

INANIMIS' REVISED D&D RACES



A new take to the original nine races
of D&D's 5th Edition.



D&D RACES REVISED



he races of D&D are well established but they have some flaws that are addressed in this homebrew. All of the original races are revised so that the traits better match the race. This revision will only address traits, not lore.

DWARF

"We do not fornicate wildly like the humans and hares. Thus, our children are born ever so rarely. But when a dwarf is born, the very mountains shudder and the skies spit lightning!"

-Belnar Longbeard, Dwarven King

DWARF TRAITS

The *Ability Score Increase*, *Age*, *Alignment*, *Size*, *Speed* and *Darkvision* are unaltered.

Ability Score Increase: Your Constitution score increases by 2.

Age: Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment: Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Size: Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium. Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Dwarven Hot-Headedness: Whenever you have to roll an ability check or a saving throw that will result in you doing something against your will, you roll with advantage.

Dwarven Combat Training: You have proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.

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

Dwarven Lore: You can immediately tell if a structure is of Dwarven origin unless the architector intentionally avoided Dwarven influences. You have proficiency in *History* checks that involve Dwarven history. If you are already proficient in *History*, then you double the bonus but only on rolls that involve Dwarven History.

Languages: You can speak, read, and write Common and Dwarvish.

Subrace: There are two main subraces in the D&D PhB, I added an extra one. Choose one of the following three subraces.

HILL DWARF

As a hill Dwarf you are perceptive by nature and you have learned to be alert at all times.

Ability Score Increase: Your Wisdom score increases by 1.

Dwarven Instinct: If an enemy gets the drop on you or your party, you get to make a *Perception* check. If the check surpasses the *Stealth* check of the enemy, you and your party are not surprised.

MOUNTAIN DWARF

As a mountain Dwarf you are stronger than the average Dwarf, having probably worked in a mine and you are able to push past your limits.

Ability Score Increase: Your Strength score increases by 2.

Dwarven Endurance: If you get an exhaustion level from anything, you can choose to ignore it once per long rest. If you get two levels of exhaustion on the same day after using *Dwarven Endurance*, you immediately suffer the effects of the 2nd level of exhaustion and the 1st.

CITY DWARF

You grew up in a city and you know how to make a living. You know how a city works and you understand how to act while in an urban environment.

Ability Score Increase Your Charisma score increases by 1.

Dwarven Haggle: While haggling for something, you can always lower the price of the product or the service in question. To determine the new price you have to roll a d4. You subtract the result of the d4 from your *Charisma* modifier (the result of the subtraction cannot be lower than 1) and multiply by ten. The final result is the percentage of the price you save off of haggling.

Dwarven Primal Instincts: You instinctually know the location of the nearest inn that sells ale upon entering any city.

ELF

"You should trust eyes that have lived to see empires fall and rise. A single peasant of ours has witnessed more than your tribe has seen collectively."

-Althae Melanthe, High Elven emissary

ELF TRAITS

The *Age*, *Alignment*, *Size*, *Speed* and *Darkvision* are unaltered.

Ability Score Increase: Your Charisma score increases by 1.

Age: Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment: Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile into the Underdark has made them vicious and dangerous. Drow are more often evil than not.

Size: Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium. Speed. Your base walking speed is 30 feet.

Darkvision: Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

High Heritage: Your blood carries the knowledge and purity of the Elven race. Your Charisma checks (*Intimidation*, *Persuasion*, *Performance*, *Deception*) against humanoids that recognize your ancestry and are not hostile towards you are made with advantage.

Trance State: You do not need sleep and you cannot be magically put to sleep. Instead you meditate deeply for 4 hours a day. After resting this way you gain the same benefits that a human does from 8 hours of sleep. If you choose to extend the *Trance State* to 8 hours you gain the following:

- You regain all of your expended hit die.
- You can remove two levels of exhaustion instead of one.
- You do minor chores like cooking something light or tidy up a small room.

Languages: You can speak, read, and write Common and Elvish.

Subrace: Choose one of the following three subraces.

HIGH ELF

High Elves have studied and trained under a wise tutor. A tutor greatly influences a High Elf's life.

