

## DRAGONBORN

### RACIAL TRAITS:

+2 Strength, +1 Charisma

Draconic Ancestry - choose one type of draconic ancestry (your breath & damage resistance are determined by this)

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Breath Weapon - you can use your action to exhale destructive energy.

When you use your breath weapon, EACH creature in the area of the exaltation must make a saving throw (After using it you can't use it again until you have a short or long rest)

Damage Resistance - you have resistance to the damage associated with your draconic ancestry.

### APPEARANCE:

Look like dragons standing erect in humanoid form

Lack wings & a tail

Usually have brass or bronze scales (sometimes scarlet, rust, gold, or copper-green), tall, strongly built

Usually 6½ feet tall, weighing 300 lbs or more

Hands & feet are strong with talonlike claws with 3 fingers and a thumb on each hand

The blood of a particular dragon runs through some dragonborn clans leading to brighter scales (bright red, green, blue, white, black, or metallic gold, silver, brass, copper, or bronze.

### AGE:

Dragonborn age quickly, walking hours after hatching, attain the size & development of a 10 year old human child by the age of 3.

Reach adulthood by 15. Living to be around 80.

### ALIGNMENT:

Tend to be extremes, most are good but those who are bad tend to be very bad.

### SPEED:

30ft

### LANGUAGE:

Common, Draconic

### OTHER:

Clans are more important than life, they owe their devotion to their clan above everything including their gods.

Their conduct reflects on their honor, with a continual drive for self-improvement, reflects the self-sufficiency of the race

## DWARVES

### RACIAL TRAITS:

+2 Constitution

Darkvision - superior vision in dark & dim conditions, can see in dim light within 60 ft. of you as if it were in bright light, can't really discern color in darkness (only shades of gray)

Dwarven Resilience - you have advantage on saving throws against poison, & have resistance against poison damage

Dwarven Combat Training - you have proficiency with the battleaxe, handaxe, light hammer, & warhammer

Stonecunning - when you make an intelligence (history) check related to the origin of stonework, you are considered proficient in the history skill & add double your proficiency bonus to the check

Tool Proficiency - you gain proficiency with the artisan's tools of your choice : smith's tools, brewer's supplies, or mason's tools

### APPEARANCE:

Between 4-5 ft. tall, broad & compact

Usually weigh around 150 lbs., broad range of skin tones from deep brown to quite pale,

Most common shades are light brown or deep tan, hair is usually worn long but in simple styles (usually black, gray, or brown though paler dwarves often have red hair),

Beards are valued highly and groomed carefully

### AGE:

Can live to be more than 400 years old, longevity grants them a perspective on the world that shorter-lived races lack.

Mature at the same rate as humans but are considered young until the age of 50 (avg. lifespan is 350 years)

### ALIGNMENT:

Most believe in the benefits of a well-ordered society, sense that everyone deserves to share the benefits of an ordered society.

### SPEED:

25 ft

### LANGUAGE:

Common, Dwarvish

### OTHER:

Known as skilled warriors, miners, & workers of stone & metal

Very courageous, high endurance, they're solid and enduring

Often respecting traditions of their clans devotion to gods of dwarves (ideals of industrious labor, skill in battle, devotion to the forge)

Loyal, true to their word, decisive in action (sometimes stubborn)

Strong sense of justice, slow to forget wrongs, a wrong to one dwarf can become a wrong to the entire clan.

## SUBRACES

### Hill Dwarf

+1 Wisdom

Dwarven Toughness - your hit point maximum increases by 1, & increases by 1 every time you gain a level

You have keen senses, deep intuition, & remarkable resilience

### Mountain Dwarf

+2 Strength

Dwarven Armor Training - you have proficiency with light and medium armor

## ELVES

### **RACIAL TRAITS:**

+2 Dexterity

Darkvision - superior vision in dark & dim conditions can see in dim light within 60 ft. as if it were in bright light, can't discern color in darkness (shades of gray)

Keen Senses - you're proficient in the skill, Perception

Fey Ancestry - you have advantage on saving throws against being charmed, & magic can't put you to sleep

