

## Owl Aarakocra

Commonly associated with wisdom Owl Aarakocra are armed with sharp talons, keen senses and near perfect silence while in flight making them strong and deadly predators. Naturally found in secluded dense forest away from civilization these Aarakocra are a rare sight even to other avian races. Primarily nocturnal predators these owl's can only be heard if you find yourself an unwelcome guest in their territory piercing the silence of the night with blood curdling screeches.

### Hidden and Protective

The population of an owl flock is normally small, only numbering in a few hundred but will claim large areas of forest as their own with no regard for any pre established borders or maps by outsiders. If you were to stumble-upon a settlement of these Aarakocra more than likely you were being watched for miles as you approach. Travelers should avoid entering too deeply into flock territory if you see homes on the ground or above in the trees. Although most Owl's would just fly away or remain silent if you approach without invite or an Owl Aarakocra guide the probability of attack is extremely high if you venture too close to a nest with eggs or newborn owlets inside. Finding an Owl Aarakocra's home nest is best done with an invitation from a member of the Owl flock however such an action is rare even to other Aarakocra from other flocks. Outsiders should be respectful but prepared, an invite usually means you will be tasked with an important request or to solve a flock wide crisis.

### The Pioneer Flock

Before settling in one location Owls, normally very independent, formed loose alliances that turned into the larger flocks we see today. This young flock traveled throughout the world making nests in abandoned structures and ruins, a behavior and practice that has served them well in the past. These aarakocra know how to survive during and after disastrous events and any lost and forgotten places means more opportunities to find resources and settle. The process of scouting out for safe airspace, routes on land and possible nesting locations is an important job for the flock that the Owl's take seriously. Although a small group of skilled individuals are entrusted with the task of scouting out new nesting locations all owls have a proficient level of vigilance and survival in the most remote and wild conditions.

### Owl Aarakocra Names

Owl names can differ wildly and are often the choice of the mother and father much like any other race does in the world. Male names are usually longer while female names are short.

#### Male Names

Manusi, Kotada, Mihuga, Kataruba, Janos, Sorocula

#### Female Names

Si, Zani, Whoo, Anja, Libi, Hahu

## Owl Aarakocra Traits

Your Owl Aarakocra character has some physical similarities when compared to the common eagle like Aarakocra known in the world but Owl Aarakocra have some traits unique to this avian species only.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Owl Aarakocra reach maturity by age 3. Compared to humans, aarakocra don't usually live longer than 30 years.

**Alignment.** Commonly neutral by nature but some that venture from there secluded forest nests tend to be chaotic as they attempt to adapt to the sights and sounds of none forest life.

**Size.** Owl Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium unless stated otherwise in a subrace.

**Speed.** Your base walking speed is 25 feet.

**Flight.** You have a flying speed of 50 feet. To use this speed, you cannot wear medium or heavy armor.

**Sharp Talons.** You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

**Nocturnal.** You have 100 feet of Darkvision and are proficient in the Stealth skill.

**Languages.** You can speak, read, and write Common, Aarakocra & Auran.

**Subrace.** Three subraces of these owl's have been found in the world. Choose one between the Great Grey, Elf or Snow Owl Aarakocra.

## Great Gray Owl Aarakocra

As a Great Gray Owl Aarakocra you are armed with larger talons and have a natural boost in strength. You look larger thanks to thick layers of dark plumage that tend to match the color and pattern of tree trunks. Because of this visual appearance you are commonly referred to as a Wood Owl.

**Ability Score Increase.** Your Strength score increases by 1.

**Large Talons.** Your unarmed strikes deal an additional 2d4 slashing damage on a hit.

## Elf Owl Aarakocra

As an Elf Owl Aarakocra you are small sharing a common height with Halflings and Gnomes. Your small size may not mean you are the strongest of the Owl Aarakocra but you make up for your size with a slightly faster flight speed and flexibility when in tight spaces.

**Size.** One of the smaller avians in the Owl Aarakocra family that grows about 3 feet tall and weighs around 40 pounds. Your size is small.

