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## Dnd classes and races

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Last modified on June 2nd, 2021 Choosing your race is a huge decision when creating a character. You have to take into account what traits it has, how it will impact the way you roleplay your character, and whether it synergizes well with your build. There are many different types of creatures that call the wondrous, fantastical lands of D&D home. These creatures vary wildly from your plain old humans to axe swinging Orcs to experimental creatures that have been fused together by magic. Many of these creatures started off as a stat block in one of the many monster sourcebooks that have been released by Wizards of the Coast, in order to widen the player's and DM's ability to shape their worlds, they have been made into playable races. What Dnd 5e Races Can I play? According to the Player's Handbook, the most common character races are dwarves, elves, halflings, and humans. There are more uncommon races such as dragonborn, gnomes, half-elves, half-orcs, and tieflings. In Volo's Guide to Monsters, it is mentioned that the supplemental races provided in the sourcebook are rarer than any of the "standard" classes presented in the Player's Handbook. Below is a list of all of the playable races and their subraces in D&D 5e. If you want to learn more about a race or its subrace, click on the link in the "Race" column to visit our Race Guide page. Keep in mind that your DM has the final say when it comes to which playable races are included in their campaign. Tasha's Cauldron of Everything Update Tasha's Cauldron of Everything (TCoE) introduced a new option called "Customizing Your Origin". This optional rule allows you to take the Ability Score Increases (ASI) that you got from your race and apply that to another Ability Score to better represent your unique character. This would mean, if you had an elf that you wanted to be strong instead of dexterous, you could transfer the typical +2 DEX bonus to +2 STR. The only caveats are: You can't bring any ability score above 20 If you receive 2 ASIs as part of your race, you cannot increase the same ability score twice Customizing Your Origin also outlines rules for switching out languages and proficiencies from your racial traits, but these have less of an impact on our race and class guides. We have chosen to keep our race and class guides "as is" to represent the typical ASIs, proficiencies, and languages of races as they are displayed in their official sources. Due to the unlimited variability offered by the Customizing Your Origin option, it would be impossible to take all combinations of ASI increases into account. A Quick Overview of D&D Races Race Language Size Speed Ability Modifiers Aarakocra Common, Aarakocra, Auran Medium 25 2 DEX, 1 WIS Asimar Common, Celestial Medium 30 - Fallen 2 CHA, 1 STR Protector 2 CHA, 1 WIS Scourge 2 CHA, 1 CON Variant 2 CHA, 1 WIS Bugbear Common, Goblin Medium 30 2 STR, 1 DEX Centaur Common, Sylvan Medium 40 2 STR, 1 WIS Changeling Common, 2 Medium 30 1 DEX or WIS, 2 CHA Dragonborn Common, Draconic Medium 30 2 STR, 1 CHA Draconblood 2 INT, 1 CHA Ravenite 2 STR, 1 CON Dwarf Common, Dwarf Medium 25 - Gray (Duergar) Undercommon 2 CON, 1 STR Hill 2 CON, 1 WIS Mark of Warding 2 CON, 1 DEX Mountain 2 CON, 2 STR Elf Common, Elvish Medium 30 - Aereni High 2 DEX, 1 CON Aereni Wood 2 DEX, 1 WIS Drow 2 DEX, 1 CHA Eladrin 2 DEX, 1 CHA Eladrin (Variant) 2 DEX, 1 INT High 2 DEX, 1 INT Mark of Shadow 2 DEX, 1 CHA Sea Elf 2 DEX, 1 CON Shadar Kai 2 DEX, 1 CON Valenar High 2 DEX, 1 INT Valenar Wood 2 DEX, 1 WIS Wood 2 DEX, 1 WIS Firbolg Common, Elvish, Giant Medium 30 2 WIS, 1 STR Genasi Common, Primordial Medium 30 - Air 2 CON, 1 DEX Earth 2 CON, 1 STR Fire 2 CON, 1 INT Water 2 CON, 1 WIS Gith Common, Gith Medium 30 - Githyanki 2 STR, 1 INT Githzerai 2 WIS, 1 INT Gnome Common, Gnomish Small 25 - Forest 2 INT, 1 DEX Mark of Scribing 2 INT, 1 CHA Rock 2 INT, 1 CON Deep 2 INT, 1 DEX Goblin Common, Goblin Small 30 2 DEX, 1 CON Goliath Common, Giant Medium 30 2 STR, 1 CON Halfling Common, Halfling Small 25 - Ghostwise 2 DEX, 1 WIS Lightfoot 2 DEX, 1 CHA Lotusden 2 DEX, 1 WIS Mark of Healing 2 DEX, 1 WIS Mark of Hospitality 2 DEX, 1 CHA Stout 2 DEX, 1 CON Half-Elf Common, Elvish Medium 30 2 CHA, 1 ASI Half-Aquatic 2 CHA, 1 ASI Half-Drow 2 CHA, 1 ASI Half-High 2 CHA, 1 ASI Mark of Detection 2 WIS, 1 ASI Mark of Storm 2 CHA, 1 DEX Half-Wood 2 CHA, 1 ASI Half-Orc Common, Orc Medium 30 2 STR, 1 CON Mark of Finding 2 WIS, 1 CON Hobgoblin Common, Goblin Medium 30 2 CON, 1 INT Human Common, 1 Additional Medium 30 1 to All Mark of Finding 2 WIS, 1 CON Mark of Handling 2 WIS, 1 ASI Mark of Making 2 INT, 1 ASI Mark of Passage 2 DEX, 1 ASI Mark of Sentinel 2 CON, 1 WIS Variant 2 ASI Kalashtar