

RIFTSPACE NEW RACES

GUIDE

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The following represents a selection of races seen in the Riftspace Setting that are not common to other D&D campaign settings.

AETHERICS

The “race” of Aetherics is a group of individuals who are defined by a singular characteristic – they were animated and given life by a form of wild magic known as *Aether*. This may have happened because of the meddling of a necromancer, the life’s work of an artificer, the impulses of an out-of-control Aethermancer, or by some random chance involving Wild Aether itself.

Aetherics come in all shapes and sizes, and only two are presented here to be considered as player character races. They include Androids and Voidborn. The other major categories are Aetheric Constructs and Animates, but these creatures vary so greatly from one to the next that it would be impossible to create a racial template for them.

AETHERIC, ANDROID

Unlike other forms of Aetherics who arise spontaneously, Android Aetherics are very purposefully created. In some places in the multiverse, the creation of androids, which takes weeks and months of painstaking design and fabrication, is celebrated, and encouraged. In other places, it can be punishable with death. It is a labor of love, and as Dr. Frankenstein sadly discovered, sometimes the created doesn’t love the creator back.

Aetheric constructs can take all forms. Aetheric Androids, however, are very much designed to look and act human(oid). They usually have features (sometimes obvious, sometimes hidden) that distinguish themselves from “natural” humanoids, such as glowing eyes or tattoos. They think and feel as humanoids do and have an ego and sense of self. Many Aetheric constructs have “programming” – i.e. a set of directives that take priority over all other thoughts – but androids rarely do, as their brains are designed in a way to mimic the independent thought of natural humanoids.

Some Androids are not able to cope with the existential paradox of being a constructed being. Some are not pre-programmed with adequate emotional intelligence to handle the complexity of interactions with other humanoids. Occasionally, one of these poor creatures develops a condition called Android Psychosis, which can lead to isolation or violent urges. A surprising number of Androids become clerics in an attempt to fill that void.



Androids exist in all walks of life. Depending on their surroundings, they may be gainfully employed in the local government, running a slave trade ring, or seeking their fortune as outcast adventurers.

Ability Score Adjustments

Android characters get a +2 to constitution and a +1 to intelligence.

Aether Surge

Once per long rest, an Android character may activate the Aether flowing through his body as a free action. This surge results in one of the following, chosen by the player.

- The character gains one extra action that round. The action can be used to Attack (one weapon attack only), Dash, Disengage, Hide, Move, or Use an Object. The character may also use any ability (spell, mutation, etc.) that is specifically listed as a bonus action.
- The character gains advantage on one attack roll or skill check
- The character can gain temporary health (see Reinforce Flesh, below)

Age

Some Androids are created as children (rarely too young to care for themselves) and age normally. Some are created as adults. The lifespan and maturity rate vary, but the typical Android matures as fast as a human and lives to about 100. They frequently do not appear to be aging on the outside, however.

Alignment

On the whole, an Android is more likely to be lawful than chaotic but being sentient creatures with full control of their destiny, Androids may be any alignment they choose.

Resilient Mind

All Androids are particularly resistant to mind-affecting spells and abilities. They gain proficiency in Wisdom saving throws, as if they had the Monk *Slippery Mind* trait.

Pre-Programming

Androids are often pre-programmed with skills and knowledge, sometimes without even realizing it. Once per long rest, an Android may roll a knowledge skill they do not normally have, using their proficiency bonus (as if it were a class skill) and their full intelligence modifier (if any).

Reinforce Flesh

Androids may use their Aether Surge to prep their bodies for battle. They can grant themselves temporary hit points equal to $1d8 + \text{con bonus}$ for a number of minutes equal to their level. Any hit points lost are taken from this total first, and when the effect ends, the hit points are lost. This ability may not be used to bring them back from zero hit points (i.e. it does not kick in automatically) and it does not heal hit points that were lost (but still can be used when injured).

Speed

Androids move at 30 feet per round.

AETHERIC, VOIDBORN

A Voidborn is created when a deceased creature is subject to a Void Backlash after a necromancer has drained its life. A Void Backlash occurs when all life has been channeled away from a target area (a person or group of persons, for example). When that happens, the channel becomes unstable, and violently attempts to rebalance itself by surging life back into the target. Such a thing as this is very difficult, usually involves multiple necromancers working in concert, and is illegal in most places, so the practice of creating Voidborn is rare indeed.

