



## WARFORGED

Built as mindless machines to fight in a war they did not start, the warforged developed sentience as an unintended consequence of the arcane experiments that sought to make them the ultimate weapons of destruction. With each successive model that emerged from the foundries of the military artificers who made them, these self-aware constructs grew in complexity and intellect until their mental faculties far exceeded the original expectations of their creators. They have since emerged as a new species of living automatons.

Warforged are renowned for their combat prowess, their durability, and their single-minded focus. However,

for many they also serve as an unwelcome reminder of a violent past that they would rather see forgotten.

## DISCARDED CLOCKWORKS

With the war of their creation now ended, the warforged have struggled to find a place in their new world. Although their creators made them to be excellent warriors, they were given few other skills that are of use in a peaceful society. Many have been reduced to performing menial labor in exchange for the shelter and regular maintenance that are required for their survival. In some places those are considered the lucky ones. Others find themselves endlessly wandering a country where they are hated for the role they played in the war, or worse, press ganged into indentured servitude by their former commanders until they have "paid off" the cost of their creation.

Fortunately, most civilized nations have recognized warforged as being entitled to all the rights of a free willed species and offered them legal protection. Although this does not protect them entirely from the daily persecutions of a pariah people, it has given many the chance at a new beginning.

## EAGER ADAPTERS

While their circumstances are often difficult, virtually all warforged have accepted with enthusiasm the prospect of exploring the new opportunities available

to them, as well as what it means to be a member of a free race. Because of this, warforged can be found in virtually every level of society, sometimes trying their hand at skills or professions that may seem odd or incongruous to members of another species. One warforged may decide to take up work as a bartender in order to learn more about human interaction, while others may devote themselves to a religion or monastic order to become closer to the gods.

Whatever lifestyle warforged choose to pursue they are almost universally regarded as reliable and hard working, though they have also developed a reputation for being difficult to relate to. They tend to be laconic, and their motives are sometimes inscrutable.

## WARFORGED NAMES

Only rarely did their creators see fit to give names to an individual warforged, and as such the choosing of an appropriate name has taken on great significance for many of them. Some warforged have been known to consider the matter for years, or decades, before finally deciding on an appellation that fully encompasses their new being. Others take on the names of common objects they find interesting, mysterious, or useful. Still others are happy to take on nicknames given to them by their friends and acquaintances. This has led to a great variety of names among the warforged.

Gender has also been an issue of great interest to many warforged. Although originally created neither male nor female, in their newfound freedom some have decided that they strongly identify as either one or the other, and a few have taken steps to make their physical bodies more masculine or feminine. Most, however, consider themselves to be of a neutral gender.

**Warforged Names:** Arsenal, Azm, Book, Bulwark, Cart, Charger, Cutter, Falchion, Graven, Hammer, Mark, Morg, Nameless, Pierce, Pious, Relic, Rune, Scandrik, Steeple, Sword, Three, Titan, Unsong, Victor, Watcher, Zealot

## WARFORGED TRAITS

Your warforged character has a number of traits in common with all other warforged.

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

**Age.** Warforged are fully mature from the moment of activation, and do not grow infirm as a result of old age.

**Alignment.** Warforged were built by their makers to be fighters, not philosophers. Though many exceed or defy the original intentions of their creators, most warforged embrace Neutrality.

**Size.** Warforged are typically taller and broader than humans. Your size is Medium.

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

**Living Construct.** Although you were assembled in a forge you are a living creature with a mind of your own, and perhaps a soul. You do not need to eat or breathe, but you may ingest food and drink if you wish. You are immune to disease.

**Artificial Form.** Your body is constructed from a combination of metal, wood, and arcane materials. You have advantage on saving throws against poison, and you have resistance to poison damage.

**Unarmored Defense.** Your exterior form consists of composite metal plating that provides natural protection against attacks. Your Armor Class equals 14 + your Constitution modifier. Because of the way in which your body is designed, you cannot wear armor over your natural plating. You can, however, wield a shield normally.

**Cumbersome.** Without proper training, warforged move deliberately and have a heavy step. You have Disadvantage on all Stealth checks unless you are proficient in the Stealth skill.

**Recharge.** Warforged don't need to sleep. Instead they enter into an inactive state, remaining semi-conscious, for 4 hours a day. While you are in this state you are aware of your surroundings and take note of any occurrences around you. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Languages.** You can speak, read, and write Common and one other language of your choice.

