

RACE - METALLUS

Most humanoids would label Metallus constructs at first glance. They would be incorrect. Although not of flesh on the outside, the Metallus hide hearts and brains beneath their hard exterior. Despite this, they are always regarded as mindless golems. In truth, the most important thing to a Metallus is to find the balance between their heart and their shell. They are highly individualistic creatures, sculpting themselves into their best version to avoid The Corrosion - a deadly disease prevalent amongst their people. For this reason, the Metallus often turn philosophical or exemplary, embarking on adventures and wild journeys with an ardent desire to leave a mark on society.

Metallus Features

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Metallus lifespans depend primarily on what they call The Corrosion. This dreaded state comes when a Metallus does not find a good balance between their heart and their bodies, spending either too much time somewhere or not enough. Maturity is reached around 10 years old, and some never make it past 20, while others are still alive 2000 years after they were born.
- **Alignment.** As their culture is embedded with the fear of The Corrosion, they are highly individualistic and lawful creatures, tending to themselves and leaving behind things they feel might break their balance. Most Metallus are lawful neutral.
- **Languages.** You know Common and Primordial.
- **Metallic Body.** While you aren't wearing armor, your metallic skin gives you a base Armor Class of 13 + your Dexterity modifier.
- **Perfectly Balanced.** Whenever you roll a 10 on a d20, you revel in the balance you've achieved, gaining temporary hit points equal to twice your level and gaining advantage on your next ability check, attack, or saving throw.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Search for Balance.** You gain proficiency in one skill of your choice. Whenever you gain a level in any class, you may exchange one of your skill proficiencies for any other skill proficiency.
- **Size.** You weigh around 300 pounds and can stand between 6 and 8 feet tall. Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Subraces.** Metallus differentiate themselves based on their metal. You can either be an Alloy, Gold, Iron, or Silver Metallus.



Alloy Metallus Traits

Alloy Metallus are an anomaly but are often seen as the most powerful of their race. These children of multiple metals have an easier time achieving balance and usually stave off The Corrosion longer than any other Metallus. They often turn towards faith or meditation, becoming monks of timeless wisdom.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Assimilate Metal.** When you don a suit of metallic armor, it becomes absorbed into your skin. While donned in this way, the armor cannot be removed against your will, your movement speed is not reduced if it otherwise would be by wearing it, and you can take long rests without taking it off.
- **Meditative Understanding.** Whenever you make a Wisdom (Insight) check or a Wisdom saving throw, you may add 1d6 to that roll. If you fail the check or saving throw, you may gain resistance against one damage type of your choice until the end of your next turn. Once you've used this feature, you can't do so again until you've finished a long rest.



Gold Metallus Traits

Gold Metallus are the most individualistic of their race, chasing magics and riches to avoid ever feeling discontent. They are sharp-minded individuals who turn toward evil, but their appearance is a sight to behold.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Glittering Glitz.** When a creature makes a spell or weapon attack against you, you may spend a reaction to make your golden skin glimmer. They must succeed on a Constitution saving throw (DC = 8 + your Constitution score + your Proficiency bonus) or become blinded until the end of their next turn. Once you've used this feature, you can't do so again until you've finished a short or long rest.
- **Knack of Gold.** You have advantage on Intelligence (Investigation) checks to uncover treasure, find stashes of gold or gold pouches.

Iron Metallus Traits

Iron Metallus are hardened in the forge and find their strength through trial and error. Their bodies are strong, their minds even stronger, making them excellent fighters and even better artisans.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Iron Fists.** When you make an unarmed strike, the strike deals 1d6 + your Strength modifier bludgeoning damage, or 1d8 + your Strength modifier if you hit with both hands.
- **Forgeborn.** You have resistance to fire damage and gain proficiency with smith's tools.

Silver Metallus

The Silver Metallus are often seen as the most approachable of their people. They are not as stern as Iron Metallus or glitzy as Gold Metallus. They achieve peace through community and discussion, being especially good at conducting discussions or even energy.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Silver Tongue.** You gain proficiency in the Deception, Intimidation, or Deception skill. As an action, you can grant yourself advantage on all checks using either skill for one minute. Once you've used this feature, you can't do so again until you've finished a long rest.
- **Conductivity.** Whenever you take fire or lightning damage, your next weapon attack deals an additional 1d4 damage of that type.