Sadly, most Voidborn are pale shadows of their former selves. They come back to life but are never the same again. Typical Voidborn are “hollow” – their spirit had already moved on before the backlash occurred. They are little more than automatons at that point, thinking but not feeling, following orders, but never having goals. They have no emotions and have forgotten their past lives entirely. Their bodies are sallow and look as if a shadow has permanently fallen over their faces. They don’t age, but they don’t heal, either, so while Voidborn used as housekeeping staff could easily work for hundreds of years, a Voidborn soldier, while initially unstoppable, falls apart as the injuries mount, and is eventually abandoned on the battlefield to linger indefinitely.

Occasionally, however, a person with a particular attachment to the Aether (a player character, for example) becomes a Voidborn. In that case, the spirit returns to the body after it has been raised. The new Voidborn Aetheric looks similar to common Voidborn, but they think for themselves, feel, and have a connection to their previous lives (even if the people in their lives have rejected them, which is often the case).



Voidborn are frequently mistaken for undead. While they share some characteristics, they are not the same. Their type is humanoid, not undead, and they are not affected by turning and the like. Voidborn do not need to eat or drink (although they can), as their bodies are now sustained by their connection to the Aether. They don’t need to sleep, but rest is required to regain spells/abilities and heal wounds. They have a sensation of pain but are not inhibited by it. They do not age, and always appear as they did when they originally died.

Voidborn do not form societies of their own, but often live on the fringes of their previous home. Some return to their old lives, but most become drawn into the shadows, often getting involved in organized crime or similar activities. A few become wanderers, perhaps driven to find some place far away that accepts them for what they’ve become.

Ability Score Adjustments

Voidborn characters get a +2 to constitution and a +1 to wisdom.

Aether Surge

Once per long rest, a Voidborn Aetheric character may activate the Aether flowing through his body as a free action. This surge results in one of the following, chosen by the player.

- The character gains one extra action that round. The action can be used to Attack (one weapon attack only), Dash, Disengage, Hide, Move, or Use an Object. The character may also use any ability (spell, mutation, etc.) that is specifically listed as a bonus action.
- The character gains advantage on one save.
- The character can restore health (see Hard to Kill, below)

Age

Voidborn Aetherics do not age; unless killed, they can theoretically live forever.

Alignment

There is a perception that Voidborn Aetherics are most likely to be evil. While many have been disenfranchised by their former home, friends, and family, they are no more likely to turn to evil than any other race.

Hard to Kill

If a Voidborn Aetheric has not spent his Aetheric Surge, they can use it to restore health. On the round following any event that brings them to zero hit points, the surge will restore them to one hit point and allow them to regain consciousness. This happens automatically; the character doesn't have to be conscious.

Original Race

Since a Voidborn Aetheric is created from a deceased humanoid, the character's original race could be anything from human to elf to Tikrid. All racial template stats/features are replaced by the Voidborn Aetheric template, including Aetheric Affinities, if any.

Stalwart

A Voidborn Aetheric can feel pain, but it does not cause them distress. They are therefore immune to any spell, ability, or affect that hinders a character due to pain. Furthermore, they gain advantage on saves related to fear effects.

Speed

Voidborn Aetherics move at 30 feet per round.

ANUBANS

Anubans are anthropomorphic canines. They are generally tall, standing about 6' with powerful shoulders. They have canine appearing heads and faces, although their snouts are capable of a full range of vocalization. In general, they have canine fur over their bodies, save for the palms of their hands, which are human in appearance. Their feet are more canine appearing, in shape and fur.

Contrary to (sometimes) popular belief, Anubans and Bastir (anthropomorphic cats) are not natural enemies. Both races exist in numerous settings. Sometimes they are at odds with each other, while in other environments they are allies. Nonetheless, Anubans probably hold Bastir in higher regard than vice versa.

Anubans tend to be very social, creating large egalitarian societies. They can also be found living among almost all other civilized races, and in general tolerate most other races well. However, Anubans do not hesitate to defend what is theirs, and Anuban armies are a fearsome force to behold.



Ability Score Adjustments

Anuban characters get a +2 to constitution.

Aetheric Affinity: Water

At 1st Level, all Anuban characters gain survival as a class skill if they don't already have it. If they do, they gain expertise as per the rogue trait.

At 3rd level, Anubans gain the Create Water ability, as per the spell. They can do this once per long rest.