**Nimble Flyer.** You have proficiency in the Acrobatics skill and gain an additional 10 feet of flight speed.

**Narrow Fit.** You can move through any tiny sized spaces as if your size was tiny.

## Snow Owl Aarakocra

As a Snow Owl Aarakocra your snow white plumage is a product of generations of life in colder environments. Because of this you have a strong body and senses that become heightened if you ever find yourself in colder climates.

**Ability Score Increase.** Your Constitution score increases by 1.

**Arctic Nomad.** You have resistance to Cold damage. You have advantage on Perception checks if you are in an Arctic or Mountain environment.

## Parrot Aarakocra

Parrot Aarakocra are a festive, peaceful and charismatic race that are common in warmer environments deep in thick rain forest or remote islands. A vibrant and diverse flock of avians these Aarakocra are naturally peaceful and tend to enjoy conversation and music making them a great addition to any group or flock. Although parrot's naturally assume the best in those that they meet they are far from defenseless if the need rises to fight.

### Feather Fiesta

When a group of parrots gather around sources of food, water or shelter these avians can take over the area rapidly. A gathering of these Aarakocra can become very loud to the point some magic users claim not even Silence spells can quiet the assembly. Some find this colorful crowd annoying and even claim there nature gets the best of them resulting in destructive pecking of property, food and the occasional loud inter flock quarrel. But others find the vibrant array of colors, the song and almost synchronous flight are a wonder to behold. Outsider opinions aside Parrots and even some other species Aarakocra can be drawn to these random gatherings. It's a great time to be social with the parrots exchanging song, ideas and even valuable information.

### Vibrant Wisdom

Parrot Aarakocra have the longest life span of all Aarakocra with plenty of stories, legends and rumors of parrots even living far beyond 120 years. This long lifespan combined with a parrot's charismatic nature has created a large elder class of parrots that have experience and skills to pass on to younger members of a flock or community. When these older parrots are not passing on their knowledge you can find them providing guidance as primary heads of flock leadership or counseling new younger leadership favoring diplomacy over conflict. But an outsider should never forget combat could also be a skill these parrots have long practiced as colorful feathered happy warriors.

## Parrot Aarakocra Names

A new chick's name is usually a joint decision between the nest mother and father that can be influenced by flock holidays or other important days. This practice varies depending on the flock's customs, geographic location and history.

### Male Names

Mosca, Bajo, Papameri, Oracorda, Sarocus, Albara, Cosuez.

### Female Names

Rigome, Comi, Dia, Lomara, Frunalis, Nica, Chiru.

## Parrot Aarakocra Traits

Your Parrot Aarakocra character has a mixture of charismatic and supportive abilities.

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** Parrot Aarakocra reach maturity by age 5, have an extended and longest life span of all Aarakocra living up to 120 years.

**Alignment.** Lovers of song, freedom and to do as they please Parrot Aarakocra are normally neutral or chaotic good.

**Size.** Parrot Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium

**Speed.** Your base walking speed is 25 feet.

**Flight.** You have a flying speed of 50 feet. To use this speed, you cannot wear medium or heavy armor.

**Languages.** You can speak, read, and write Common, Aarakocra, and Auran.

**Party Parrot.** You are proficient in Performance and one musical instrument of your choice.

**Colorful Display.** Your feathers are more than just for show and can be a powerful source of magical energy. You can use your action to instantly release a colorful display of illusionary feathers and one magical effect of your choice from the list below. Once you use this ability you cannot use it again until you finish a short or long rest.

**\*Healing Wind:** All allies within a 30 feet radius regain 1D6 hit points. This ability healing increases by 1D6 when you reach 5th level (2D6), 11th level (3D6) and 17th level (4D6).

**\*Tailwind:** You and any allies within a 15 foot radius gain 15 feet of extra movement speed until the end of your next turn.

**\*Light Feathers:** You shed bright light in a 10-foot radius and dim light for an additional 10 feet for 1 minute.

**\*Festive Wings:** You can change the color of your feathers to any color(s) you wish. The effect last for 1 hour.

**Subrace.** Three sub races of Parrot Aarakocra have been found in the world. Choose between the Grey, Macaw or Budgeri Aarakocra.

