Races

# Dwarf

* +2 Constitution

## Hill Dwarf

* +1 Wisdom

## Mountain Dwarf

* +2 Strength

# Elf

* +2 Dexterity

## High Elf

* +1 Intelligence

## Wood Elf

* +1 Wisdom

## Drow Elf

* +1 Charisma

# Halfling

* +2 Dexterity

## Lightfoot Halfling

* +1 Charisma

## Stout Halfling

* +1 Constitution

# Human

* +1 to All Ability Scores

# Dragonborn

* +2 Strength, +1 Charisma

# Gnome

* +2 Intelligence

## Forest Gnome

* +1 Dexterity

## Rock Gnome

* +1 Constitution

# Half-Elf

* +2 Charisma, +1 to Any Two Other Ability Scores

# Half-Orc

* +2 Strength, +1 Constitution

# Tiefling

* +1 Intelligence, +2 Charisma

Classes

# Barbarian

**Class Description**:

**Main Mechanic**: Rage

**Specialization**: Primal Paths

# Bard

**Class Description**:

**Main Mechanic**: Spellcasting & Bardic Inspiration

**Specialization**: Bard Colleges

# Cleric

**Class Description**:

**Main Mechanic**: Spellcasting & Channel Divinity

**Specialization**: Divine Domains

# Druid

**Class Description**:

**Main Mechanic**: Spellcasting & Wild Shape

**Specialization**: Druid Circles

# Fighter

**Class Description**:

**Main Mechanic**: Fighting Style

**Specialization**: Martial Archetype

# Monk

**Class Description**:

**Main Mechanic**: Ki

**Specialization**: Monastic Tradition

# Paladin

**Class Description**:

**Main Mechanic**: Spellcasting &

**Specialization**: Sacred Oath

# Ranger

**Class Description**:

**Main Mechanic**: Favored Enemy & Natural Explorer

**Specialization**: Ranger Archetype

# Rogue

**Class Description**:

**Main Mechanic**: Sneak Attack

**Specialization**: Roguish Archetype

# Sorcerer

**Class Description**:

**Main Mechanic**: Spellcasting

**Specialization**: Sorcerous Origin

# Warlock

**Class Description**:

**Main Mechanic**: Spells & Eldritch Invocations

**Specialization**: Otherworldly Patron

# Wizard

**Class Description**:

**Main Mechanic**: Spellcasting

**Specialization**: Arcade Tradition