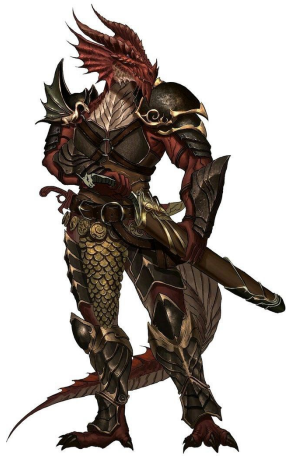


Races



Dragonborn

Strength +2

Charisma +1

Size: Medium (6+ ft tall, 250+ lbs.)

Speed: 30 ft (6 squares)

Draconic Ancestry / Breath Weapon / Damage Resistance: A

Dragonborn's color determines the type of damage that is dealt by their breath weapon, as well as giving them resistance to the same type of damage.

Languages: Common and Draconic



Dwarves

Constitution +2

Size: Medium (4 to 5 ft tall, avg 150 lbs.)

Speed: 25 ft (5 squares) Not slowed by heavy armor.

Darkvision: Can see up to 60 ft in dim light as if it were bright and in darkness as if it were dim light. Darkvision is colorblind.

Dwarven Resilience: Advantage on saving throws against poison and resistance to poison damage.

Dwarven Combat Training / Tool Proficiency: Proficient with battleaxe, handaxe, light hammer, and warhammer. Also pick one from: smith's tools, brewer's supplies, or mason's tools.

Stonecunning: Double Proficiency with History whenever making a History Check to related to the origin of any stonework.

Languages: Common and Dwarvish

Choose a Subrace:

Hill Dwarf

Wisdom +1

Dwarven Toughness: +1 HP per level

Mountain Dwarf

Strength +2

Dwarven Armor Training: Proficient with light armor and medium armor.





Elves

Dexterity +2

Size: Medium (5 to 6+ ft tall, slender build)

Speed: 30 ft (6 squares)

Darkvision: Can see up to 60 ft in dim light as if it were bright and in darkness as if it were dim light. Darkvision is colorblind.

Keen Senses: Proficient in Perception skill.

Fey Ancestry / Trance: Advantage on saving throws to avoid being charmed, and cannot be put to sleep by magic. Rather than 8 hours of sleep, an Elf spends 4 hours meditating in a semiconscious state.

Languages: Common and Elvish

Choose a subrace:

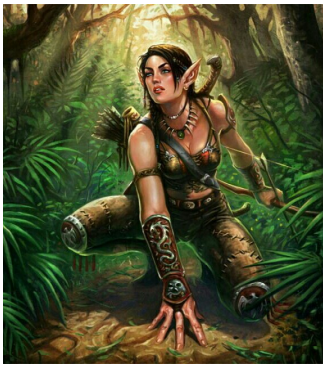
High Elf

Intelligence +1

Elf Weapon Training: Proficient with longsword, shortsword, shortbow, and longbow.

Cantrip: Learn 1 cantrip from the wizard list.

Extra Language: Choose 1 extra language to learn.



Wood Elf

+1 Wisdom

Elf Weapon Training: Proficient with longsword, shortsword, shortbow, and longbow.

Fleet of Foot: Speed +5 ft (+1 square)

Mask of the Wild: Can easily hide when only slightly obscured by foliage, rain, snow, mist, or other natural phenomena.

Dark Elf (Drow)

Charisma +1

Superior Darkvision / Sunlight Sensitivity: Darkvision works up to 120 feet rather than 60 feet. Disadvantage on Attack Rolls and Perception Checks when in direct sunlight.

Drow Magic: Learn Dancing Lights cantrip at 1st level. At 3rd level, may cast Faerie Fire once per long rest. At 5th level, may cast Darkness once per long rest.

Drow Weapon Training: Proficient with rapiers, shortswords, and hand crossbows.





Gnomes

Intelligence +2

Size: Small (3 to 4 ft tall, avg 40 lbs.)

Speed: 25 ft (5 squares)

Darkvision: Can see up to 60 ft in dim light as if it were bright and in darkness as if it were dim light. Darkvision is colorblind.

Gnome Cunning: Advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages: Common and Gnomish

Choose a subrace:

Forest Gnome

Dexterity +1

Natural Illusionist: Learn the Minor Illusion cantrip.

Speak with Small Beasts: Can communicate with small beasts through sounds and gestures.

Rock Gnome

Constitution +1

Artificer's Lore: Double Proficiency with History whenever making a History Check to related to magic items, alchemical objects, or technological devices.

Tinker: Proficient with tinker's tools. Can spend 1 hour and 10 gp worth of materials to create a tiny clockwork device (clockwork toy, fire starter, or music box).



Half-Elf

Charisma +2

Any two other ability scores +1 each

Size: Medium (5 to 6 ft tall)

Speed: 30 ft (6 squares)

Darkvision: Can see up to 60 ft in dim light as if it were bright and in darkness as if it were dim light. Darkvision is colorblind.

Fey Ancestry: Advantage on saving throws to avoid being charmed, and cannot be put to sleep by magic.

Skill Versatility: Proficient with 2 skills of your choice.

Languages: Common, Elvish, and one other language of your choice.





Half-Orc

Strength +2

Constitution +1

Size: Medium (5 to 6+ ft tall, bulky build)

Speed: 30 ft (6 squares)

Darkvision: Can see up to 60 ft in dim light as if it were bright and in darkness as if it were dim light. Darkvision is colorblind.

Menacing: Proficient with the Intimidation skill.

Relentless Endurance: Once per long rest, when you drop to 0 HP, you may instead stay at 1 HP.

Savage Attacks: Gain an additional damage die when you make a Critical Hit.

Languages: Common and Orc



Halfling

Dexterity +2

Size: Small (3 ft tall, avg 40 lbs.)

Speed: 25 ft (5 squares)

Lucky: When you roll a 1 on the d20, reroll it and use the new number.

Brave: Advantage on saving throws to avoid being frightened.

Halfling Nimbleness: Can move through the space occupied by larger creatures.

Languages: Common and Halfling

Choose a subrace:

Lightfoot Halfling

Charisma +1

Naturally Stealthy: Can effectively hide behind any larger creature.

Stout Halfling

Constitution +1

Stout Resilience: Advantage on saving throws against poison and resistance to poison damage.





Human

+1 to all ability scores

Size: Medium (5 to 6+ ft tall)

Speed: 30 ft (6 squares)

Languages: Common and 1 other language of your choice

Variant Human

Instead of +1 to all abilities, get +1 to 2 abilities, proficiency in 1 skill, and gain 1 feat.



Tiefling

Intelligence +1

Charisma +2

Size: Medium (5 to 6+ ft tall)

Speed: 30 ft (6 squares)

Darkvision: Can see up to 60 ft in dim light as if it were bright and in darkness as if it were dim light. Darkvision is colorblind.

Hellish Resistance: Resistant to fire damage.

Infernal Legacy: Learn thaumaturgy cantrip at 1st level. At 3rd level, may cast Hellish Rebuke once per long rest. At 5th level, may cast Darkness once per long rest.

Languages: Common and Infernal