## Grey Parrot Aarakocra

A intelligent and very vocal avian the Grey Parrot Aarakocra is hard to miss with its bright silver like plumage and impressive vocal range.

**Ability Score Increase.**Your Intelligence score increases by 1.

**Conversationalist.** Through mimicry and practice you have an extended knowledge of other languages. You can speak, read and write 2 extra languages of your choice.

## Macaw Parrot Aarakocra

Colorful and vibrant, the Macaw Aarakocra is the symbol of the Parrot Aarakocra and the most common of the family. This parrot is a healthy mix of how hardy and charismatic these avian's can be.

**Crest Display.** When your crest is raised you gain a minor edge in conversation. When you make a Persuasion or Intimidation skill check you can roll an additional 1D4 and add the result to your skill check total.

**Clay Diet.** Daily diet of clay when growing up has increased the hardy nature of your body. You are resistant to poison and necrotic damage.

## Budgeri Parrot Aarakocra

Small, fast and nomadic the Budegri Aarakocra is quick and a resource minded avian that is more in touch with nature and the environment than some of their larger feathered brethren.

**Size.** One of the smaller parrots in the world, you grow about 3 feet tall and weigh around 40 pounds. Your size is Small.

**Quick Wings.** You gain an additional 15ft of Flight speed.

**Gatherer.** You gain +5 to Survival skill. Additionally, if you spend time searching for food, any vegetables or fruit you gather is enough to feed up to 5 people.

## Pigeon Aarakocra

Naturally gifted and talented the Pigeon Aarakocra have a strong commitment to the flock and earned a reputation of a Jack of All trades bird. Commonly seen in the workforce of many populations these avians learn quickly and adapt to their environment naturally and unnaturally with physical and mental mutations that can change these aarakocra to fit whatever place they need to or have to be in.

## One Bird, Many Possibilities

You will find stories and news written about the Pigeon Aarakocra to be abundant throughout the world. Agile enough to out maneuver attacking griffons, strong enough to take several arrows to the body without weakening, able to withstand hazardous and deadly conditions; These stories make for great entertainment but because of a pigeon's adaptability and abnormal nature many of these stories have an element of truth to them. All Pigeons have the potential to mutate as they age changing their bodies and minds based on experience they have gained, places they live and even out of sheer will of choice. Pigeons have been observed to have subtle changes that make them more resistant to toxic environments or harsh climates. Others have more abnormal or alluring changes such as extra wings, larger talons or metallic colored plumage. Although their nature and growth seem chaotic, the Pigeon Aarakocra bring a much needed order to the flock and nation they live and serve in.

## Backbone of the Flock

Pigeons have always maintained a strong sense of community with their own. During times of survival while other flocks were scattered and fighting for survival within their own feathered kind, Pigeon Aarakocra rallied and have been credited to be the first of the Aarakocra to quickly unite and organize to work and help all equally. If one Pigeon is working on a task he or she will find it easy to rally other pigeons to the cause and achieve the goal much quicker. If a source of food is found, greed is the last thought on the pigeon's mind and the source will be quickly communicated to others. If a stranger's nest is in danger, a pigeon will fight to defend the nest as if it was his or her own. This level of unity carries on till this day and has since spread to other Aarakocra and cities contributing to the growth, defense and industry of the area.

## Pigeon Aarakocra Traits

Your Pigeon Aarakocra starts off mundane and may look weak on the outside but as time progresses and experience is gained this aarakocra can grow into a powerful and unique member of any party.

**Ability Score Increase.** Your Dexterity score increases by 1 and your Constitution score increases by 2

**Age.** Pigeon Aarakocra reach maturity by age 5 and have a life span slightly similar to humans living roughly 75 years.

**Alignment.** Pigeons tend to have no particular alignment. The most peaceful to the highly chaotic are found among them.