Trance - you don't need sleep, only meditate deeply, remaining semi-conscious (4 hours a day) but you gain the same benefit as humans do from 8 hours of sleep

### **APPEARANCE:**

"Hauntingly beautiful"

Under 5ft to just over 6ft

More slender than humans, weigh avg. 100-145 lbs

Coloration encompasses the human spectrum and also shades of copper, bronze, and bluish-white

Can have hair within the human spectrum but can also include green or blue

Eyes like pools of liquid gold or silver

No facial hair

### **AGE:**

Can live well over 700 years giving a broad perspective

Reach physical maturity at same age as humans but "adulthood" is reached at around 100 years old

### **ALIGNMENT:**

Love freedom, variety, & self-expression so they lean toward the gentler aspects of chaos

Value & protect others' freedom as well as their own, more often good than not (the Drow are the exception)

### **SPEED:**

30ft

### **LANGUAGE:**

Common, Elvish

### **OTHER:**

Often more amused than excited, more likely curious than greedy.

Can be focused and relentless.

Slow to make friends & enemies, slower to forget them.

Flexible in the face of danger.

Trust in diplomacy.

Known to retreat from intrusions.

Commonly traveling minstrels, artists, or sages.

### **SUBRACES:**

#### **Elves of Aerenal : "Aereni"**

+1 Wisdom

Choose 1 skill or tool proficiency : your proficiency bonus is doubled for any ability check you make that uses this chosen proficiency

Fleet of Foot - base walking speed increases to 35 ft.

Mask of the Wild - you can attempt to hide when only lightly obscured by foliage, heavy rain, falling snow, mist, & other natural phenomena

Ruled by Undying Court, a council of undead elves w/ godlike power, great heroes join after death

Isolationists - little interest in the world beyond their island

#### **High Elf**

+1 Intelligence

Elf Weapon Training - you have proficiency with the longsword, shortsword, shortbow, & longbow

Cantrip - you know 1 cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability.

Extra Language - you can speak, read, & write one extra language

Keen mind & mastery of the basics of magic

#### **Elves of Valenar : "Valenar"**

+1 Intelligence

Gains proficiency with scimitar, double scimitar, longbow, & shortbow

Cantrip - you know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability.

Extra Language - you can speak, read, & write one extra language

Dedicated to the arts of war

#### **Wood Elf**

+1 Wisdom

Elf Weapon Training - proficiency with the longsword, shortsword, shortbow, & longbow

Fleet of Foot - base walking speed increases to 35 ft.

Mask of the Wild - you can attempt to hide even when lightly obscured by foliage, heavy rain, falling snow, mist, & other natural phenomena

Keen senses & intuition, fleet feet carry you quickly & stealthily thru native forests

Skin = copperish sometimes with traces of green, hair tends to be brown/black but can be blond/copper

## GNOMES

### **RACIAL TRAITS:**

+2 Intelligence

Darkvision - superior vision in dark & dim conditions, can see in dim light within 60 ft. of you as if it were in bright light, can't really discern color in darkness (only shades of gray)

Gnome Cunning - you have an advantage on all intelligence, wisdom, & charisma saving throws against magic

### **APPEARANCE:**

Between 3-4 ft tall

Avg. 40 lbs

Tan or brown skin tone

Often full of smiles with bright eyes

Prodigious noses.

Fiar hair that tends to stick out in every direction ("as if expressing the gnome's insatiable interest in everything around")

Beards are kept carefully trimmed & styled

### **AGE:**

Mature at the same rate humans do & are expected to settle down into an adult life around age 40.

Live from 350 to almost 500 years.

### **ALIGNMENT:**

Most often good. Some tend toward chaos. Almost all tend to be good-hearted.

### **SPEED:**

25 ft

### **LANGUAGE:**

Common, Gnomish

### **OTHER:**

Constant hum of activity, delight in life, enjoy every moment of invention, exploration, investigation, creation, & play.

They try to squeeze out every ounce of enjoyment in their lives, they often speak quickly.

