
RACES

QUICK REFERENCE

— D&D 5E —

CONTENTS

| | |
|---------------------------------|----------|
| Standard Races | 1 |
| Dwarf | 1 |
| <i>Dwarven Subraces</i> | 1 |
| Elf | 1 |
| <i>Elven Subraces</i> | 1 |
| Halfling | 2 |
| <i>Halfling Subraces</i> | 2 |
| Human | 2 |
| <i>Variant Human</i> | 2 |
| Dragonborn | 2 |
| Gnome | 2 |
| <i>Gnomish Subraces</i> | 2 |
| Half-Elf | 3 |
| <i>Elven Descent Variations</i> | 3 |
| Half-Orc | 3 |
| Tiefling | 3 |
| <i>Tiefling Variants</i> | 3 |
| Aarakocra | 3 |
| Aasimar | 4 |
| <i>Aasimar Subraces</i> | 4 |
| Genasi | 4 |
| <i>Elemental Subraces</i> | 4 |
| Firbolg | 5 |

| | |
|------------|---|
| Goliath | 5 |
| Kenku | 5 |
| Lizardfolk | 5 |
| Tabaxi | 6 |
| Triton | 6 |

| | |
|------------------------|----------|
| Monstrous Races | 7 |
| Bugbear | 7 |
| Goblin | 7 |
| Hobgoblin | 7 |
| Kobold | 7 |
| Orc | 7 |
| Yuan-Ti | 7 |

| | |
|------------------------------|----------|
| Ability Score Summary | 8 |
| Strength | 8 |
| Dexterity | 8 |
| Constitution | 8 |
| Intelligence | 8 |
| Wisdom | 8 |
| Charisma | 8 |
| Determining Ability Scores | 8 |

STANDARD RACES

DWARF

| STR | DEX | CON | INT | WIS | CHA |
|--------|-----|-----|---------------|-----|-----|
| — | — | +2 | — | — | — |
| Size | | | Speed | | |
| Medium | | | 25 ft Walking | | |

Languages

Common, Dwarvish

Stout. Speed is not reduced by wearing heavy armour

Darkvision. 60 ft

Dwarven Resilience. Advantage on saving throws against poison. Resistance against poison damage

Dwarven Combat Training. Proficiency with Battleaxes, Handaxes, Light Hammers, and Warhammers

Tool Proficiency. Proficiency with Smith's Tools, Brewer's Supplies, or Mason's Tools

Stonecunning. Considered proficient on History checks relating to origin of stonework and add double proficiency bonus to such checks.

DWARVEN SUBRACES

HILL DWARF

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | — | +1 | — |

Dwarven Toughness. +1 Maximum hit points every level (Including level 1)

MOUNTAIN DWARF

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +2 | — | — | — | — | — |

Dwarven Armor Training. Proficiency with light and medium armor.

DUERGAR (SCAG.104)

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +1 | — | — | — | — | — |

Extra Languages

Undercommon

Superior Darkvision. 120 ft

Duergar Resilience. Advantage on saving throws against illusions and against being charmed or paralysed.

Duergar Magic. At 3rd level, you can cast *Enlarge/Reduce* (PHB.237) spell on yourself, using only the enlarge option, once per long rest.

At 5th level, you can cast *Invisibility* (PHB.254) on yourself, once per long rest

You do not require material components for either spell, and you can't cast them in direct sunlight. Intelligence is your spellcasting ability for these spells.

Sunlight Sensitivity. Disadvantage on attack rolls and perception checks that rely on sight when you or your target are in direct sunlight.

ELF

| STR | DEX | CON | INT | WIS | CHA |
|--------|-----|-----|---------------|-----|-----|
| — | +2 | — | — | — | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |

Languages

Common, Elvish

Darkvision. 60 ft

Keen Senses. Proficiency in Perception

Fey Ancestry. Advantage on saving throws against being charmed. Magic can't put you to sleep.

Trance. Don't need to sleep. Instead require 4 hours of semi-conscious meditation.

ELVEN SUBRACES

HIGH ELF

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | +1 | — | — |

Extra Languages

One of your choice

Elf Weapon Training. Proficiency with Longswords, Shortswords, Shortbows, and Longbows

Cantrip. One cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

WOOD ELF

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | — | +1 | — |

Speed

35 ft Walking (Fleet of Foot)

Elf Weapon Training. Proficiency with Longswords, Shortswords, Shortbows, and Longbows

Mask of the wild. You can attempt to hide when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

DARK ELF (DROW)

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | — | — | +1 |

Superior Darkvision. 120 ft

Sunlight Sensitivity. Disadvantage on attack rolls and Perception checks that rely on sight when you or your target are in direct sunlight.