**Size.** Pigeon Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds.

**Speed.** Your base walking speed is 30 feet.

**Flight.** You have a flying speed of 60 feet. To use this speed, you can't be wearing medium or heavy armor.

**Languages.** You can speak, read, and write Common, Aarakocra, and Auran.

**Genetic Surge.** As you grow and gain more experience your body changes and adapts to the world around you. At level 3, 9 and 15 you gain one Genetic Mutation point. You can put one point in Wings, Plumage, Eyes, Talons or Mind. Every point levels that particular part of the body you choose adding additional benefits. If all 3 levels in one particular category are taken you gain an extra effect, Genetic Synergy.

## Genetic Surges

### Wings

**Lvl 1:** You gain an additional 15ft of flight speed and you gain proficiency in the Acrobatics skill.

**Lvl 2:** You gain an additional 10ft of flight speed.

**Lvl 3:** You gain an additional 25ft of flight speed.

#### **Genetic Synergy: Tetramorphic Wings**

If all 3 levels of Wings have been taken you grow an additional set of wings giving you a quad spread of wings. Once per long rest you can use a bonus action to use your wings and send out a 20ft long blast of wind in a direction of your choice. Any creature in the blast must make a DC15 Strength check or be pushed back 10ft then knocked prone. The blast disperses gas or vapor and extinguishes candles, torches and other similar non-magical flames in the area.

### Plumage

**Lvl 1:** Your feathers grow thicker giving you resistance to Cold damage.

**Lvl 2:** Your feathers are more resilient and grow back quicker giving you resistance to Fire damage.

**Lvl 3:** Your feathers become flexible and with a stronger calamus giving you resistance to Bludgeoning damage.

#### **Genetic Synergy: Armored Feathers**

If all 3 levels of Plumage have been taken your plumage becomes like an armored coating and you gain a permanent +1 to AC. Additionally your feathers permanently gain a faint metallic like luster that is visible in any source of bright light in any metallic color of your choice. This look is cosmetic only and does not help or harm any skill checks such as a stealth check.

### Eyes

**Lvl 1:** Your sight is a skill giving you Proficiency in Perception. Additionally you have advantage on any Investigation checks that use sight.

**Lvl 2:** Your sight is strengthened for the night and you gain 60ft of Dark Vision.

**Lvl 3:** Your sight has reached an unnatural level. You can see through Invisibility up to 30ft away.

#### **Genetic Synergy: Focused Vision**

If all 3 levels of Eyes have been taken once per long rest you can cast True Seeing without the need of verbal or material components. Your True Sight lasts for 1 hour and has a range of 100ft.

### Talons

**Lvl 1:** Talons are now stronger giving your Unarmed attacks an additional 2D4 Slashing damage

**Lvl 2:** Talon tips sharpen giving your Unarmed attacks an additional 2D4 Piercing damage.

**Lvl 3:** Talons grow in size and Unarmed attack damage is doubled against any Small or Tiny sized object or creature.

#### **Genetic Synergy: Rending Strike**

If all 3 levels of Talons have been taken, in place of a normal attack you can perform a Rending Strike. This attack counts as a normal unarmed attack action but does 0 damage. In place of damage you focus on striking an opponent's defenses. On a hit the target's AC drops by 2. This reduction lasts for 1 minute. This negative effect can be ended early if the target drops to 0 hit points or takes a short rest. A target's AC can only be dropped once per day and does not stack with multiple Rending Strikes on the same target.

### Mind

**Lvl 1:** Your mind is sharp and focused on complex tasks. Once per short rest you can add an additional 1D4 to any skill check.

**Lvl 2:** Your mind is strengthened and you gain permanent +3 to all Wisdom and Intelligence skills.

**Lvl 3:** You gain proficiency in two skills or tools of your choice. If you are already proficient in a skill or tool you choose it becomes an expertise.

#### **Genetic Synergy: Burst of Genius**

If all 3 levels of Mind have been taken, Once per day you can add +10 to any skill check you make. Additionally if you take the Help action to aid another creature with a skill check the creature gains +10 to that skill check.

