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Warforged

The acclaimed warrior race of sentient constructs forged for war and conditioned for its practice. The Last War leaves them to wander for purpose or continue to fight: yet even now, their military might outshines even the greatest of peoples.

Antisocial and often hesitant to speak to outsiders, many Warforged tirelessly trudge along in search of purpose. Others become hired hands, workers that offer their services to any that offer shelter from storms and a means to keep their idle hands and ever working minds busy. Still some others rise up against their original creators, forming coalitions and bands of marauders to devastate settlements in search of vengeance.

At first glance, this race appears to be humanoids of great stature encased in heavy armor, though upon closer inspection, it becomes obvious that they are, in fact, living wood and metal. Their eyes are unblinking crystal lenses that shine with light, ranging in color from yellows to oranges, to intimidating reds. They typically possess strong, heavy jawlines and expressionless faces of metal. Warforged possess three-digit hands and feet with only two large toes. Variation is common, however, as the process of forging their bodies is never exactly the same twice. All Warforged possess unique markings located on the center of their foreheads called a Ghulra, or Forgemark. Each Forgemark is different from the next, serving as distinguishing features.

Warforged in Forgotten Realms: If playing in Forgotten Realms, Warforged traditionally fit the role of Dwarven Constructs tasked with fighting creatures of the Underdark and other enemies to the Dwarves.

Dense and Strong

The Warforged are a powerful race of half-constructs. They are forged of sturdy metals and dense, magic-infused wood, making them far more resilient than other races. The entire race, even females, possesses a body structure that looks like massive male humanoids of their appropriate size. The Warforged Commandos stand between 6 and 7 feet tall on average and weigh between 300 and 450 pounds. Scouts stand approximately 3 to 4 feet tall and weigh 40 to 60 pounds. Meanwhile, Chargers, the largest subrace of the species, stand roughly 9ft. tall on average and weigh between 700 and 800 lbs.

Sleepless Minds and Endless Lives

Warforged are very construct-like. As such, they do not sleep, eat, or breathe. This truth leaves the Warforged in adventuring bands highly susceptible to boredom. They often take up pastimes like counting grass or following each groove in the wood of their Composite Plating: anything to keep their mind busy in the dead of night.

Due to the training methods Warforged were subjected to in order to motivate them as soldiers, the vast majority of them see life as the preservation of their own consciousness, to insure that they can continue to experience the world around them.

Warforged also do not age and as such cannot die from old age. They do not grow from children like other races; all Warforged are created in the prime of their life and never get older. Instead, for the first 6 months or so of wakefulness, they possess youthful curiosity and a readiness to learn any information that they can much like an infant. Past this brief time of intellectual development, their minds are taught to be rigid and stern, and they often lose their curiosity about the world. From that point on, they are, more or less, who they will always be.

Unnatural Tirelessness

Warforged are incapable of sleep and are always aware, making them perfect guards and public servants. They rest only short times and are highly resilient, and so they can often outperform many other races.

Genderless

The Warforged possess no gender, but many see themselves as masculine or feminine in personality. A Warforged may choose to possess a gender identity or identify itself as strictly genderless.

No New Warforged

A unique quality of the Warforged is that they are incapable of reproduction and following the end of the Last War, when they were recognized as a true, sentient race, it became decidedly unethical to produce more. This fact makes it painfully clear that one day, the last Warforged may die, signaling the death knell for this proud warrior-race.

A Metal Government

A feature shared only by most Halflings, Warforged possess no government of their own whatsoever, as so few of the species takes up an interest in politics. As such, the species will likely never form a unified government or establish a land its own. This paints a stark picture that without some sort of governmental initiative, new Warforged will never be made.

Warforged Names

Warforged gain their names based upon their specific task, their body build, their physical strength, or even just because they are made of metal and used as tools. As such, there is no such thing as a typical Warforged name, though it is common practice to name Warforged after what they do, how they act, and so on, with no distinction between gender identities.

Militaristic Personalities

Warforged are products of war and as such often find that they are severely lacking in social interactions. Their vocabulary often reflects upon their training as soldiers and will often cause confusion and frustration among other races. A Warforged may refer to a group of children playing as “A squad of cadets performing their duties”. In addition to this, the speech patterns of many Warforged are direct and simple, which can add further confusion.