Love jokes, puns, & pranks.

Many are engineers, alchemists, tinkerers, & inventors.

Willing to make mistakes & laugh at themselves, take risks & dream big.

## SUBRACES

### **Deep Gnome ("Svirfneblin")**

+1 Dexterity

Superior Darkvision - radius of 120 ft

Stone Camouflage - you have advantage on Dexterity (stealth) checks to hide in rocky terrain

Language - you also know Undercommon

Age : short lived for gnomes (adults by 25, live to 200-250 years)

Alignment : Believe survival depends on avoiding entanglements with other creatures & not making enemies (favor neutral alignments), rarely wish others ill, unlikely to take risks on behalf of others.

Size : 3-3½ ft. around 80-120 lbs.

Guarded & suspicious of outsiders, cunning, taciturn (reserved), kind-hearted, loyal, compassionate

### **Rock Gnome**

+1 Constitution

Artificer's Lore - Whenever you make an intelligence (history) check related to magic items, alchemical objects, or technological devices you can add twice your proficiency bonus

Tinker - you have proficiency with artisan's tools (tinker's tools). Using these you can spend 1 hour & 10 gp to construct a tiny clockwork device (AC 5, 1hp)

The devices cease to function after 24 (UNLESS you spend 1 hour repairing it) or when you use your action to dismantle it, you can reclaim the materials used to create it (you can have up to 3 devices at a time).

Clockwork Toy : clockwork animal, monster, or person, when placed on ground it can move 5ft across the ground in each of your turns in a random direction & makes the noise of the creature it looks like

Fire Starter : produces a miniature flame which can be used to light a candle, torch, or campfire (using the device requires your action)

Music Box : when opened, it plays a single song at moderate volume & stops when it reaches the song's end or when it's closed.

## HALF-ELVES

### **RACIAL TRAITS:**

+2 Charisma

+1 to 2 other ability scores

Dark Vision - superior vision in dark & dim conditions, can see in dim light within 60 ft. of you as if it were in bright light, can't really discern color in darkness (only shades of gray)

Fey Ancestry - you have advantage on saving throws against being charmed, and magic can't put you to sleep.

Skill Versatility - you gain proficiency in 2 skills of your choice

### **APPEARANCE:**

Between 5-6 ft.

Between 100-180 lbs.

To humans they appear as elves but to elves they seem more human-like.

They're neither as slender as elves nor as broad as humans.

Half-elf men can have facial hair and sometimes grow beards to mask their elven ancestry.

They tend to have elven eyes (liquid pools of silver or gold).

### **AGE:**

They mature at the same rate as humans and reach adulthood around age 20.

They live usually longer than 180 years.

### **ALIGNMENT:**

They're often chaotic and value both personal freedom and creative expression, demonstrating neither love of leaders nor the desire for followers, and sometimes resent others' demands proving unreliable or unpredictable.

### **SPEED:**

30ft

### **LANGUAGE:**

Common, Elvish, & 1 other of your choice

### **OTHER:**

Curiosity, inventiveness, ambition, refined senses, love of nature, artistic tastes

Many feel as though they cannot fit into either society and choose to live lives of solitary wandering or join with other misfits and outcasts.

## HALFLINGS

### **RACIAL TRAITS:**

+2 Dexterity

Lucky- When you roll a 1 on a 1d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave - you have advantage on saving throws against being frightened

Halfling Nimbleness - you can move through a space of any creature that is of a size larger than yours.

### **APPEARANCE:**

Around 3ft. tall

Usually weigh about 40 lbs

Appear harmless, skin tones range from tan to pale

Hair is usually brown or sandy brown and wavy.

They have brown or hazel eyes.

Men often sport sideburns but beards are rare and mustaches even rarer.

### **AGE:**

Reach adulthood at age 20 & generally live for 200-250 years.

### **ALIGNMENT:**

Most are lawful good, they're good-hearted & kind, they hate to see others in pain & have no tolerance for oppression, they're often orderly & traditional, leaning on support from their community & comfort from tradition.

