd like to represent this in-game.

SPELL

CIRNO'S PERFECT FREEZE

1st-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a chunk of ice)

Duration: Concentration, up to 1 minute

Your hands turn a light icy blue, emitting a potent frost that imprisons nearby targets. Choose any number of creatures within range. Targets are restrained by ice for the duration if they have 9 hit points or fewer. Dealing 9 or more bludgeoning or fire damage to the ice surrounding a creature will free them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the hit point threshold to restrain increases by 2d6 for each slot level above 2nd.

Classes: Druid, Ranger, Sorcerer, Warlock, Wizard

RULE

TINY ITEMS

A character proficient in using an appropriate tool kit can choose a nonmagical weapon or armor they've seen before to craft a Tiny version. They must spend 1/10th the item's normal cost in collecting the appropriate materials for it, and a minimum of one hour of work for every 10gp the materials cost to craft it. During character creation, a Tiny character can also begin play with any of their starting items as Tiny size.



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