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## About This Content

### Book of Heroic Races: Player Races 1

#### Races Beyond the Ordinary

Go beyond the standard fantasy races and play a new breed of hero. These intrepid adventurers forge their place in legends with beak, claw, spell, and sword. Now you can play one of these heroic races in your home game and battle monsters like never before.

*Book of Heroic Races: Player Races 1* introduces a number of playable races for your fifth edition game. This supplement gives you everything you need to include the following races at your table:

- Catfolk, including the near-human subrace of faol and the decidedly feline subrace of saebul
- Everborn, featuring two subraces defined by how they communicate with their past lives: in vivid dreams or through mental personifications
- Hagborn, with three subraces distinguished by the type of hag that gave birth to them: green hagborn, night hagborn, and sea hagborn
- Tengu, including a city-dwelling cosmopolitan subrace and a nomadic variant that travels the countryside

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- 7 New Subraces for existing core races: dwarves, elves, gnomes, and halflings
  - Be Heroic With These New Races Today!

*Fantasy Grounds Conversion: Allen Dodge*

Released on March 22, 2018. Designed for Fantasy Grounds version 3.3.4 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E ruleset.

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Title: Fantasy Grounds - Book of Heroic Races: Player Races 1 (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 26 Mar, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

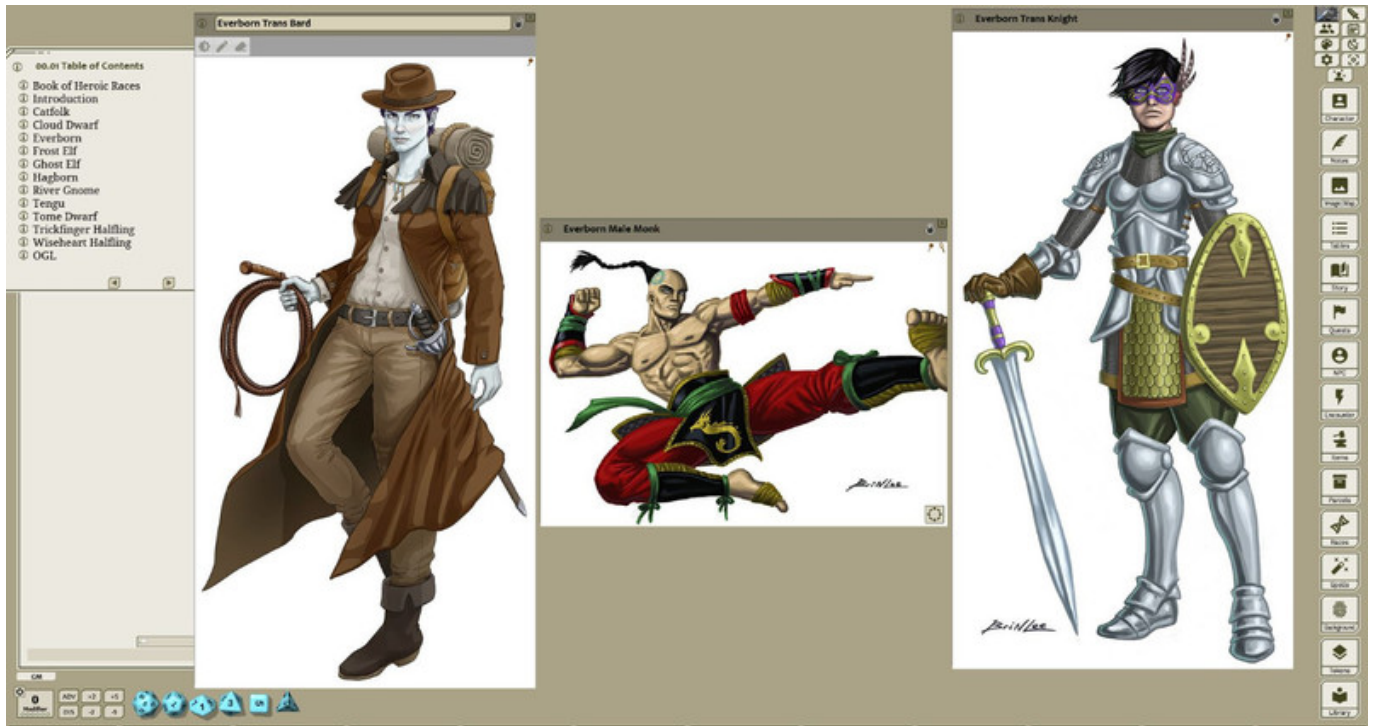
**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English



① Catfolk Race

① Trickfinger Halfling Race

① Tengu Race

① Everborn Race

① Frost Elf Race

① Hagborn Race

- ② Art: Hagborn Barbarian
- ② Art: Hagborn Bard
- ② Art: Hagborn Monk
- ② Art: Hagborn Sorceress

Hags are not immortal. Three factors conspire to the offspring of hags at or death, sanity or mad prospective foster pare the father survives the

① Wiseheart Halfling Race

① Ghost Elf Race

① Cloud Dwarf Race

① River Gnome Race

① Torme Dwarf Race

Where typical dwarves mine the depths of the earth for gold and gems, you mine forgotten lore for the wealth of the mind. Thanks to years of living in the library citadels of your homeland, your memory is deep and you are wise beyond your years, even for a dwarf.

Torme Dwarf Traits

- ① Ability Score Increase
- ① Darkvision

Character

Group

Map

Journal

Inventory


Skills

Background


History

Library


Hagborn Bard



Hagborn Monk



Hagborn Sorceress



CM

Adv

Dis


Int

Wis

Con

Str

Cha



5/9









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