Drow Magic. You know the *Dancing Lights* (PHB.230) cantrip. At 3rd level, you can cast *Faerie Fire* (PHB.239) once per day. At 5th level, you can cast the *Darkness* (PHB.230) spell once per day.

Charisma is your spellcasting ability for these spells.

HALFLING

| STR | DEX | CON | INT | WIS | CHA |
|------------------|-----|-----|---------------|-----|-----|
| — | +2 | — | — | — | — |
| Size | | | Speed | | |
| Small | | | 25 ft Walking | | |
| Languages | | | | | |
| Common, Halfling | | | | | |

Lucky. You may reroll 1's on attack rolls, ability checks, or saving throws. Must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You may move through the space of any creature that is a size larger than yours.

HALFLING SUBRACES

LIGHTFOOT HALFLING

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | — | — | +1 |

Naturally Stealthy. You can attempt to hide even when obscured only by a creature at least 1 size larger than you.

STOUT HALFLING

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | +1 | — | — | — |

Stout Resilience. Advantage on saving throws against poison. Resistance against poison damage.

GHOSTWISE HALFLING (SCAG.110)

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | — | +1 | — |

Silent Speech. You can speak telepathically to any creature within 30 ft. Must share a language for it to understand you. One creature at a time.

HUMAN

| STR | DEX | CON | INT | WIS | CHA |
|--------------------------------|-----|-----|---------------|-----|-----|
| +1 | +1 | +1 | +1 | +1 | +1 |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, and one of your choice | | | | | |

VARIANT HUMAN

Replaces the Ability Score Increase of base human

Ability Score Increase. +1 to two ability scores

Skills. Proficiency in one skill of your choice

Feat. One feat of your choice

DRAGONBORN

| STR | DEX | CON | INT | WIS | CHA |
|------------------|-----|-----|---------------|-----|-----|
| +2 | — | — | — | — | +1 |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Draconic | | | | | |

Breath Weapon. 2d6 Damage, 3d6 at level 6, 4d6 at level 11, 5d6 at level 16. Damage type based on dragon. Half damage on successful save. Once per long/short rest. Saving throw DC = 8 + Con. Mod + Proficiency.

Resistance. Resistance to damage type based on the type of dragon

DRACONIC ANCESTRY

| Dragon | Damage Type | Breath Weapon |
|--------|-------------|-----------------------|
| Black | Acid | 30ft Line (Dex. Save) |
| Blue | Lightning | 30ft Line (Dex. Save) |
| Brass | Fire | 30ft Line (Dex. Save) |
| Bronze | Lightning | 30ft Line (Dex. Save) |
| Copper | Acid | 30ft Line (Dex. Save) |
| Gold | Fire | 15ft Cone (Dex. Save) |
| Green | Poison | 15ft Cone (Con. Save) |
| Red | Fire | 15ft Cone (Con. Save) |
| Silver | Cold | 15ft Cone (Con. Save) |
| White | Cold | 15ft Cone (Con. Save) |

GNOME

| STR | DEX | CON | INT | WIS | CHA |
|-----------------|-----|-----|---------------|-----|-----|
| — | — | — | +2 | — | — |
| Size | | | Speed | | |
| Small | | | 25 ft Walking | | |
| Languages | | | | | |
| Common, Gnomish | | | | | |

Darkvision. 60 ft

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

GNOMISH SUBRACES

FOREST GNOME

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | +1 | — | — | — | — |

Natural Illusionist. You know the *Minor Illusion* (PHB.260) cantrip. Intelligence is your spellcasting ability for this spell.