Ability Score Increase: Your Intelligence score and Wisdom score increase by 1.

Tutoring: You choose one of the following tutors and gain the benefits of their training.

TUTORS

Type	Benefit
Fighter	Proficiency with martial weapons.
Historian	Proficiency in History or Religion.
Magician	Proficiency in Arcana.
Linguist	Add an Extra Language.

Cantrip: You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

WOOD ELF

Wood Elves grew up in a forest, learning nature's ways and training in hunting.

Ability Score Increase: You choose one of the following. Your Dexterity score increases by 2. Or your Dexterity score and your Wisdom score increase by 1.

Elf Weapon Training: You have proficiency with the longsword, shortsword, shortbow, and longbow.

Natural Explorer: You have proficiency in the Survival skill. Also your life in the forest has awarded you with quick-footing. Your base movement speed is 35 feet.

Hunter in their Lair: If you are in a forest or in a place that you are familiar with (meaning that you have spent at least one day in said place at some point in your life) you have advantage on Stealth checks. Also, in general, you can attempt to hide in plain sight during a heavy rain, heavy snowfall or a mist.

DARK ELF (DROW)

Drow Elves reside generally in the Underdark and are usually reviled.

Ability Score Increase: Your Charisma score and your Dexterity score increase by 1.

Superior Darkvision: Your darkvision has a radius of 120 feet.

Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Darkness of the Drow: You have proficiency in the Intimidation skill. You know the *Thaumaturgy* cantrip. You can use the warlock spell *Arms of Hadar* as an action without using a Spell Slot. After using it, you have to kill one creature in order to be able to cast it again.

Drow Weapon Training: You have proficiency with rapiers, shortswords, and hand crossbows.

HALFLING

"I wouldn't bet a copper piece against a Halfling. Lady Luck favours them more than swords favour a man in a fist-fight."
-Joga Brokejaw, Half-Orcish Bartender

HALFLING TRAITS

The *Ability Score Increase*, *Age*, *Alignment*, *Size*, *Speed*, *Lucky*, *Halfling Nimbleness* and *Languages* are unaltered.

Ability Score Increase: Your Dexterity score increases by 2.

Age: A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Alignment: Most halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

Size: Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed: Your base walking speed is 25 feet.

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

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

Languages: You can speak, read, and write Common and Halfling.

Subrace: Choose one of the following two subraces.

LIGHTFOOT

You are an extremely agile creature, probably familiar with pickpocketing and hiding. People find you charming and they feel naturally calm in your company.

Ability Score Increase: Your Charisma score increases by 1.

Sneaky Fellow: You gain the benefits of *Jack of All Trades* on Sleight of Hand or Stealth if you do not have *Expertise* on these skills. You choose which one.

Halfling Charm: You know the *Friends* cantrip.

STOUT

You are pretty hardy for a halfling. People do not expect that from a creature your size, so you usually surprise them.

Ability Score Increase: Your Constitution score increases by 1.

Underdog: When a creature misses you with a melee attack, you can use your *Reaction* to gain an Attack of Opportunity on them.

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

HUMAN

"Humans are peculiar. They are weaker than a Dwarf, not as smart as an Elf, not as loyal as a Dragonborn and yet I can see them conquering the world."

-Aenaus Bratorius, Dragonborn General

HUMAN TRAITS

The *Age*, *Alignment*, *Size*, *Speed* and *Languages* are unaltered.

Ability Score Increase: You can increase three of your Ability Scores by one.

Age: Humans reach adulthood in their late teens and live less than a century.

Alignment: Humans tend toward no particular alignment. The best and the worst are found among them.

Size: Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages: You can speak, read, and write Common and one extra language of your choice.

Prodigy: You gain proficiency in a skill of your choice.

PATHS IN LIFE

There are no subraces for humans. Instead they excel in focusing on a variety of skills and mastering them. Humans can choose any three of the following paths.

PATHS

Humans are extremely adaptable to different situations. This equips them with a very variable skillset.

Weapon Affinity: You designate a fighting style as your favoured one. The style may be one of the following. One Handed, One Handed with Shield, Dual-Wield, Two-Handed, or Unarmed. While you're fighting in your favoured style, you have a +2 to your attack rolls.

