

Main races:

Humans, Dwarves, Halflings, Kenku, Ogre, Lizardfolk, Elves, Half-Elves (Tayledas, technically, but often don't know their heritage)

possibly could change names?

rare

Humans - same as PHB

Dwarves: basic type same but no sub races, instead get trib based on caste

Ruler: +1 WIS, +1 CHA; prof in Insight

Rune-caster: +1 INT, cited cast spells - cantrip, 1st level @ 3rd, 2nd level @ 5th
use INT

Priest: +1 WIS, prof in Religion, cantrip from Priest list (Cited cast?)

Warrior: +2 STR, prof w/ light & med armor (mountain dwarf)

Traveler: +1 CHA, skill versatility, one extra language

Stoneworker: +1 STR, expertise in art/craft of choice, Ritual Cast Mending Cantrip (WIS)

Farmer: +1 WIS, Dwarven toughness (hill dwarf)

Halflings - Same as Lightfoot halflings in PHB, but more

Brave and add something related to communication/charm?

Elves - Similar to High Elves but maybe change proportions. Even admiring
are rare and could cease comment. Maybe also add wood elf (16)
thing? Other types?

- Half-Elves: similar to gHB? Not allowed?

Oscar

Kinku -

Lizardfolk -