Speak with Small Beasts. You can communicate simple ideas with small or smaller beasts

ROCK GNOME

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | +1 | — | — | — |

Artificer's Lore. Double proficiency bonus on History checks related to magic items, alchemical objects, or technological devices

Tinker. Proficiency with Tinker's Tools. Spend 1 Hour and 10 gp of materials to construct a Tiny Clockwork Device (AC5, 1HP). Ceases to function after 24 hours. Up to 3 at a time, from the following options:

Clockwork Toy. Small animal/person/monster. Moves 5 ft on the ground in a random direction every turn. Makes Noise

Fire Starter. Produces a miniature flame, which can be used to light a fire. Takes an action to use

Music Box. Plays a single song at moderate volume when opened. Stops when closed or the song ends

DEEP GNOME (SVIRFNEBLIN) (SCAG.115)

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | +1 | — | — | — | — |

Extra Languages

Undercommon

Superior Darkvision. 120 ft

Stone Camouflage. Advantage on Stealth checks to hide in rocky terrain

HALF-ELF

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | — | — | +2 |

+1 to two other ability scores

| Size | Speed |
|--------|---------------|
| Medium | 30 ft Walking |

Languages

Common, Elvish, and one language of your choice

Darkvision. 60 ft

Fey Ancestry. Advantage on saving throws against being charmed. Magic can't put you to sleep.

Skill Versatility. Proficiency in two skills of your choice

ELVEN DESCENT VARIATIONS

(SCAG.116)

Replaces Skill Versatility of base Half-Elf. See the Elf race for more information.

Wood Elf descent. Elf Weapon Training, Fleet of Foot, or Mask of the Wild

High Elf descent. Elf Weapon Training, or Cantrip

Drow Descent. Drow Magic

Aquatic. 30 ft Swim Speed

HALF-ORC

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +2 | — | +1 | — | — | — |

Size

Medium

Speed

30 ft Walking

Languages

Common, Orc

Darkvision. 60 ft

Menacing. Proficient in Intimidation

Relentless Endurance. When you are reduced to 0 hit points but not killed, you can drop to 1 hit point instead. Once per long rest

Savage Attacks. When you score a critical hit in melee, you can roll another of the weapons damage dice and add it to the damage

TIEFLING

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | +1 | — | +2 |

Size

Medium

Speed

30 ft Walking

Languages

Common, Infernal

Darkvision. 60 ft

Hellish Resistance. Resistance to Fire Damage

Infernal Legacy. You know the *Thaumaturgy* (PHB.282) cantrip. Once you reach 3rd level, you can cast the *Hellish Rebuke* (PHB.250) spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *Darkness* (PHB.230) spell once per long rest. Charisma is your spellcasting ability for these spells.

TIEFLING VARIANTS

(SCAG.118)

Feral. +1 Intelligence, +2 Dexterity. Replaces Ability Score Increase.

Devil's Tongue. You know the *Vicious Mockery* (PHB.285) cantrip. At 3rd level, you may cast *Charm Person* (PHB.221) once per long rest, as a 2nd level spell. At 5th level, you may cast *Enthrall* (PHB.238) once per long rest. Charisma is your spellcasting ability for these spells. Replaces Infernal Legacy.

Winged. 30 ft Flying Speed. Replaces Infernal Legacy

Hellfire. At 3rd level, you can cast *Burning Hands* (PHB.220) once per day. Replaces the *Hellish Rebuke* (PHB.250) spell of Infernal Legacy.

AARAKOCRA

(EE.3)

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | +2 | — | — | +1 | — |

Size

Medium

Speed

25 ft Walking
50 ft Flying

Languages

Common, Aarakocra, Auran

Flight. Cannot be wearing Medium or Heavy armor.

Talons. Proficient with unarmed strikes, which deal 1d4 slashing damage

AASIMAR
(VOLO.104)

| STR | DEX | CON | INT | WIS | CHA |
|-------------------|-----|-----|---------------|-----|-----|
| — | — | — | — | — | +2 |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Celestial | | | | | |

Darkvision. 60 ft
Celestial Resistance. Resistance to necrotic and radiant damage.
Healing Hands. As an action, you can touch a creature and they regain hit points equal to your level. Cannot use this again until you finish a long rest.
Light Bearer. You know the *Light* (PHB.255) cantrip. Charisma is your spellcasting ability for it.

AASIMAR SUBRACES

PROTECTOR AASIMAR

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | — | +1 | — |

Radiant Soul. At 3rd level, you can use your action to transform. Your eyes glimmer, and luminous incorporeal wings sprout from your back.
This transformation lasts 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 ft, and once on each of your turns, you can deal extra radiant damage equal to your level to one target when you deal damage to it with an attack or spell.
Cannot use this again until you finish a long rest.

SCOURGE AASIMAR

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | +1 | — | — | — |

Radiant Consumption. At 3rd level, you can use an action to transform. Searing light pours out of your eyes and mouth, threatening to char you.
This transformation lasts 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10 ft radius, and dim light for an additional 10 ft. At the end of each of your turns, you and each creature within 10 ft of you take radiant damage equal to half your level (rounded up).
In addition, once of each of your turns, you can deal extra radiant damage equal to your level to one target when you deal damage to it with an attack or spell.
Cannot use this again until you finish a long rest.