Human Determination: If you make 3 successful Death Saving Throws, you return with 1 hit point. You can use this benefit once per week.

Strong-Willed: You have advantage in Wisdom Saving Throws.

Magic Affinity: You can choose two cantrips from the Wizard, Sorcerer or Warlock spell list. They don't have to be of the same spell list.

Willpower: While you have 0 spell slots for your 2nd highest ranked spells or below, you can cast 1 spell by gaining 1 level of exhaustion once per long rest. For example if your highest available spell slots are level 3, this benefit works for the 2nd and 1st level spell slots.

Rejuvenation: You can reroll the amount of heal you provide and choose either total.

DRAGONBORN

"They are creatures that look like the greatest fear in the sky. Thank the Dawnfather, they are not many, for the world would be on fire right now. Or ice cold. Depending on their type."

-Paulie Pumpkin, Halfling Bard

DRAGONBORN TRAITS

The *Age*, *Alignment*, *Size*, *Speed*, *Languages*, *Draconic Ancestry* and *Breath Weapon* are unaltered.

Ability Score Increase: Your Charisma score increases by 1. If your *Draconic Ancestry* is from a Black, Copper or Green Dragon, your Constitution increases by 2. If your *Draconic Ancestry* is from a Blue, Brass, Bronze, Gold, Red, Silver or White Dragon your Strength score increases by 2.

Age: Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment: Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most dragonborn are good, but those who side with Tiamat can be terrible villains.

Size: Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Draconic Ancestry: You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

DRACONIC ANCESTRY

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)

Claws of the Dragon: A Dragonborn is never unarmed. They can use their claws to attack while not holding any weapons. The attack roll is 1d20 + your Strength modifier + your Proficiency bonus. The damage is 1d4 + your Strength modifier.

Damage Resistance: You have resistance to the damage type associated with your draconic ancestry.

Breath Weapon: You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Languages: You can speak, read, and write Common and Draconic.

GNOME

"I walked into her home and the place was filled with various gadgets. I grabbed one of them and said 'Haha, what does *this* do? Brew tea?'. She looked at me with a spark in her eyes, grabbed the gadget and after a few minutes it was brewing tea."

-Annette Joubliette, Human Explorer

GNOME TRAITS

The *Age*, *Alignment*, *Size*, *Speed*, *Languages*, and *Darkvision* are unaltered.

Ability Score Increase: Your Intelligence score and your Dexterity score increase by 1.

Age: Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Alignment: Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators and inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, and fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

Size: Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed: Your base walking speed is 25 feet.

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Languages: You can speak, read, and write Common and Gnomish.

Gnomish Tinkering: All gnomes know how to tinker small stuff. You have advantage on every roll made to repair something. You also have advantage to any rolls made to resist charming or dominating magical effects.

Subrace: There are two main subraces in the D&D PhB, I added an extra one. Choose one of the following three subraces.

FOREST GNOME

You grew up in a small village in the forest, you are inclined to adventuring and exploring.

Ability Score Increase: Your Dexterity score or your Wisdom score increases by 1.

Friends of Nature: You are proficient in the *Animal Handling* and *Nature* skill.

Speak with Small Beasts: Through sounds and gestures, you can communicate simple ideas with Small beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

ROCK GNOME

You are inclined heavily towards tinkering. You have spent your life making little inventions that should or shouldn't work. You probably owned a laboratory that blew up at some point.

Ability Score Increase: Your Intelligence score increases by 1.

Attention to Details: You are proficient in the *Investigation* skill. Whenever you are inspecting a machinery you are trained to notice any minor detail and immediately get a grasp of how it functions. You add double your proficiency bonus when investigating a machinery.

Tinker: You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy: This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

GNOMES OF UNDERDARK (DEEP GNOMES)

This option is mentioned in the original PhB but it is not explored. These gnomes are a bit paler than a normal gnome and slightly less jovial.

Ability Score Increase: Your Constitution score increases by 1.

Underdark Denizen: You can navigate the Underdark with ease, knowing the dangers that might lurk in certain areas. You also know *Undercommon*.