Warforged often get along best with Dwarves but are occasionally fascinated by the airy ways of Elves. Additionally, Warforged find it difficult discerning Half-Elves from Humans and Elves.

The cold truth of the second half of the Last War was that Warforged were treated like commodities and would majorly only slay each other in combat. Shifting political alignments would drastically change how the next morning's battle would wage. An ally one day could be the one to stab you in the back the next. As such, many Warforged have cool interactions with other races; never accepting the majority of comrades as true allies until a very long stretch of time has passed or a uniquely binding event unfolds.

Warforged Traits

Your Warforged character possesses a number of special benefits and drawbacks due to their construct-like nature.

Ability Score Increase. Increase your Constitution Score by 2.

Ageless. You are built to withstand the test of time. As a result of your Construct-Like nature, you do not age.

Alignment. Warforged tend towards lawful alignments due to their militaristic training and are often the Lawful Neutral alignment, but other alignments are equally likely.

Living Construct. You possess both the Humanoid and Construct types, and as such, any spell or ability that can affect one or both of these types can affect you normally.

Construct Resiliency. Your unnatural, forged body grants special benefits. You are immune to disease. You have advantage on saving throws against poison, and you have resistance against poison damage. In addition, you do not need to eat, sleep, or breathe but can still benefit from consumable items, such as potions.

Half-Living. You heal only half as much from magical healing, rounded down.

Ever Watching. You do not sleep. When you take a long rest, you are completely aware and you must still perform only Light Activity to receive the benefits of a Long Rest.

Self-Stabilizing. When you make a Death Saving Throw, a result of 19 automatically stabilizes you, but you remain unconscious. In addition, rolling a natural 1 on a Death Saving Throw only counts as a single failure for you.

Composite Plating. You are constructed with greater bodily resiliency than other races. While not wearing armor, your Armor Class is calculated as 10 + your Dexterity Modifier + your Constitution Modifier.

Natural Weapon. You can never be disarmed because you are a weapon. You are proficient with your unarmed strikes, which deal 1d4 bludgeoning damage.

Languages. You speak Common.

Sub-Races. There are three sub-races in the Warforged Race. Choose one.

Scout.

A Warforged Scout is a significantly smaller and more nimble iteration of the Warforged. A Warforged of this model possesses the following traits.

Ability Score Increase. Increase your Dexterity Score by 1.

Size. Your size is Small but you are quite formidable for your size. You stand 3'6'' to 4' tall.

Speed. Your base walking speed is 25 ft.

Slippery. You can move through the space of any creature that is of a size larger than yours.

Commando.

A Warforged Commando is the embodiment of versatility and combat training. They possess the following traits.

Ability Score Increase. Increase one Ability Score of your choice by 1.

Size. You are Medium in size and stand 6'10'' to 7' tall on average.

Speed. Your base walking speed is 30 feet.

Warmind. Whenever you make an Intelligence (History) check related to battle or warfare, you are considered proficient in the History Skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Charger.

A Warforged Charger is a veritable steel colossus of strength, durability, and decimation. Some even somewhat resembling large, metal gorillas, they possess the following traits.

Ability Score Increase. Increase your Strength Score by 2.

Size. You are medium in size and stand roughly 9ft. tall.

Speed. Your base walking speed is 25 feet.

Durable. Whenever you take Bludgeoning, Piercing, or Slashing Damage from a Nonmagical Weapon, reduce that damage by 1.

Lumbering. You move exceptionally slow, due to your bulk and density. You have Disadvantage on Initiative checks.

Heavy Handed. If both of your hands are unoccupied, you can interlock both of them to deal a d6 with your Unarmed Strikes, instead of a d4.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Warforged Random Height and Weight

Sub-Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Charger	8'8''	+2d4in.	600lbs.	X25lbs.
Commando	6'6''	+2d4 in.	250lbs.	X25lbs.
Scout	3'4''	+2d4 in.	40lbs.	X3lbs.

Warforged Racial Feats

The following feats are available to any Warforged character.

Jaws of Death

Prerequisite: Warforged.

Through steady personal augmentation and intense training, you gain the following benefits.

