

GREMLINS

"I am surrounded by idiots..."
Vel

A once proud race that migrated from their dangerous homelands, now wandering salvagers without a home of their own. The gremlins struggle to establish themselves in the world.

These small creatures are no strangers to war and strife. Despite the natural dangers posed by their original homelands, neighboring factions sort to claim their unique resources. Many assumed the gremlins would be wiped out in a few years, but their size and ingenuity proved the world wrong.

When nation fought nation on their scarred home, they would stay out of sight, surviving by making a habit of pilfering the many battlefields for material and tools. But the wars would not last. In the end the violence culminated in a cataclysmic event that fully destroyed the Gremlins home and forced them to flee - they have been nomads ever since, spread thin across the world.

Because of their history, Gremlins keep themselves distant from other races. Many might find a gremlin to be distrustful and stand offish, never settling down in other places for long. Despite this the Gremlins share a collective dream of one day having a home that they can call their own once more.

INVENTION FROM NECESSITY

Because of their past of war and scavenging, many a Gremlins ancestor was exposed to tools they were never meant to use, and grew into a habit of cobbling things not meant to fit together. A talent born from survival for combing and rearranging unlikely material into working tools and inventions. This history of improvisation quickly became a part of Gremlin culture.

These skills have been passed down and finely honed to an almost innate ability. For a Gremlin makes due with the most humble of scraps to great effect. As such, salvaging what other people have deemed unusable has become a great strength, which gained them the unfortunate infamy of being seen as trash diggers and scroungers. Gremlins are often found in derelict sites or trash heaps filled with free material for them to work with.



Artwork by Dansome

A NOSE FOR MAGIC

The ancient ancestors of the Gremlins, distant cousins of the goblins, were curious beings but dull of the mind, barely above common fauna. However, the unique resources of their homelands were magically infused minerals occasionally revealed by the soil and tucked away in crevices. The proto gremlins sometimes came upon these 'shiny rocks' and would attempt to consume them. This diet became oddly beneficial to the humble gremlin, and kick started an evolutionary change. They developed magic senses in their nose and taste buds, allowing them to reliably find more precious minerals. This ability to sense magic also helped them avoid magical threats that were innate to their homelands. Over time, the ancient gremlins evolved into the smart and innovative creatures they are today.

DISCORDANT PENCHANT

Gremlins have never been strangers to the chaos but there are some of them that actively seek it. This can vary from harmless mischief to outright sabotage. Though their actions do not help their poor reputation, Gremlins find their actions more thrill and fun seeking than bad, looking to relieve stress and enjoy the world in their own chaotic way. This does not mean their actions are always in jest however, as they are also more likely to seek retribution to those who wrong them, or remind them of the forces that ruined their homelands. Be it for good or evil, anarchy reigns.

PERSONALITY

The Gremlins are not known to be very friendly with other races. Distrusting, standoffish, socially inept, If they are not traveling in groups with other Gremlins, they stick to themselves as hermits. Even if several Gremlins occupy the same community, they will often compete with each other for resources.

It is hard to gain trust, but once the trust is formed with a Gremlin it is an unbreakable lifelong bond. While they are not emotionally intelligent, their bonds are deep and genuine. But do not expect them to be vocally sentimental, actions mean more than words.

PHYSIOLOGY

The gremlin shares ancestry with the common goblin. But with the exception of their diminutive size and large ears, they have little in common. Gremlins are covered in short-thin fur, commonly blue-adjacent with green or purple hues in the spectrum. They have a prehensile thin long thin tail with a fur-tip, and large almost cat-like eyes.

GREMLIN NAMES

Gremlin names are short and snappy to keep them efficient. No one has time for a multi-syllable name. They also like using names based on tools or simple onomatopoeyas. Last names are not common as gremlins usually travel in small groups. But they might further identify themselves by group, which they commonly call 'crews'.

Female names:

Asch, Brix, Calli, Dyna, Effy, Fuse, Geema, Harpyr, Impa, Joell, Kindle, Lokke, Monkee, Nails, Ovah, Ply, Que, Rosi, Snips, Tility, Unnu, Vel, Wylda, Xera, Yeet, Zinc

Male names:

Arty, Bolt, Clank, Dabb, Edge, Fogger, Gurt, Hux, Iggy, Jakk, Knieval, Linx, Molto, Nyle, Ozzy, Poik, Qolt, Ratchet, Scruff, Torb, Urzok, Vence, Wyse, Xeff, Ygor, Zane

GREMLIN TRAITS

As a gnoll, you possess innate traits that ensure survival in extreme living conditions, your lore reflects the history of your ancestors and how they survived the harsh wastelands.

Ability Score Increase. Your Dexterity score and Intelligence scores each increase by 1.

Age. Gnolls reach maturity within the first 8 years of their life. They commonly live up to 60 years, with some unique Gnolls living past 100.

Alignment. Gremlins are inclined to lean towards chaotic alignments, due to their nomadic nature and their discordant penchant.

Size. Gremlins grow up to 3 feet tall. Your size is small.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, Goblin, and one additional language of your choice. It is not uncommon for Gremlins pick up different languages as they travel.

Gadgeteer. You gain proficiency with a tool of your choice.