At 5th level, Anubans gain the Water Wolf ability. They may hold their breath 4x longer than a typical humanoid. They also can swim at their normal movement rate. This ability is passive.

Age

Anubans mature slightly faster than humans do, reaching full adulthood around 14, and they live about as long.

Alignment

Most Anubans are lawful. They rarely rebel against the structures of society, and most are content with their place in it. Adventurers may be the exception, as dissatisfaction with the status quo may be the reason they began their adventuring careers in the first place. Similarly, few Anubans are truly evil, although there are exceptions.

Keen Scent

Anubans gain advantage on perception checks for any circumstance that relies on scent (such as detecting the presence of an invisible creature).

Bite Attack

Anubans can make a bite attack (1d4 + strength modifier) in lieu of their normal attack, using their normal melee attack bonus.

Speed

Anubans move at a base of 30 feet.

There are a couple subspecies of Anubans, the Quirim and Horanim.

Quirim (“KEER-im”)

The Quirim are the majority of the Anubans, making up roughly 90%. They have short fur, short tails, and their faces resemble pit bulls. Their shoulders are particularly broad.

Quirim gain a +1 to their strength score, in addition to their constitution bonus.

Quirim Phalanx

If an ally is within 5 feet (and not disabled or prone), both gain the Quirim Phalanx ability. This ability gives both a +1 to armor class, due to long years of required military training that Quirim undergo. If the ally is another Quirim, the AC bonus goes to +2 for both.

Horanim (“hor-AN-im”)

The Horanim, while existing in much smaller numbers, are the elite and leaders of the Anubans. They have longer fur and tails, and their faces generally resemble gray wolves. They are easily recognized by their white, feathered wings, like those of an eagle. While they enjoy significant privilege among other Anubans, most Horanim accept this as a solemn responsibility, devoting themselves entirely to the wellbeing of their fellows. For this, they are generally loved by the Quirim, and class disputes rarely exist between them.

A subset of Horanim characters are exiled, either because they committed some crime against their people, or their desire to explore and travel was deemed a failure to meet their responsibilities. Exiled Horanim are clipped – wingless. While they no longer have wings, they are able to wear any armor without needing to have it fitted. These are the Horanim that are available to be player characters.

Horanim gain a +1 to their wisdom scores, in addition to their constitution bonus.

Inspiring Howl

Once per round, as a bonus action, a Horanim may howl, causing all allies within 30’ to gain a +1 circumstance bonus on a single d20 roll. The bonus is applied to a roll of the target’s choice and must be used before the beginning of the Horanim’s next turn, or it is lost. The Horanim may do this a number of times equal to his constitution modifier (minimum 1) per long rest.

BASTIR

The Bastir are a proud race of anthropomorphic felines. They have mostly feline features, walk upright, and have human like hands. They have fur of all colors everywhere except the palms. They also have retractable claws that sit slightly above, and between, the metacarpal bones. Bastir can extend these for hand-to-hand fighting.

Unlike the Anubans, who see common canines (such as wolves and dogs) as kindred, if less evolved, species, the Bastir resent any comparison between themselves and cats, despite the term “feline” being in common use to refer to them. Bastir come in all shapes and sizes, with personalities to match. While they often display calm demeanors, Bastir do tend toward being emotional, and even the most disciplined of them can be prone to fits of exuberance or ire.



Bastir establish civilizations like other races, but they often see this as a necessary evil – banding together for the common good. Their instincts tend toward a more solitary existence, preferring small family units or living entirely independently. This leads to a fractious environment within their communities, with dozens of guilds, factions, clans, and other groups, which in turn tend to be broken into even smaller cliques, resulting in frequent squabbling, if not outright confrontation. A common saying among other races is “like cats around a table”, which refers to the perception that felines can’t get anything done because they’re too busy bickering with each other. There is some truth to this.

Despite this reputation, Bastir are well known for their ingenuity, and most are just as proud to think their way past a problem as to fight their way through it. Bastir often brag that while an Anuban might pound his head against a wall all day, a feline would just find a way to go around it. Bastir are welcome in adventuring parties for this reason, and because, when no “way around” presents itself, Bastir can put up a fierce fight.

Ability Score Adjustments

Bastir characters get a +2 to intelligence and a +1 to dexterity.