Common, Quori, 1 Medium 30 2 WIS, 1 CHA Kenku Common, Auran Medium 30 2 DEX, 1 WIS Kobold Common, Draconic Small 30 2 DEX Lizardfolk Common, Draconic Medium 30 2 CON, 1 WIS Loxodon Common, Loxodon Medium 30 2 CON, 1 WIS Minotaur Common, Minotaur Medium 30 2 STR, 1 CON Orc Common, Orc Medium 30 2 STR, 1 CON, 2 INT Shifter Common Medium 30 - Beasthide 2 CON, 1 DEX Longtooth 2 STR, 1 DEX Swiftstride 2 DEX, 1 CHA Wildhunt 2 WIS, 1 DEX Simic Hybrid Common, Elvish/Vedalken Medium 30 2 CON, 1 ASI Tabaxi Common, 1 Medium 30 2 DEX, 1 CHA Tiefling Common, Infernal Medium 30 2 CHA, 1 INT Asmodeus 2 CHA, 1 INT Baalzebul 2 CHA, 1 INT Dispatser 2 CHA, 1 DEX Feral 2 DEX, 1 INT Fierna 2 CHA, 1 WIS Glasya 2 CHA, 1 DEX Levistus 2 CHA, 1 CON Mamon 2 CHA, 1 INT Mephistopheles 2 CHA, 1 INT Variant 2 CHA, 1 INT Zariel 2 CHA, 1 STR Turtle Common, Aquan Medium 30 2 STR, 1 WIS Triton Common, Aquan Medium 30 1 STR, 1 CON, 1 CHA Vedalken Common, Vedalken, 1 Medium 30 2 INT, 1WIS Warforged Common Medium 30 2 CON, 1 ASI Yuan-Ti Pureblood Common, Abyssal, Draconic Medium 30 2 CHA, 1 INT Dnd 5e Races Ability Modifier Breakdown We took a look at all of the D&D 5e Race's Ability Modifiers and have come up with some interesting data that will help you when you are trying to pick a race that will mesh with your intended build. Keep in mind, this table excludes 11 Races that do not apply a +2 racial bonus to ability modifiers. Looking at the tables above, we can see a number of interesting takeaways: DEX is by far the most common +2 racial bonus This is great news for Rogues, Rangers, and Monks, all of which draw their AC, Attack, Damage, Stealth, etc from their DEX modifier. WIS and INT both have very few +2 racial bonus An even more interesting conclusion is that only 2 of these races are from the PHB: the Rock and Forest Gnome. This can be quite limiting for the large majority of classes that use their WIS as their spellcasting modifier (Ranger, Druid, Cleric, Monk). That being said, both WIS and INT have the most common +1 racial bonus. DEX + CON bonuses are more common than STR + CON bonuses This certainly goes against the grain because STR based melee fighters are more likely to tank than DEX based fighters due to a higher AC. 33%(3)33% encontró este documento útil (3 votos)13K vistas1 página, activo Before a "Dungeons & Dragons" player joins a game, before she finds her first sword or slays her first groll, she must create a character who has a race and a class. I Will she skulk in the shadows as a gnome?2 rogue?3 Sally forth with her human paladin? Reave up and down the Sword Coast as a dwarven barbarian? Since the tabletop role-playing game debuted in 1974, "Dungeons & Dragons" has grown to include so many different kinds of characters that there are two races of playable bird people.4 In August, the game's publisher released an online tool called D&D Beyond that streamlines the process of setting up a new character. Players created hundreds of thousands of characters in the site's first month, and Curse, the developer behind D&D Beyond, sent us users' most popular picks for races and classes from the game's Fifth Edition. So what does this data say about players' character preferences? At first blush it looks like characters are drawn from literature and everyday life, which seems surprisingly unimaginative considering that "Dungeons & Dragons" is the quintessential fantasy game. But some of the common character choices can be explained by the game's structure of racial bonuses. Humans — the most popular race by far — get an extra point in all of their ability scores, which makes them a balanced pick for any class. Other races dovetail nicely with particular classes. The wood elfs gets a bonus to dexterity as well as proficiency in longbows, perfect for the ranger class. Halflings also have extra points in dexterity and may have access to the "naturally stealthy" trait, which makes them exceptional rogues. The appearance of both these archetypes in Lord of the Rings and other works of fantasy likely also plays a role in their popularity. Some pairings you won't find anywhere in Tolkien's books, but might stand at the vanguard of a new fantasy canon. Apparently the lumbering, scaly dragonborn are frequently cast as paladins, a class traditionally inhabited by snooty white men. And remember the bird people? Players who pick the avian aarakocra are most likely to adventure as martial artist monks, filling the skies of the Forgotten Realms with Jet Li Big Birds. When I started playing "Dungeons & Dragons" five years ago, I never would have chosen the game's most popular match: the human fighter. There are already enough human fighters in movies, TV and books — my first character was an albino dragonborn sorcerer. But these days I can get behind the combo's simplicity: It lets you create a good story rather