Superior Darkvision: Your darkvision has a radius of 120 feet.

Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Bad Experiences: You have seen many horrors that have hardened you. You have advantage on saving throws that relate to you getting frightened or Intimidated. You also get proficiency in the *Insight* skill.

HALF-ELF

"They do not belong anywhere. The elves call them half-breeds and the humans are wary around them. But getting to know one, you will understand they got the best of both worlds."

-Logan Cheef, Human Law Enforcer

HALF-ELF TRAITS

The *Age*, *Alignment*, *Size*, *Speed*, *Darkvision*, and *Languages* are unaltered.

Ability Score Increase: Your Charisma score increases by 2, and one more score of your choice increases by 1.

Age: Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Alignment: Half-elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of Leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Size: Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Thanks to your elfblood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Elven Heritage: Your blood carries elven benefits. You have advantage on saving throws that involve you resisting sleep and being charmed.

Human Heritage: Your blood carries human benefits. Choose *one* of the benefits from the Paths in Life table (page 3).

Languages: You can speak, read, and write Common and Elvish.

HALF-ORC

"Well thank the Dawnfather, they are just some dumb Orcs."

-Ichabod Tregllen, Elven Commander hours before realising that Half-Orcs don't always keep the dumb part of the orcs.

HALF-ORC TRAITS

The *Ability Score Increase*, *Age*, *Alignment*, *Size*, *Speed*, *Darkvision*, *Menacing* and *Languages* are unaltered.

Ability Score Increase: Your Strength score increases by 2 and your Constitution score increases by 1.

Age: Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment: Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

Size: Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Thanks to your orc blood. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Menacing: You gain proficiency in the *Intimidation* skill.

Sadistic Killer: When you slay an enemy, you make your next attack with advantage.

Thrill of War: When in combat you are reduced to 0 hit points, but not killed outright, a surge of adrenaline flows through you keeping you standing up, allowing you to immediately take a whole turn, ending your attacker's turn. If you are damaged while in this state you are knocked unconscious and suffer 1 failed death saving throw. If you are healed while in this state, you are healed normally as if you had 0 hit points. At the start of your next turn, if you are still standing without being healed, you immediately drop unconscious and suffer 1 failed death saving throw. You can use this trait once per long rest.

Languages: You speak, read and write Common and Orc.

TIEFLING

"Do not trust these wretched creatures. There's a place where those that trusted them gather. It's called a graveyard."
-Kruger Snaptooth, Half-Orcish Jailor

TIEFLING TRAITS

The *Age*, *Alignment*, *Size*, *Speed* and *Darkvision* are unaltered.

Ability Score Increase: Your Charisma score increases by 1.

Age: Tieflings mature at the same rate as humans but live a few years longer.

Alignment: Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many Tieflings toward a chaotic alignment.

Size: Tieflings are about the same size and build as humans. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: You can speak, read and write Common.

Diabolic Bloodline: Not all Tieflings have the same appearance. Some heir from the Abyss or the Nine Hells. Choose a Bloodline from the ones offered below.

ABYSSAL BLOODLINE

These Tieflings heir from the depths of the Abyss. Their skin is the colour of coal and their eyes are either black or red. Their horns are sharp and straight.

Ability Score Increase: Your Strength score increases by 2.

Abyssal Legacy: You are resistant to *fire damage*. You can speak, read and write Abyssal.

Feral Instinct: You are proficient in the *Perception* skill or the *Survival* skill. When you are hunting a target and you use a skill that you are proficient in to track them, the checks are made with advantage.

Tricks from the Abyss: You know the cantrip *Control Flames*.

INFERNAL BLOODLINE

Tieflings heir from the Nine Hells have deep red skin. Their horns curve and bend. They are more intelligent than Abyssal ones.

Ability Score Increase: Your Charisma score and your Intelligence score increase by 1.

Infernal Legacy: You are resistant to *poison damage*. You can speak, read and write Infernal.

Dealing with the Devil: As your heritage from the Nine Hells, you are a creature that has a tendency to contracts. Once per long rest you can offer a contract to any creature. The contract has to state your true purposes but can be vaguely explained. The contract must also contain a reward to the creature. The creature is not forced to accept. If it does accept, while the contract is in effect, the creature must follow the contract and is considered charmed.

