

RACE: OOZEBORN

Victims of terrible experiments, these once elves have had their essence corrupted, and their precious connection to the world removed from them. Slime was injected in their veins to replace their blood, different slimes yielded different results, most of them died. The few that survived however are profoundly changed, although elf-like in appearance, they are not alike. Still a fertile race Oozeborns can reproduce, and although the experiments are long since over, the species remains.

OOZEBORN TRAITS

Your Oozeborn character has the following traits.

Age. Oozeborn reach adulthood in their late teens and live to about 300 years.

Alignment. Oozebloods do not tend toward a particular alignment. The best and worst are found among them. Although resentment is common among them.

Size. Oozeborn vary widely in height and build, from barely 5 feet to well over 7 feet tall. Regardless of your position in that range, your size is Medium.

Appearance. Oozeborn at a glance look exactly like elves, a prolonged look will reveal that their skin seems squishier and often has an odd tint for an elf. Often while experiencing severe emotions, Oozeborns reveal their true nature, the slime in them becoming apparent.

Ooze walk. Your base walking speed is 25 feet.

Malleable body. Your body can become amorphous at will (no action required), you can move through a space as narrow as 1 inch wide without squeezing.

Caustic self. Your ooze heritage has altered you, you gain the following benefits:

- You have resistance to acid damage.
- You don't need to eat, drink, or breathe.
- You have advantage on saving throws against being charmed and against diseases.

Languages. You can speak, read, and write Common and one extra language of your choice. Oozeborn typically learn the languages of the people they stay around.

Ability score increase. Your Constitution increases by 2 and your Strength score increases by 1.

Subrace. Elves that become Oozeborn were experimented on with a wide variety of slime species. The survivors inherited these traits, according to what slime your ancestor received, you can choose between 4 subraces: Ochre Jelly, Black Pudding, Gelatinous Cube and Gray Ooze.

OCHRE JELLY

Ochre jelly are some of the weakest slime forms, yet oozeborns who share their traits are surprisingly mobile. Your character skin has a yellow tint and you gain the following traits:

Spider climb. You can adhere to all surfaces, and can walk along them as per the effects of the *spider climb* spell.

Improved walk. Your base walking speed is 35 feet.

BLACK PUDDING

Infused with blood of black puddings, a splitting and dangerous slime species, your character has darker skin and gains the following traits:

Insulated body. Whenever you take lightning damage you can reduce the damage by 2.

Splitting: When subjected to slashing or lightning damage, as a reaction, you can split your body in 2. Your other body remains within 5 feet of you and occupies your space, and it is impossible to tell which body is the real one. Each time a creature Targets you with an Attack during the spell's Duration, roll a d20, on a 11 or higher it targets the duplicate instead of you. Your duplicate shares your AC, If an Attack hits your duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an Attack that hits it. It ignores all other damage and Effects.

You can use this ability once per long rest.