than spending time flipping through rulebooks to look up spells. Players who are more interested in the action than the storytelling might relish the technicalities of more arcane race and class pairings, watching the dice fall and arguing over whether they have full or half cover. You can play "Dungeons & Dragons" as a pure combat simulator, a murder mystery or even a dating competition. For decades, that open-endedness has brought players back to the table to fill out one more character sheet. Instantly share code, notes, and snippets. All races and classes from official D&D sources You can't perform that action at this time. You signed in with another tab or window. Reload to refresh your session. You signed out in another tab or window. Reload to refresh your session. The upper bodies of centaurs are comparable to human torsos in size, and their lower equine bodies average about 4 feet tall at the withers. They fill similar roles as cavalry warriors, messengers, outriders, and scouts. Racial Traits+2 Strength, +1 Wisdom, Fey, Charge, Hooves, Equine Build, Survivor The character creation process in Dungeons & Dragons is entirely customizable based on how you want each character. While it may not make the greatest sense, you are entirely free to create a gnome barbarian to lead your team into battle. Whatever you want to make, you can do so by combining races and classes. Here are some of the best combinations we have witnessed in Dungeons & Dragons (5th Edition). Note: while these are great combinations, this topic is entirely subjective. You should make whatever race and class character you want to have the most fun while playing. Dragonborn Paladin Image via D&D Beyond Paladins need as much strength and charisma as possible to smite their foes and uphold justice. Dragonhorns get a bonus in both, and their alignment of sticking to an extreme good or bad fits a paladin background perfectly. With resistance to your draconian ancestry's element, you are also further protected. Elf monk Image via D&D Beyond Monks rely on dexterity for their attacks, making the bonus two points from the elven race very beneficial. When you choose your sub-race, you can choose what other perks you want based on those choices, as they will not significantly affect your monk status. As your monk grows, you will be able to take advantage of great movement and abilities as you channel ki and earn unarmored movement. Gnome wizard Image via D&D Beyond Wizards are reliant on being intelligent to both have more spells prepared and for their spellcasting ability. That is why the two extra points to intelligence that gnomes give you make them an excellent choice for creating a wizard. We recommend also going with the forest gnome sub-race to get the Minor Illusion cantrip and communicate with small beasts if needed. The dexterity bonus isn't too bad, either. Half-elf bard Image via D&D Beyond Bards are reliant on charisma for their songs and spells to be effective. With that in mind, consider using the half-elf race for the two bonus charisma points as well as the additional two points you can choose to upgrade. The Skill Versatility trait also further helps your bard be the jack-of-all-trades and succeed on ability checks by giving two extra skill proficiencies. Half-elf warlock Image via D&D Beyond Like bards, warlock spells rely on charisma to be useful, so half-elves are also particularly useful in those builds. Using the half-elf charisma teamed up with Eldritch Blast (as its evocation Agonizing Blast), you will be doing severe damage to enemies with a cantrip at all times. Once you get to higher level spells, you are even better off. Half-orc barbarian Image via D&D Beyond Barbarians need as much strength and constitution as possible to be successful at what they do best. Luckily, half-orcs give a bonus of two points to strength and an extra point in constitution to make sure your big guy can rage to their heart's content. Add in the traits Menacing, Savage Attacks, and Relentless Endurance, and your barbarian will be as terrifying as they are tough to bring down. Halfling rogue Image via D&D Beyond Halflings and rogues are a match made in heaven. Halflings are small creatures that give a bonus of two dexterity points and the Lucky trait, which lets you reroll any d20 roll that ends in a one. Using Halfling Nimbleness, you can also move through spots occupied by others. How good is a rogue if they cannot move freely? Human bard Bards literally have a skill called Jack of all Trades for making sure all of their ability checks have a better chance to succeed. If you have a human, all ability scores are increased by one. Perfect match, right? Humans are pretty decent at any class, but the bardic spells and songs were made to be used by them.

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