- Increase your Strength Score by 1, to a maximum of 20.
- You have a Bite Attack that deals 1d4 Piercing Damage. Your Bite Attack is treated as an Unarmed Strike.
- When you score a critical hit with an unarmed strike on your turn, you can attempt to grapple your opponent as a bonus action.

Overload Metabolism

Prerequisite: Warforged.

You excite the magics that animate your unnatural body, repairing yourself in the midst of combat. You can take an action on your turn to heal yourself 1d6 + your Constitution Modifier hit points, plus additional hit points equal to your maximum number of hit dice. Once you have healed in this way, you cannot do so again until you finish a short or long rest.

Augmented Slam

Prerequisite: Warforged.

You learn how to channel your natural magical energy into your unarmed strikes, gaining the following benefits.

- When you hit a creature with your unarmed strike, you can choose to deal yourself 1d4 Lightning Damage to deal twice as much Lightning Damage to the creature struck. This lightning damage ignores any resistances or immunities you possess.
- If you deal a critical hit to a construct with an unarmed strike, the construct must make a Constitution Saving Throw or suffer disadvantage on any attack rolls it makes before the end of its next turn. The DC for this saving throw is 8 + your Proficiency Bonus + your Constitution Modifier.

Second Slam

Prerequisite: Warforged.

You are adept in the use of your Unarmed Strikes and can chain them into a barrage of brute-force attacks with ease. Whenever you take the attack action with your unarmed strikes, you can make an additional unarmed strike as a bonus action.

Spiked Body

Prerequisite: Warforged.

Spikes are grafted into your body and you have trained to use them effectively, gaining the following benefits.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- While grappling a creature, you can give up one of your attacks to deal it an amount of Piercing Damage equal to your Proficiency Bonus.
- When a creature starts its turn grappling you, it must make a Dexterity Saving Throw at a DC of 8 + your Proficiency Bonus + your Strength or Dexterity Modifier (You Choose) or take 2d4 Piercing Damage.

Aspect of Autonomy

Prerequisite: Warforged.

Your magical body is augmented with more construct-like abilities. Upon taking this feat, you gain one of the following abilities:

- **Energy Absorption.** Pick a damage type from among Acid, Fire, or Lightning. Whenever you take damage of the chosen type, reduce that damage by a number equal to half your character level, rounded down.
- **Berserk.** Whenever you begin your turn with less than half your maximum health, you roll a d6. On a 6, you go berserk. You can willingly fly into a berserk when you start your turn with less than half your maximum health. While berserk, you gain a +1 bonus to all attack rolls and deal an additional 1d6 damage on all your attacks, however, you attack the nearest creature you can see. If no creature is near enough to move to and attack, you attack an object, with preference for an object smaller than yourself. While berserk you cannot cast spells or continue concentrating on a spell you have already cast. Once you turn berserk, you will remain so until you are reduced to 0 hit points or regain all your hit points.
Alternatively, another creature within 30ft. of you can attempt to calm you down. The creature must normally be friendly to you and succeed a DC 15 Charisma (Persuasion) check to end your berserk. Taking damage while still below half your maximum health can cause you to berserk again.
- **Poison Breath.** You exhale poisonous gas in a 15ft. cone as an action. Each creature within the area must make a Constitution Saving Throw, taking 1d8 Poison Damage on a failed save or half as much on a successful one. This poison damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
- **Slow.** As an action on your turn, select one creature within 10ft. of you. That target must succeed a Wisdom Saving Throw. On a failed saving throw, the target can no longer take reactions and has its speed halved. In addition, the target can take either an action or a bonus action on each of its turns, not both. These effects last for 1 minute. The target can repeat its saving throw at the end of each of its turns. After using this ability, you must finish a long rest before using it again.

Some of the features that you can choose from require targets to make saving throws. The saving throw DC for these abilities is calculated as follows:

Save DC = 8 + your proficiency bonus + your Constitution Modifier.

Warforged Class Options

The following options are available to Warforged characters.

Archetype of the Juggernaut

This variant class progression can be taken by a Warforged character of the Fighter Class, taking the place of their usual Martial Archetype feature.

Embracing their true nature as created beings, a Warforged that follows this path sheds their guise as a Living Construct and steps gradually towards their construct heritage. The magic that gives them life begins to metamorphose, altering their body over time until they emerge from the process as a true construct. A fighter embracing this path does so to follow their true purpose: a machine for war.