FALLEN AASIMAR

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +1 | — | — | — | — | — |

Necrotic Shroud. At 3rd level, you can use your action to transform. Your eyes turn into pools of darkness, and two skeletal, ghostly, flightless wings sprout from your backs.
The instant you transform, other creatures within 10 ft of you that can see you must succeed on a Charisma saving throw (DC 8 + Cha. Mod + proficiency) or be frightened of you until the end of your next turn.

This transformation lasts 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage equal to your level to one target when you deal damage to it with an attack or spell.
Cannot use this again until you finish a long rest.

GENASI
(EE.7)

| STR | DEX | CON | INT | WIS | CHA |
|--------------------|-----|-----|---------------|-----|-----|
| — | — | +2 | — | — | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Primordial | | | | | |

ELEMENTAL SUBRACES

AIR GENASI

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | +1 | — | — | — | — |

Unending Breath. You can hold your breath forever while not incapacitated
Mingle with the Wind. You can cast *Levitate* (PHB.255) once per long rest with no material components. Constitution is your spellcasting ability for this spell.

EARTH GENASI

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +1 | — | — | — | — | — |

Earth Walk. Difficult terrain made of earth or stone doesn't slow you down
Merge with Stone. You can cast *Pass Without Trace* (PHB.264) once per long rest with no material components. Constitution is your spellcasting ability for this spell.

FIRE GENASI

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| — | — | — | +1 | — | — |

Darkvision. 60 ft
Fire Resistance. You have resistance to fire damage.
Reach to the Blaze. You know the *Produce Flame* (PHB.269) cantrip. At 3rd level, you may cast *Burning Hands* (PHB.220) once per long rest, as a 1st level spell. Constitution is your spellcasting ability for these spells.

WATER GENASI

| STR | DEX | CON | INT | WIS | CHA |
|----------------|-----|-----|-----|-----|-----|
| — | — | — | — | +1 | — |
| Speed | | | | | |
| 30 ft Swimming | | | | | |

Acid Resistance. You have resistance to acid damage.
Amphibious. You can breathe air and water
Call to the Wave. You know the *Shape Water* (EE.29) cantrip. At 3rd level, you may cast *Create or Destroy Water* (PHB.229) once per long rest, as a 2nd level spell. Constitution is your spellcasting ability for these spells.

FIRBOLG

(VOLO.106)

| STR | DEX | CON | INT | WIS | CHA |
|-----------------------|-----|-----|---------------|-----|-----|
| +1 | — | — | — | +2 | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Elvish, Giant | | | | | |

Firbolg Magic. You can cast *Detect Magic* (PHB.231) and *Disguise Self* (PHB.233) using Wisdom as your spellcasting ability. Once you cast either spell, you can't cast it again until you finish a rest. When you use this version of *Disguise Self* (PHB.233), you can seem up to 3 ft shorter.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn, or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Speech of Beast and Leaf. You can communicate in a limited manner with beasts and plants. They understand the meaning of your words, though have no special ability to understand them. You have advantage on all Charisma checks you make to influence them.

GOLIATH

(VOLO.108)

| STR | DEX | CON | INT | WIS | CHA |
|---------------|-----|-----|---------------|-----|-----|
| +2 | — | +1 | — | — | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Giant | | | | | |

Natural Athlete. Proficient in Athletics

Stone's Endurance. When you take damage, you can use your reaction to reduce the damage by d12 + Con. Cannot use it again until you take a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born. Acclimated to high altitudes over 20,000 ft. Adapted to cold climates (DMG.110).

KENKU

(VOLO.109)

| STR | DEX | CON | INT | WIS | CHA |
|-----------------------|-----|-----|---------------|-----|-----|
| — | +2 | — | — | +1 | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages (read only) | | | | | |
| Common, Auran | | | | | |

Expert Forgery. You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicate of existing objects.

Kenky Training. Proficiency in two of the following: Acrobatics, Deception, Stealth, and Sleight of Hand.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

LIZARDFOLK

(VOLO.111)

| STR | DEX | CON | INT | WIS | CHA |
|------------------|-----|-----|-------------------------------|-----|-----|
| — | — | +2 | — | +1 | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking and Swimming | | |
| Languages | | | | | |
| Common, Draconic | | | | | |

Bite. You can make a bite attack as an unarmed attack. Deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade or appropriate artisan's tools.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Hunter's Lore. Proficiency in two of the following: Animal Handling, Nature, Perception, Stealth, and Survival.