NOTES AND EXPLANATIONS

In this part I will explain the changes I made and why I think these changes represent or better balance the races. In other words I will try to make you believe that not everything I did is a mistake. But of course, you and only you, will be the judge of that.

DWARVES

Dwarven Hot-Headedness: I felt that the Dwarves are always presented as hot headed and stubborn and I didn't feel that, apart from a role-playing perspective of course, that was represented in their race. I wanted to give them a situational advantage that matched their profile.

Dwarven Lore: This is a *Stonecunning* replacement. I felt that *Stonecunning* doesn't 100% suits a Dwarf. Why would they be able to tell Elven architecture apart from Human architecture? I wanted it to be more focused around Dwarven architecture and history.

Dwarven Instinct: This is a *Dwarven Toughness* replacement. I don't exactly get the sense that *Dwarven Toughness* has a purpose. It's basically a +1 to the Constitution modifier but only regarding your hit points. I felt that a Dwarf living in the hills would have honed his awareness more than his composure. *Dwarven Instinct* is balanced because if an enemy managed to avoid everyone's perception, it will be pretty hard to surpass their Stealth check with your Perception check unless your character is focused around Perception. Which means you get a nice little benefit if you decide to go Hill Dwarf.

Dwarven Endurance: I don't think that anyone considers *Armour* and *Weapon* proficiencies a lot while creating their character. I decided to substitute *Dwarven Armour Training* with *Dwarven Endurance* because a Mountain Dwarf would probably work in the mines and would be strong with incredible stamina. This trait, allows you to exceed your limits a bit by forcing yourself to commit to an action. Again, the famous Dwarven stubbornness is represented by a trait like this.

City Dwarf: Eh, why not? Some Dwarves live in Cities. I feel that a Dwarf that lives in a city could be a merchant. That's why in the Ability Score Increase, the +1 goes to the Charisma.

Dwarven Haggle: This trait sounds a bit weird and maybe overpowered in some situations since you can basically get 40% off of any item if you are lucky enough and have high enough Charisma but consider this. Most of the time you haggle prices anyway. Your Bard will list all the reasons why a pretty fellow like him should get this Ring of Evasion for free and with a Persuasion check that's high enough you will probably get a 10-20% sale. This skill will get you a 10% price off at worst which is still balanced in my opinion.

Dwarven Primal Instincts: You never knew you wanted this trait available to a Dwarf until you saw it here.

ELVES

Ability Score Increase: Why would you get a +2 to Dexterity? The first thing that you think of when looking at an Elf is how pretty they look. Of course there are Elves that have high Dexterity, I cover that in the Subraces.

Keen Senses: Again, I feel that this is something that shouldn't be available to an Elf *just cause* they are an Elf. That's why I removed it.

High Heritage: An Elf inspires awe to most people. They also inspire authority. I feel that having advantage to Charisma checks to *non-hostile* creatures suits the race.

Trance State: I renamed this so that you don't skip it over thinking it remained the same. Also the black bullets help you notice the difference. Anyway, everytime I played an Elf I found a hard time dealing with *what the hell is my character doing sitting alone for 4 hours each night* so I guess this takes care of it. The expended hit die are a nice little quality of life benefit and it only sounds right to remove two levels of Exhaustion if you spend twice the time in Trance State.

Ability Score Increase for High Elves: Since we only got a +1 to our Charisma from picking an Elf, we got room to better fit the rest of the Ability Score Increases we have left. +1 to Intelligence and +1 to Wisdom cause a High Elf *should* be homeschooled and wise. I mean you got like 750 years to live and you are a High Elf. You probably read a bunch of books while locked up in your palace.

Tutoring: I feel that a High Elf, as a child would have a Tutor. Their parents would probably provide them with one since they are too busy doing things to cater about their child's education by themselves. So I feel that the Tutors I listed give minor benefits that could be useful.

Ability Score Increase for Wood Elves: I feel that a Wood Elf would focus in hunting. Dexterity and Wisdom are what I feel define a hunter.