Siege Craft

Upon taking this path at third level, you start your transformation into a true construct. You may now add your Proficiency Bonus to damage rolls with your unarmed strikes and your unarmed strikes count as heavy melee weapons. In addition, you may choose to have your unarmed strikes deal double damage to objects and structures. If you possess the *Martial Arts* Feature, you must choose which one to apply to your unarmed strikes.

Bolstered Resilience

At 7th level, you become even more resilient than you previously were. Your hit point maximum increases by an amount equal to twice your Fighter level when you gain this feature. Whenever you gain a Fighter level thereafter, your hit point maximum increases by an additional two hit points.

Immutable Form

At 10th level, your body hardens significantly and fortifies you. You become immune to any effect that would alter your form.

Fortified Autonomy

At 15th level, your body hardens, granting you the ability to withstand devastating attacks. If you drop to 0 hit points and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

Construct Perfection

At 18th level, you complete your journey into Construct existence. You lose the Humanoid Type, becoming a full Construct. You can no longer be Charmed or Frightened.

Path of the Colossus

This variant progression can be taken by a Warforged character of the Barbarian class, taking the place of their usual Primal Path feature.

You blend your insurmountable, constructed durability with your untamable might to form an unstoppable force for destruction.

Great Fortitude

Beginning at 3rd level, your animating magics begin to fortify you into an absolute. While raging, you gain resistance to all damage except lightning damage.

Heavy Buttreasing

At 6th level, your body becomes far more dense and heavy than it had been previously. Your weight increases by 300lbs and creatures can no longer attempt to shove, drag, or otherwise move you in any way unless they can physically carry your weight.

Fortification

At 10th level, you are made even more resilient than before. You become immune to any effect that would alter your form.

Absolute Resilience

Starting at 14th level, you become even more durable than the hardest of materials. Whenever you take damage, reduce that damage by 5. In addition, you lose the Humanoid Type, becoming a full Construct.

Path of the Vengeful Steel

This variant class progression can be taken by a Warforged character of the Barbarian class, taking the place of their usual primal path feature.

Some Warforged reject their construct existence, choosing to become one with nature, but this natural coexistence with nature isn't always enough. By renouncing your heritage as an unnatural being, you learn to wield the raw power of nature to become its champion.

Natural Momentum

You deal remarkable amounts of damage with your own body and your body grows more resilient, though your mental acuity suffers greatly. At third level, the damage of your unarmed strikes increases to 1d6. Every 5 Barbarian levels thereafter, this damage increases again (1d8 at 8th level, 1d10 at 13th level, and 1d12 at 18th level). In addition, you now add one and one-half times your Proficiency Bonus, rounded down, to all Constitution Saving Throws that you make. Decrease your Intelligence, Wisdom, and Charisma Scores by 1 each, to a minimum of 3.

Ferocious Power

Starting at 6th level, your connection to nature fortifies you against harm, but works at your civility just the same. You can now cast *Dispel Magic* once per short or long rest as a bonus action, even while raging. Constitution is your spellcasting ability for this feature. In addition, whenever you take damage, reduce the amount taken by 3. Decrease your Intelligence, Wisdom, and Charisma Scores by 1 each, to a minimum of 3.

Nature's Potency

At 10th level, you become devastatingly powerful and you can use your momentum to batter down even the mightiest of defenses, though this power comes at great cost. If you move at least 20 feet in a straight line before making a melee attack against an opponent with an unarmed strike, you deal maximum damage. Extra damage dice from a critical hit are rolled normally. You can use this feature only once per turn. If you are Raging and attack an object, you now deal double damage to that object. Decrease your Intelligence, Wisdom, and Charisma Scores by 1 each, to a minimum of 3.

Avatar of Vigor

At 14th level, your attunement with nature now sustains you, allowing you to heal at an accelerated rate. You now regenerate two points of health at the beginning of each of your turns. You do not regenerate health if you begin your turn with 0 hit points or if you have more than half your maximum health, rounded down. In addition, you lose the Construct and Humanoid types and gain the Elemental type and learn the Primordial Language, if you didn't know it already. Reduce your Intelligence, Wisdom, and Charisma Scores by 1 each, to a minimum of 3.