Aetheric Affinity: Radiance (fire)

At 1st Level, all Bastir characters gain acrobatics as a class skill if they don’t already have it. If they do already have it, then they gain expertise per the rogue class trait.

At 3rd level, Bastir characters gain the Control Flames ability, as per the spell, usable once per long rest.

At 5th level, Bastir characters gain the Fiery Metabolism ability. It causes tiny tongues of flame to erupt briefly from various places on their bodies, giving off dim light in a 30’ radius. The fire does not harm the character or their equipment. This ability allows them to ramp up one aspect of their physiology for a brief period. Only one of the following may be used per long rest. Activating each is a free action.

Impulse Burst: the character gains +5 feet movement speed for 1 minute.

Torch Poison: the character may attempt to “burn out” a poison (only a poison) in their system. They gain advantage on a single poison saving throw.

Heal by Fire: the character regenerates hit points equal to their character level at a rate of one hit point per round. Once this is activated, the regeneration will continue even if the character is reduced to zero hit points. It cannot be activated when the character is already at zero hit points or otherwise unconscious.

Inner Fire: the character becomes warm as if they were standing in a sauna. They radiate enough heat to warm up to 2 additional medium sized creatures, such that they can resist any amount of non-magical cold. This effect lasts one minute.

Age

Bastir mature at the same rate as humans and live about as long.

Alignment

Bastir have as much variety of alignments as humans do.

Cat's Claws

A Bastir may unsheathe (and retract) their claws as a free action and may attack with same. When they do so, they are considered armed and proficient, causing 1d4+dex bonus slashing damage. The claws are finesse weapons. If the character gets a second attack on a bonus action (dual wielding, flurry of blows, etc.) they may choose to make it with their claws instead.

Keen Ears

Bastir characters gain advantage on perception checks for any circumstance that relies on hearing (such as detecting the presence of an invisible creature).

Nine (or so) Lives

A Bastir may always re-roll a result of 1 on a death saving throw. They may only reroll once per turn (i.e. if another 1 is rolled, they must take it).

Speed

Bastir move at a base of 30 feet.

DERVISHES

The Dervishes are a race closely resembling humans. They are tall (women averaging 6 feet and men 6.5 feet) and slender, yet as strong as humans. Their hair and skin colors vary as much as humans do, but many have a tendency toward metallic tones. Brilliant bronze or copper colored hair is not uncommon among Dervishes. Their facial features are identical to humans save for one, their eyes.

Dervish eyes are clearly their most distinctive feature. They are half again as big as those of a human but fit into the same facial space. This means they have large orbital bones, and their eyes seem pressed together slightly.

Dervish eye color is not constant. While their irises remain the same color, the rest of the eye is not white, but rather changes with their mood and emotions, often taking on kaleidoscopic hues. As their eyes are already larger than a human's, this often results in a display that is enchanting to onlookers. Indeed, in most Dervish cultures, the color and dazzle of one's eyes is considered the most important basis for judging physical beauty. When a dervish dies, the color drains away from the eye, leaving them looking like dark spheres of glass.



Dervish are often known for having fiery and capricious temperaments to match their eyes, but in truth, Dervish personalities are as varied as those of their human counterparts.

Dervish society is nomadic and tribal. They honor females as highly as males, and their leaders are often women. They are prone to be very superstitious.

In combat, they prefer to use ranged weapons at a distance, and then fight with small blades that rely on rapid strokes, feints, and elusive movements. Dervishes rarely wear armor heavier than leather.

Ability Score Adjustments

Dervish characters get a +2 to charisma and a +1 to dexterity.

Aetheric Affinity: Air

At 1st Level, all dervish characters gain proficiency in stealth. If they are already proficient, then they gain expertise as per rogue.

At 3rd level, dervishes gain the Windshield ability. As a reaction, a dervish may create a swirl of air in front of themselves, duplicating the shield spell with a bonus of +1 (instead of +5) for a single attack. They may use this ability a number of times equal to their charisma modifier (minimum 1) per long rest.

At 5th level, dervishes gain the Light Step ability. This creates a cushion of air under their feet. They can use this ability for as many minutes as their charisma modifier (minimum 1) per long rest, which need not be consecutive. Light step allows the character to walk on any liquid surface, and not leave any footprints. It is a bonus action to activate, and a free action to deactivate.

Age

Dervishes mature slightly faster than humans do, and live about as long.

