

Main races:

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

Humans - same as PHB

Dwarves: basic type same but no subraces, instead get traits based on Caste

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

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

Priest: +1 WIS, prof in Religion, cantrip from Frost Bolt (Cleric cast?)

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

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

Stoneworker: +1 STR, expertise in artisan tool of choice, Proficiency in Crafting
(WIS)

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

Halflings - Same as Lightfoot halflings in PHB, but remove

Brave and add something related to (communication) charm?

Elves - Similar to High Elves but maybe change probabilities. Even admiring
are rare and could cause comment. Maybe also add Wood elf (b)
thing? Other types?

- Half-Elf : similar to plTB? Not attached?

Ogre

Kunku -

Lzardfolk -