### **SPEED:**

25 ft

### **LANGUAGE:**

Common, Halfling

### **OTHER:**

Want the comfort of home.

They survive a lot by avoiding notice & avoiding offense.

They want the simple comforts in life, often cherish family & friends.

They are very loyal, and can be ferocious when loved ones are threatened.

## SUBRACES

### **Lightfoot Halfling**

+1 Charisma

Naturally Stealthy - You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

You are able to get along with others.

Most common variety

More prone to wanderlust than other halflings.

### **Stout Halfling**

+1 Constitution

Stout Resilience - you have advantage on saving throws against poison, and you have resistance against poison damage.

You're hardier than the average Halfling

## HALF-ORC

### **RACIAL TRAITS:**

+2 Strength, +1 Constitution

Darkvision - superior vision in dark & dim conditions, can see in dim light within 60 ft. of you as if it were in bright light, can't really discern color in darkness (only shades of gray)

Menacing - you gain proficiency in the intimidation skill

Relentless Endurance - when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you've finished a long rest.

Savage Attacks - when you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time & add it to the extra damage of the critical hit.

### **APPEARANCE:**

From 5-7 ft.

Usually between 180-250 lbs.

Grayish pigmentation

Sloping Foreheads

Jutting Jaws

Prominent Teeth

Towering Builds

Battle scars are common & signify tokens of pride, ornamental scars are seen as beautiful, scars can also signify marks of humiliation and may be hidden.

### **AGE:**

They mature a little faster than humans, reaching adulthood around age 14

They age noticeably faster and rarely live longer than 75

### **ALIGNMENT:**

They tend to be chaotic and aren't strongly inclined toward good, half-orcs raised among orcs are usually willing to live out their lives in "evil".

### **SPEED:**

30 ft

### **LANGUAGE:**

Common, Orc

### **OTHER:**

Sometimes formed alliances between orcs & humans to create a larger horde which lead to marriages and therefore half-orcs.

Many achieve greatness for their mighty deeds and notoriety for their barbaric customs & savage fury.

## HUMANS

### **RACIAL TRAITS:**

+1 to ALL ability scores

### **APPEARANCE:**

Usually 5-6 ft, more variety than all other cultures

### **AGE:**

They reach adulthood in their late teens.

Lifetime is less than 100 years.

### **ALIGNMENT:**

No particular alignment.

### **SPEED:**

30 ft

### **LANGUAGE:**

Common, +1 language of your choice

### **OTHER:**

Culture tends to blend with others, for example, they may speak common with sprinklings of words from other cultures like orcish curses and elvish lyrics.



## TIEFLING

### RACIAL TRAITS:

+2 Charisma, +1 Intelligence

Darkvision - superior vision in dark & dim conditions, can see in dim light within 60 ft. of you as if it were in bright light, can't really discern color in darkness (only shades of gray)

Hellish Resistance - you have resistance to fire damage

Infernal Legacy - you know the thaumaturgy cantrip

When you reach the 3rd level you can cast the "darkness" spell with this trait & regain the ability to do so again after a long rest.

Charisma is your spellcasting ability.

### APPEARANCE:

5-6 ft.

Large horns taking on a variety of shapes

Thick tails 4-5 ft. long

Long canine teeth

Eyes are solid colors (black, red, white, silver, or gold)

Skin tones are the full range of human but also include various shades of red.

Their hair is usually dark from black, brown, dark red, blue, or purple.

### AGE:

Mature at the same rate as humans but live a few years longer.

### ALIGNMENT:

Don't have an innate tendency toward evil but many end up being "evil," they have inclinations toward a chaotic alignment.

### SPEED:

30 ft

### LANGUAGE:

Common, Infernal

### OTHER:

Often are stared at & whispered about, sometimes suffer violence & insult on the street, often mistrusted and feared (b/c of demonic bloodline) this hurts the tiefling.

They lack a homeland, they know how to make their own way in the world.

Not quick to trust but when they do it's a friend/ally for life.

They often exist in small minorities in mostly human cities/towns.