Alignment

Few dervishes are lawful, as they tend to rebel against too much structure. Otherwise, there is almost as much variation as humans.

Perceptive

+2 racial bonus for perception

Speed

Dervishes move at a base of 30 feet.

MINANS

The Minans are a minotaur-like race. They are unusual in that they only developed in some worlds, while other places have no knowledge of such creatures. They have a tendency toward large, well structured societies with firm castes, many of which are very patriarchal.

Minans are tall (males reach 7', females 6.5'), strong and sturdy. Their facial appearances vary more widely than any other Anthropomorphic race. Some Minans have mostly human faces, while others are much more bovine. The majority are somewhere in between. These variations are treated like the differences in hair or eye color to humans.

All Minans have horns, with males generally larger, especially those with particularly bovine shaped faces. Horns are often seen as a badge of prestige; they are often sharpened. A Minan with horns that were broken off in combat is still treated with respect. One whose horns are cut flat because of cowardice in battle is treated with scorn and disdain, often kicked out of their caste. To lose a battle against a respectable opponent is not shameful but acts of cowardice are abhorred.

In combat, they prefer heavy armor and slow, devastating weapons, such as two handed swords, great axes, and pole arms. It is a mistake to assume they are stupid, however. Minans are renowned for their battlefield expertise, and in some worlds, Minan mercenaries are greatly valued, not as shock troops, but as field marshals. Minans specialize in many martial skills, including smithing and engineering. Minan weapons, armor, and battlefield machines are rightly feared by their enemies.

Minans strive for perfection in many pursuits away from the battlefield as well. Their logical, if somewhat formulaic thinking leads them to be painstakingly thorough researchers, scribes, and inventors. In many worlds, Minans are the champions of science and engineering. They are particularly good at math and pattern recognition. They do, however, tend to be unbending in their beliefs, leading some Minan societies to be monotheistic, or actually atheistic.

Minan stubbornness is legendary. A common expression is "like moving a minan", which is a double entendre, as Minans are both physically difficult to move, and are very rigid in their opinions and ideas.

Ability Score Adjustments

Minan characters get a +2 to constitution and a +1 to strength.

Aetheric Affinity: Earth

At 1st Level, all minan characters gain proficiency in athletics. If they are already proficient, then they gain expertise as per rogue.

At 3rd level, all minan characters gain the immovable feature. Once per round, when an attempt is made to reposition the character by non-magical means (i.e. by "shove" action, or other technique) the Minan makes their roll with advantage.

At 5th level, once per long rest, a Minan may harden their skin, such that they gain 1d8+con temporary hit points as a bonus action. These hit points last a number of minutes equal to their constitution modifier (minimum 1) and



then falls off. They must be in contact with the ground in order to do this; if they are flying or in water, it does not work.

Age

Minans mature faster than humans do, reaching adulthood at around 14, but have about the same lifespan.

Alignment

Few Minans are chaotic, but otherwise have a fair amount of variety in their outlook.

Battlefield Commanders

Minans battlefield expertise allows them to anticipate the movement of enemy soldiers, such that they may use their reaction to prevent any single attack of opportunity (against themselves or an ally) within 15 feet by subtly changing their positioning.

Good with the Hands

At character creation, a Minan character may take one extra tool proficiency in addition to those provided by their class or background.

Speed

Dervishes move at a base of 30 feet.

TIKRID

Temperamental and mischievous, the Tikrid are a race of anthropomorphic raccoons. Standing about 3 ½ feet tall on average, they have an upright posture, prehensile hands and human feet, with relatively little fur on their torsos as compared with their faces which are entirely raccoon-like, and their large bushy tails.

Tikrid were among the first recorded Anthromorphs (along with Bastir and Anubans), but unlike others, they seem content to live on the fringes of society and have no interest in creating societies of their own. Tikrid can be found in almost any large city, as well as other groups of people, such as hanging around caravans. They are most comfortable living in cramped nests with their own kind, but in very close proximity to other people. Conversely, most societies consider Tikrid nuisances, if not pests.

Tikrid are master thieves and tricksters. They are more intelligent than most people give them credit for, although they still tend to be attracted to shiny baubles. They have incredible dexterity and balance, despite (or perhaps because of) their large tails. They move very fast despite their small stature.



Ability Score Adjustments

Dervish characters get a +2 to dexterity and a +1 to intelligence.