Natural Armor. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC is the armor your wear would leave you with a lower AC. A shields benefits apply as normal.

Hungry Jaws. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you can temporary hit points equal to your Constitution modifier (min 1). Once you use this trait, you can't use it again until you finish a rest.

TABAXI

(VOLO.113)

| STR | DEX | CON | INT | WIS | CHA |
|--------------------------------|-----|-----|---------------------------------|-----|-----|
| — | +2 | — | — | — | +1 |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking 20 ft Climbing | | |
| Languages | | | | | |
| Common, and one of your choice | | | | | |

Darkvision. 60 ft.

Feline Agility. When you move on your turn during combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 ft on one of your turns.

Cat's Claws. You can use your claws as an unarmed attack. Deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent. Proficiency in Perception and Stealth.

TRITON

(VOLO.115)

| STR | DEX | CON | INT | WIS | CHA |
|--------------------|-----|-----|-------------------------------|-----|-----|
| +1 | — | +1 | — | — | +1 |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking and Swimming | | |
| Languages | | | | | |
| Common, Primordial | | | | | |

Amphibious. You can breathe air and water.

Control Air and Water. You can cast *Fog Cloud* (PHB.243). At 3rd level you can cast *Gust of Wind* (PHB.248). At 5th level you can cast *Wall of Water* (EE.23). Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Emissary of the Sea. You can communicate simple ideas with beasts that can breathe water. They understand the meaning of your words, though have no special ability to understand them.

Guardians of the Depths. You have resistance to cold damage, and ignore any of the drawbacks caused by a deep, underwater environment (DMG.110).

MONSTROUS RACES

(VOLO.119)

BUGBEAR

| STR | DEX | CON | INT | WIS | CHA |
|----------------|-----|-----|---------------|-----|-----|
| +2 | +1 | — | — | — | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Goblin | | | | | |

Darkvision. 60 ft.

Long-Limbed. When making melee attacks on your turn, your reach is 5 ft greater than normal.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Sneaky. Proficient in Stealth.

Surprise Attack. If you surprise a creature and it is with an attack on your first turn in combat, the attack deals an extra 2d6 damage. You can use this trait only once per combat.

GOBLIN

| STR | DEX | CON | INT | WIS | CHA |
|----------------|-----|-----|---------------|-----|-----|
| — | +2 | +1 | — | — | — |
| Size | | | Speed | | |
| Small | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Goblin | | | | | |

Darkvision. 60 ft.

Fury of the Small. When you deal damage to a creature with an attack or a spell and the creature's size is larger than yours, you can deal extra damage equal to your level. Once you use this trait, you can't use it again until you finish a rest.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

HOBGOBLIN

| STR | DEX | CON | INT | WIS | CHA |
|----------------|-----|-----|---------------|-----|-----|
| — | — | +2 | +1 | — | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Goblin | | | | | |

Darkvision. 60 ft.

Martial Training. Proficiency with two martial weapons of your choice, and light armor.

Saving Face. If you miss with an attack roll or fail an ability check or saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 ft (max 5). Once you use this trait, you can't use it again until you finish a rest.

KOBOLD

| STR | DEX | CON | INT | WIS | CHA |
|------------------|-----|-----|---------------|-----|-----|
| -2 | +2 | — | — | — | — |
| Size | | | Speed | | |
| Small | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Draconic | | | | | |

Darkvision. 60 ft.

Grovel, Cower, and Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 ft of you that can see you. Once you use this trait, you can't use it again until you finish a rest.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 ft of it and isn't incapacitated.

Sunlight Sensitivity. Disadvantage on attack rolls and Perception checks that rely on sight when you or your target are in direct sunlight.

ORC

| STR | DEX | CON | INT | WIS | CHA |
|-------------|-----|-----|---------------|-----|-----|
| +2 | — | +1 | -2 | — | — |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Orc | | | | | |

Darkvision. 60 ft.

Aggressive. As a bonus action, you can move up to your speed towards an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Menacing. Proficient in Intimidation.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

YUAN-TI

| STR | DEX | CON | INT | WIS | CHA |
|---------------------------|-----|-----|---------------|-----|-----|
| — | — | — | +1 | — | +2 |
| Size | | | Speed | | |
| Medium | | | 30 ft Walking | | |
| Languages | | | | | |
| Common, Abyssal, Draconic | | | | | |

Darkvision. 60 ft.

