

D&D 5TH BASE RACES

No	Race	Ability Adjustments	Proficiencies
1	Hill Dwarf	+2 CON, +1 WIS	Battleaxe, Handaxe, Throwing Hammer, Warhammer,
2	Mountain Dwarf	+2 CON, +2 STR	Battleaxe, Handaxe, Throwing Hammer, Warhammer, Light armor, Medium armor
3	High Elf	+2 DEX, +1 INT	Perception, Longsword, Shortsword, Shortbow, Longbow
4	Wood Elf	+2 DEX, +1 WIS	Perception, Longsword, Shortsword, Shortbow, Longbow
5	Drow Elf	+2 DEX, +1 CHA	Perception, Rapier, Shortsword, Hand Crossbow
6	Eladrin Elf (DMG)	+2 DEX, +1 INT	Perception, Longsword, Shortsword, Shortbow, Longbow
7	Lightfoot Halfling	+2 DEX, +1 CHA	
8	Stout Halfling	+2 DEX, +1 CON	
9	Human	+1 to all Ability Scores OR +1 to two Ability scores and 1 bonus Feat plus proficiency in 1 skill	
10	Dragonborn	+2 STR, +1 CHA	
11	Forest Gnome	+2 INT, +1 DEX	
12	Rock Gnome	+2 INT, +1 CON	Artisan Tools, 2x proficiency bonus to some History checks
13	Deep Gnome (EE Comp.)	+2 INT, +1 DEX	Darkvision 120 feet, Access to Svirfnebling Feat
14	Water Genasi (EE Comp.)	+2 CON, +1 WIS	Can Cast "Shape Water" and "Create and Destroy", Acid Resistance, Can Swim 30 feet, Can breathe Air and Water
15	Fire Genasi (EE Comp.)	+2 CON, +1 INT	Can Cast "Produce Flame" and "Burning Hands", Darkvision, Fire resistance
16	Air Genasi (EE Comp.)	+2 CON, +1 DEX	Can Cast "Levitate", hold breath forever
17	Earth Genasi (EE Comp.)	+2 CON, +1 STR	Can Cast "Pass without trace"
18	Goliath (EE Comp.)	+2 STR, +1 CON	Mountainborn, proficient in Athletics, Stone endurance (Damage reduction)
19	Half Elf	+2 CHA, +1 to two other Ability Scores	Proficiency in 2 skills
20	Half Orc	+2 STR, +1 CON	Intimidation
21	Tiefling	+1 INT, +2 CHA	
22	Asimar (DMG)	+1 WIS, +2 CHA	
23	Aarakocra (EE comp.)	+2 DEX, +1 WIS	Fly 50 ft, Talon Attack
24	Kenku (MM)	+2 DEX	

Other
+1 HP per level
1 Bonus Language
Feywild Race
1 Bonus Language
Dragon Color
1 Bonus Language
Fiendish Race
Celestial Race