Magic Sense. You are aware if a magic item, or a magical effect is within 30 ft. of yourself by smell and you can determine if an item is magical by smell and taste. You can spend 10 minutes interacting and handling an unidentified magic item and learn its properties, how to use it, and if it requires attunement.

Inventive Mind. You can spend 1 minute of uninterrupted work to create an improvised artisan tool that is not alchemist's supplies, or set of thief's tools. To do so, you must have access to material, such as scrap metal and bones. The tool holds together for one hour or until used, after which the tool will break and becomes unusable.

Survival Philosophy. Different schools of mind on how to make it are found among Gremlins across the world. Each of these philosophies describe how you as a Gremlin carve out a path for yourself in this world. Choose one of the following; Ingenuity, and Trickery.

INGENUITY

You prefer to use your intelligence for problem solving, being convinced that the right idea is the key to any issue. Occasionally you show unrivaled moments of inventiveness and critical thinking capabilities thanks to your finely honed mind.

Ability Score Increase. Your Intelligence score increases by 1.

Booksmart. You are proficient in one of the following skills: Arcana, History, Investigation.

Moment of Ingenuity. When push comes to shove your mind works overtime to find a solution for your current predicament. When you fail an attack roll, ability check, or saving throw, you can add your proficiency bonus to the result, which may cause the roll to become a success. Once you use this feature, you can't use it again until you have finished a short or long rest.

Brilliant Utilisation. When using a tool you can make an Intelligence check in place of another ability score for any task.



Check out these other Player Races!

Aside from the Hagspawn I also have created 2 other player races: the [Gnolls](#), true daredevils, survivors, and inhabitants of the unwated earth, and the [Hagspawn](#), the discarded children of hags who will have to rise above in spite of what the world thinks of them.



TRICKERY

You have chosen a more anarchic approach to living by creating opportunities via the foolishness and downfall of others. Daring and bold, you usually target powerful forces for bigger rewards. There is little satisfaction or benefit in targeting the already downtrodden.

Ability Score Increase. Your Dexterity score increases by 1.

Cunning. You are proficient in one of the following skills: Acrobatics, Deception, Sleight of Hand, Stealth.

Scram. When you fail a Dexterity (Sleight of Hand) check, a creature makes a successful Wisdom (Perception) check to detect you, or you fail a Charisma (Deception) check to deceive another creature, you can use a reaction to move up to your speed without provoking opportunity attacks. To use this trait, you must see the creature when it detects you or sees through your deception.

Throwing Arm. You are proficient with thrown improvised weapons and if the improvised weapon weighs 1 lb. or less, you treat the weapon as if it has the finesse trait.

GREMLIN UNIQUE FEATS

Gremlin characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

ESCAPE ARTIST

Prerequisite: Gremlin (Trickery), Dexterity 13 or higher

Staying out of harm’s way is as natural to you as breathing and it is impossible to pin you down. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- When you become grappled or restrained, you can use a reaction to break out of it, if the effect allows to escape the effect with a successful ability check.
- When an effect allows you to make a Strength check to escape a grapple or restraint effect, you can use your Dexterity instead. Additionally you add your proficiency modifier to any check to escape a grapple or restraint.
- You can move through spaces of creatures one size larger than yourself.

WOUND UP

Prerequisite: Gremlin

Your companions might call you jumpy or twitchy, you prefer calling yourself always prepared. At the slightest sign of trouble, you are ready for action. You gain the following benefits:

- When you roll for initiative you can use a reaction to move up to half of your speed, or to draw up to two weapons or objects, or don a shield.
- During the first round of combat your movement speed is increased by 10 ft and you have advantage on all Dexterity saving throws.
- When you are reduced to 0 hit points you can use a reaction to move up to your speed without provoking opportunity attacks before you fall unconscious.



Artwork by DM Tuz

JURY RIG

Prerequisite: Gremlin, Proficiency with tinker tools

Small modifications to equipment go a far way. An additional blade here, an additional piece of padding there, and there is nothing that you can’t handle. You gain the following benefit:

- Over the course of a short or long rest you can use your tinker tools to improve a suit of nonmagical armor, a nonmagical shield, or a nonmagical weapon. At the end of the rest the piece of equipment is improved. If it is a piece of armor, whenever the creature takes bludgeoning, piercing, or slashing damage the damage is reduced by 2. If it is a shield it grants an additional +1 bonus to AC. If it is a weapon it has a +1 bonus to attack and damage. A piece of equipment can only have one improvement at once. The improvement lasts until the piece of equipment was either extensively used (DM’s discretion), or until the end of the next combat.

TACTICAL GENIUS

Prerequisite: Gremlin (Ingenuity), Intelligence 13 or higher

For you, combat has become nothing more than a complex puzzle for you to solve. You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- When you roll initiative you can use your Intelligence modifier in place of your Dexterity modifier.
- You can use your Moment of Ingenuity feature to grant an allied creature that you can see within 30 ft. of yourself a bonus equal to your proficiency bonus to a failed ability check, attack roll, or saving throw, potentially turning a failure into a success. To do so you must share at least one language with the creature and it must be able to hear you.

MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes](#) - A Hunter's Bestiary - A complete bestiary fan adaptation of From Software's *Bloodborne*

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