Natural Explorer: Most Wood Elves tend to be hunters. I feel that a free Survival suits that lifestyle.

Hunter in their Lair: Wood Elves as hunters know how to blend with the environment. I feel that most GMs would allow you to hide if there was foliage so I thought *Mask of the Wild* was a bit useless.

Darkness of the Drow: More like Darkness of the Edgy kid am I right? Anyway, Drows have a dark reputation. I believe that *Sunlight Sensitivity* is something that will drive you away from choosing this race and *Superior Darkvision* is something you *barely* ever use. So I felt that a little something like an *almost* free spell with a cool drawback would balance it out.

HALFLINGS

Brave: I moved *Brave* to the Stout Halfling subrace cause I felt that not every halfling should have advantage to being frightened. I felt that a Stout Halfling would have been through some rough stuff and they could be *Brave*.

Sneaky Fellow: Again, I don't feel that a lot of GMs use *dim light* rules. That's why I substituted *Naturally Stealthy* with this. Gain half of a proficiency bonus to Sleight of Hand or Stealth. Even if you are already proficient. It's not as strong as *Expertise* but I feel that with and *Expertise* things would get out of the hand.

Halfling Charm: Why not, Halflings are cute, here have a cantrip.

Underdog: When fighting a Halfling you naturally don't expect a lot of resistance. But Stout Halflings are here to prove you wrong. It's basically a *Parry* mechanic. I don't feel that it is *that* strong because you waste a Reaction to gain the attack.

HUMANS

Variant Human: Nope. Removed. No further comments on this one.

Ability Score Increase: I first thought of making you choose between increasing STR, DEX, CON by 1 or WIS, INT, CHA by 1. Then I thought that if someone wanted to go as a rogue he would have trouble choosing one of these options. So just increase three of your skills by 1.

Prodigy: Having a free skill is always cool.

Paths in Life: These basically make up for the lack of Variant and the +1 to everything. **Remember.** You don't have to choose one path. You choose 3 benefits in total from the paths. I guess that I could just say "these are 6 benefits pick 3". Maybe I will edit it later, dunno.

Weapon Affinity: A nice little buff to your attack rolls. Helps you land a hit, stacks nicely with a Fighter class option.

Human Determination: I have my doubts about how good/bad this is. I feel that this would offer a clutch moment sometime or be completely useless. Anyway, I felt that this was nice to have a skill and that it suits the character of humans in fantasy.

Strong-Willed: Probably gonna be skipped a lot. But again, something that fits to humans as a race.

Magic Affinity: Sure, have two free cantrips why not. It's like having the *Magic Initiate* feat only not broken. Oh and not from the Druid/Bard/Cleric list. If you want those, go be a Druid/Bard/Cleric.

Willpower: I think that's it's good to feel as if you can always cast *one* more spell. The drawback isn't huge and the benefit isn't ridiculous. It's just one extra lower spell slot. And not even for free.

Rejuvenation: This one is basically a *be a better healer* benefit. For the moments that you casted a Healing Word and you basically rolled two 1s.

DRAGONBORNS

Ability Score Increase: My work on Dragonborns is pretty limited. I wanted for a Dragonborn to have kind of more unique benefits while choosing an Ancestry instead of just having a different breath.

Claws of the Dragon: Dragons should have claws. I felt that Unarmed Strikes should be an option for a dragonborn.

GNOMES

Ability Score Increase: I feel that gnomes are smart but a +2 to Intelligence straight up does not suit every gnome in my opinion. Instead I think that size offers the +1 Dexterity that better represents the race.

Gnomish Tinkering: *Gnome Cunning* seemed like a lot to me and I feel that it better represents Gnomes if they all have some knowledge of tinkering. Also I still believe that a cunning mind would be harder to control. So have some advantage to some saving throws too.

Ability Score Increase for Forest Gnomes: You already got a +1 to Dexterity for being a Gnome so either make it a +2 or increase your Wisdom by 1.

Friends of Nature: The minor illusion cantrip didn't make much sense to me to have for free as a forest Gnome. So instead I figured that a Gnome would know about animals and plants. Goes well with the *Speak with Small Beasts*.