Age

Tikrid are mature at the age of 10, and live until about 50, unless some dire mischief befalls them, which it usually does.

Agile

All Tikrid are proficient in Acrobatics, Climb, and Stealth. Tikrid use their dexterity modifier instead of their strength modifier for all Climb checks.

Alignment

Tikrid are almost always chaotic. While they are rarely malicious, their propensity to steal prevents them from being truly benevolent.

Forager

At 1st level, all Tikrid can use the Natural Explorer feature of the Ranger class, with a favored terrain of city, even if they have no levels in Ranger.

Slippery Little Devils

By taking a move penalty of 10 feet, a Tikrid can disengage as part of a move action. In addition, they have a racial bonus of +2 to their armor class for all attacks of opportunity.

Speed

Despite their diminutive stature, Tikrid move at a base of 35 feet.

XANTHID ("ZAN-THID")

Xanthid are an alien appearing race, resembling giant praying mantises. They have six legs and have chitinous plates down their spine and upper extremities, offering them extra protection. Xanthid are thought to have originated as a hive mind. While they still possess some of those characteristics, modern Xanthid have fully separate identities and egos.



It might be said of Xanthid that their emotional range is still evolving. Most Xanthid are regarded by other races as intellectual and calculating, but few would call them friendly. This is perhaps because the nuances of emotional communication and body language are usually lost on Xanthid. Most other races regard them coldly, or at least with some degree of suspicion. This is usually undeserved and based mostly on prejudice against their alien appearance.

The motives of Xanthid are inscrutable to most. Despite how others regard them, Xanthid tend to be very curious about other species, and many will travel vast distances to explore and discover. They are actually quite open and friendly, eager to trade knowledge and goods with anyone they meet. As they are very logical, Xanthid usually don't hold grudges when faced with prejudice; they're well aware that their appearance is disturbing to some.

Xanthid generally get around on four legs. They can stand on two legs when the need arises, but they are slower and somewhat clumsy this way. Their mandibles are quite intricate and able to mimic all kinds of sounds. They still possess some degree of limited telepathy that may be a remnant of their hive-mind ancestors.

Xanthid do not have gender per se. There are queens that lay eggs, and the rest of the Xanthid population are drones, who are normally neuter, but can spontaneously form sexual organs if they are needed to reproduce with the queen.

Xanthid are most at home underground, but they can adapt to nearly any environment.

Ability Score Adjustments

Xanthid characters get a +2 to intelligence and a +1 to constitution.

Aetheric Affinity: Mind

At 1st Level, all Xanthid characters gain proficiency in deception, but only when attempting to mimic voices or sounds. If they already have deception, then they gain expertise in it (again, only mimicking sounds).

At 3rd level, Xanthid can use a limited form of Telepathy called Stone Speak. As long as the Xanthid and an intelligent, willing target within 60 feet are both in contact with the ground (must be earth/metal/stone), they may speak telepathically. The Xanthid must be familiar with its target. They must share a common language, as the ability does not share images or abstract thoughts. This ability can be used for as many minutes as the Xanthid has intelligence modifier (minimum 1) per long rest. One minute at a time, doesn't have to be sequential.

At 5th level, Xanthid gain the Hive Mind ability. Once per long rest, the character may delve deep into their collective store of skills and knowledge, allowing them to speak and understand any language or have any tool proficiency for as many minutes as they have intelligence modifier (minimum 1).

Age

Xanthid physically mature very quickly, reaching adult size after about 4 years. However, they continue to grow tiny layers around the various chitinous plates the rest of their life, which they use to tell each other's age. Xanthid

can live about 125 years, but they rarely do. When a Xanthid feels that it has come to the end of its useful life, either due to injury or infirmity, it will simply lay down and die, and rarely feels sadness or regret about this.

Alignment

Almost all Xanthid are lawful, and lawful neutral is most common, simply because their notion of morality (good vs evil) may be difficult for others to understand.

Deep Vision

Xanthid have Darkvision to 60 feet.

Natural Armor

The chitinous plates of a Xanthid give it a +1 armor bonus.

Speed

Xanthid move at a base of 30 feet.

Stand Up

A Xanthid may half its movement rate to stand up on its hind legs. In this stance, it may hold or manipulate objects in its extra two arms as a bonus or free action (DM's decision). It cannot use this to make extra attacks, cast spells, use magic items, or any other task that would require an additional action to perform.