Innate Spellcasting. You know the *Poison Spray* (PHB.266) cantrip. You can cast *Animal Friendship* (PHB.212) an unlimited number of times, targeting only snakes. At 3rd level, you can cast *Suggestion* (PHB.279) once per day. Charisma is your spellcasting ability for these spells.

Magic Resistance. Advantage on saving throws against spells and other magical effects.

Poison Immunity. Immune to poison damage and the poisoned condition.

ABILITY SCORE SUMMARY

STRENGTH

Measures: Natural athleticism, bodily power

Important for: Barbarian, Fighter, Paladin

Racial Increases:

| | |
|---------------------|-------------------|
| Mountain Dwarf (+2) | Dragonborn (+2) |
| Half-Orc (+2) | Goliath (+2) |
| Bugbear (+2) | Orc (+2) |
| Duerger (+1) | Human (+1) |
| Fallen Aasimar (+1) | Firbolg (+1) |
| Triton (+1) | Earth Genasi (+1) |
| Kobold (-2) | |

DEXTERITY

Measures: Physical agility, reflexes, balance, poise

Important for: Monk, Ranger, Rogue

Racial Increases:

| | |
|---------------------|-----------------|
| Elf (+2) | Halfling (+2) |
| Feral Tiefling (+2) | Kenku (+2) |
| Tabaxi (+2) | Kobold (+2) |
| Aarakocra (+2) | Human (+1) |
| Forest Gnome (+1) | Deep Gnome (+1) |
| Bugbear (+1) | Goblin (+1) |
| Air Genasi (+1) | |

CONSTITUTION

Measures: Health, stamina, vital force

Important for: Everyone

Racial Increases:

| | |
|----------------------|-----------------|
| Dwarf (+2) | Lizardfolk (+2) |
| Hobgoblin (+2) | Genasi (+2) |
| Human (+1) | Rock Gnome (+1) |
| Stout Halfling (+1) | Half-Orc (+1) |
| Scourge Aasimar (+1) | Goliath (+1) |
| Triton (+1) | Goblin (+1) |
| Orc (+1) | |

INTELLIGENCE

Measures: Mental acuity, memory, analytical skill

Important for: Wizard

Racial Increases:

| | |
|---------------------|------------------|
| Gnome (+2) | High Elf (+1) |
| Human (+1) | Tiefling (+1) |
| Feral Tiefling (+1) | Hobgoblin (+1) |
| Yuan-Ti (+1) | Fire Genasi (+1) |
| Orc (-2) | |

WISDOM

Measures: Awareness, intuition, insight

Important for: Cleric, Druid

Racial Increases:

| | |
|----------------|-------------------------|
| Firbolg (+2) | Hill Dwarf (+1) |
| Wood Elf (+1) | Ghostwise Halfling (+1) |
| Human (+1) | Protector Aasimar (+1) |
| Kenku (+1) | Lizardfolk (+1) |
| Aarakocra (+1) | Water Genasi (+1) |

CHARISMA

Measures: Confidence, eloquence, leadership

Important for: Bard, Sorcerer, Warlock

Racial Increases:

| | |
|---------------|-------------------------|
| Tiefling (+2) | Half-Elf (+2) |
| Aasimar (+2) | Yuan-Ti (+2) |
| Dark Elf (+1) | Lightfoot Halfling (+1) |
| Human (+1) | Dragonborn (+1) |
| Tabaxi (+1) | Triton (+1) |

DETERMINING ABILITY SCORES

There are several ways to generate your characters ability scores. Remember to make any changes associated with your race of choice.

RANDOMLY

Roll 4d6 and drop the lowest die, and record the total.

Do this five more times, until you have 6 numbers. Apply one of these numbers to each of your ability scores.

STANDARD ASSORTMENT

If you want to save time, or just dislike the random nature of rolling dice, you can use the following scores instead: **15, 14, 13, 12, 10, 8**

POINT BUY

You have 27 points to spend on your scores. The cost of each score is shown on the table below. Using this method, 15 is the highest score you can end up with, before racial increases. You can't have a score lower than 8.

| Score | Cost | Score | Cost |
|-------|------|-------|------|
| 8 | 0 | 12 | 4 |
| 9 | 1 | 13 | 5 |
| 10 | 2 | 14 | 7 |
| 11 | 3 | 15 | 9 |