Ability Score Increase for Rock Gnomes: Even though *Rock* sounds like *Strength* I feel that the Rock Gnomes are so focuse to tinkering that a Constitution +1 didn't make sense.

Attention to Details: I don't think that a Gnome should be familiar with *any* magical object. After all you are a Tinkerer not an Enchanter.

Ability Score Increase for Deep Gnomes: Underdark makes a Gnome tough. Have a +1 to your CON.

Underdark Denizen: It's only natural that you can navigate Underdark easily and know Undercommon. Knowing the dangers that might lurk means that the GM could or should let your have an idea of what dangers an area might impose.

Superior Darkvision and Sunlight Sensitivity: Of course you get the same benefits and drawbacks a drow would have to its vision/Perception.

Bad Experiences: You are a brave little gnome. You 've seen some... stuff. You have been stabbed in the back. You know how to tell if someone's gonna betray you or not.

HALF-ELF

Ability Score Increase: Half Elves are pretty. And I feel their humane nature allows them to be good at a variety of stuff. So be pretty with a +2 and have a +1 to whatever you want.

Elven and Human Heritage: These are basically derived from my changes to Elves and Humans. You still are hard to put to sleep and charm. Just not immune. Also you get to use my *Paths in Life* table again! Hurray!

HALF-ORCS

Sadistic Killer: I feel that fight is where Half-Orcs should shine. *Savage Attacks* is good but too situational. You get a 1dSomething 5% of the times you roll a d20. That 1dSomething could be a lame 1. I feel this trait is more useful. Also, if you are a Barbarian you won't have to get the drawbacks of Relentless Attack. Providing you killed someone of course. I think it's a neat little benefit. Not too powerful, not too bad.

Thrill of War: Relentless Endurance sure is good but I wanted a Half-Orc to be a little more aggressive. You can literally jump onto someone with 1 hit point, finish your attacks, die and immediately take another turn. And then die again! Fun times.

TIEFLINGS

Ability Score Increase: Have a meagre +1 to your Charisma cause you look scary. You 're gonna get the rest later.

Diabolic Bloodline: I wanted to add some variety to Tieflings and add more of a character to them. Not that a demonic race lacks character but... you know.

Ability Score Increase on Abyssal Bloodline: Strength should be the attribute of an Abyssal Tiefling. Or Dexterity I guess. But I didn't want them to be basically a Wood Elf. So Strength. I feel that very few characters play with Strength.

Abyssal Legacy: Infernal should not be a given. Have Abyssal! Also to those asking "Why resistant to fire damage if you are a Demon?" I did my research and most Demons rely on dealing fire damage so... yeah just have resistance to it.

Feral Instinct: Since there are no Lawful Demons (primarily) I wanted an Abyssal Tiefling to be pretty sinister. You are a shark on land. Hunt.

Tricks from the Abyss: Again, Demons like fire. Have a free cantrip.

Ability Score Increase on Infernal Bloodline: +1 to Charisma and Intelligence cause I feel that Devils are much more prone to deceive and outsmart you than a Demon.

Infernal Legacy: Here, have your Infernal back. Also resistance to *poison damage*. Why you ask? Most Devils are *immune* to poison damage. So yeah, I hope that's enough of a reason.

Dealing with the Devil: Basically a glorified *Charm Person* without the drawback of the other guy/gal finding out you tricked them. Unless of course you intend to trick them. I also feel that contracts is a huge part of a Devil. Wanted to add a bit of a Nine Hells flavour to Infernal Tieflings.

FINAL WORD

These changes are not heavily playtested. Some of them could be off by a mile. Some of them could be spot on. That's just my take on how the Races *should* be. Of course you can take whatever you want from this and change it to your liking. Maybe you liked my take on Humans but didn't like City Dwarves. Keep the Humans ditch the Dwarves. Just like an Elf would do. I hope you enjoyed my first public try at creating a Homebrew. Oh, also, the quotes under each race are my own so don't expect to google "Belnar Rockbeard" and expect to find anything there. It was just flavour.

The software that was used for the making of this homebrew was homebrewery.naturalcrit.com

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