

Half Race Combination Balance

Herein lies a half-race for every official 5e race in the PHB, EE companion, SCAG, and Volo's. Most features of these races are given only by name. You will have to look them up in official source material to learn the details.

Scoring:

These races are scored roughly according to the Musicus scale with insight from the Detect Balance scale. My goal was to balance them against a 6.5-point average. The average official race is closer to 6, but the lower-strength races get somewhat less play because of this, and so creating new races would most likely gain interest and not be overpowered at around 6.5 Musicus points, which is approximately 26 Detect Balance points. Each half-race is 3 points, or 3.5 points if they have Darkvision or other features that are hard to split/decrease in value.

Yuan-Ti:

I have presented a full Yuan-Ti replacement that is balanced at 7.5; the original would score an 11.5, which is way beyond reasonable.

Rules for Ability Score Improvements (ASIs):

No character may gain more than a +2 ASI to any ability score from racial benefits. If a character chooses an option that would result in a +3, his bonus is nonetheless limited to +2. There should be no circumstance under the following guidelines to create such a problem: any time such an issue could occur, a player always has an alternate choice that he could choose instead.

Balancing Existing Races:

Several of the standard player races are noticeably weaker than others. In order to bring some the weaker ones closer to the 6.5 target, I've made a few adjustments:

Dragonborn:

- Your breath weapon uses your Str or Con modifier, your choice.
- *Powerful Breath*. Your breath weapon ignores damage resistance.
- *Menacing*. You gain proficiency in the Intimidation skill.

Gnome:

- *Forest Gnome*. You gain proficiency in the Nature or Animal Handling skill.
- *Rock Gnome*. You gain proficiency in the History skill.
- *Deep Gnome*. You gain proficiency in the Arcana skill.

Half-Orc: You gain proficiency in the Athletics skill.

Halfling: Your subrace ASI is +2 rather than +1.

Human: 2 skill or tool proficiencies and a 30 ft. climbing or swimming speed

Tiefling: You gain proficiency in the Deception skill.

Genasi:

- *Elemental Expertise*. When you make an Intelligence ability check related to your elemental affinity, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.
- *Air Genasi*: You gain resistance to lightning damage.
- *Earth Genasi*. You gain resistance to poison damage.

Goliath: You gain proficiency in the Intimidation skill.

Kobold: Stealth proficiency, Superior Darkvision (120 ft.)

Orc: Athletics proficiency, Superior Darkvision (120 ft.)

Half-Human:

The Half-Human half-race looks suspiciously like the Variant Human that is viewed as so overpowered. Here I have removed the skill proficiency and limited the feat options to a list of those generally weakly regarded. Are there feats in this list that you would remove, or others that you would add?

Selecting Half-races:

Choose one subrace for each half-race. Your Size and base walking speed match those of the smaller race, but your character height and weight are yours to choose as you please befitting such a race combination. If you gain Darkvision from multiple sources, you gain the best version, but the benefits do not stack.

Darkvision Variant:

https://www.reddit.com/r/DnDBehindTheScreen/comments/3kuabk/5e_darkvision_i_hate_it_its_no_fun_and_it_can_die/cv13uj6/

I read this alternate take on Darkvision by transmogrify on Reddit. I think it would make the game more interesting to require

more light management and less, “Everybody has darkvision except the human, so we’ll just ignore darkness this campaign.” **Darkvision.** You have superior vision in dim conditions. You can see in dim light within 60 feet of you as if it were bright light.

Superior Darkvision. Within the range of your darkvision, you can see in darkness as if the darkness were dim light. You can’t discern color in darkness, only shades of gray. If a source of bright light is within the range of your darkvision, you cannot use this ability.

3.5 Half-Human

2 Ability Score Increase. Two of your ability scores increase by 1.

0 Size. Medium.

0 Speed. Your base walking speed is 30 feet.

0 Languages. You can speak, read, and write Common and one extra language of your choice.

1.5 Feat. You may choose one feat from the following list: Actor, Athlete, Charger, Durable, Elemental Adept, Healer, Heavily Armored, Keen Mind, Lightly Armored, Linguist, Mage Slayer, Magic Initiate, Martial Adept, Moderately Armored, Observant, Skilled, Tavern Brawler, Weapon Master.

7 Full Human

You may choose the Half-Human half-race as both halves of your race, making you a full Human. However, your choice of ability scores and feats may result in only one ability score gaining a +2, and none exceeding +2.

3.5 Half-Dwarf

1 Ability Score Increase. Your Constitution score increases by 1.

0 Size. Medium.

0 Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

.5 Darkvision. 60 feet.

0 Languages. Common and Dwarvish.

2 Hill Dwarf. +1 Wis, Dwarven Toughness.

2 Mountain Dwarf. +1 Str, Dwarven Armor Training.

3.5 Half-Elf

1 Ability Score Increase. Your Dexterity score increases by 1.

0 Size. Medium.

0 Speed. Your base walking speed is 30 feet.

.5 Darkvision. 60 feet.

.5 Skill. Perception.

0 Languages. Common and Elvish.

1.5 High Elf. +1 Int, Cantrip.

1.5 Wood Elf. +1 Wis, +5 speed.

1.5 Drow Elf. +1 Cha, Faerie Fire.

3 Half-Halfling

1 Ability Score Increase. Your Dexterity score increases by 1.

-.5 Size. Small.

-.5 Speed. Your base walking speed is 25 feet.

.5 Lucky.

.5 Halfling Nimbleness.

0 Languages. Common and Halfling.

2 Lightfoot Halfling. +1 Cha, Naturally Stealthy.

2 Stout Halfling. +1 Con, Stout Resilience.

2 Ghostwise Halfling. +1 Wis, Silent Speech.

3.5 Half-Dragonborn

1 Ability Score Increase. Your Strength score increases by 1.

0 Size. Medium.

0 Speed. Your base walking speed is 30 feet.

0 Draconic Ancestry.

0 Languages. Common and Draconic.

1.5 Breath Weapon.

1 Damage Resistance.

3.5 Half-Gnome

1 **Ability Score Increase.** Your Intelligence score increases by 1.

-.5 **Size.** Small.

-.5 **Speed.** Your base walking speed is 25 feet.

.5 **Darkvision.** 60 feet.

1.5 **Gnome Gunning.** Adv on Int, Wis, Cha.

0 **Languages.** Common and Gnomish.

1.5 **Rock Gnome.** +1 Con, Tinker.

1.5 **Forest Gnome.** +1 Wis, Speak with Small Beasts.

1.5 **Deep Gnome.** +1 Dex, Stone Camouflage or Superior Darkvision.

3.5 Half-Orc

1 **Ability Score Increase.** Your Strength score increases by 1.

0 **Size.** Medium.

0 **Speed.** Your base walking speed is 30 feet.

.5 **Darkvision.** 60 feet.

0 **Languages.** Common and Orc.

1 **Relentless Endurance.**

1 **Savage Attacks.**

3.5 Half-Tiefling

1 **Ability Score Increase.** Your Charisma or Intelligence score increases by 1.

0 **Size.** Medium.

0 **Speed.** Your base walking speed is 30 feet.

0 **Languages.** Common and Infernal.

1.5 **Infernal Legacy.** Cantrip and two spells.

1 **Hellish Resistance.** Fire resistance.

3 Half-Genasi

1 **Ability Score Increase.** Your Constitution score increases by 1.

0 **Size.** Medium.

0 **Speed.** Your base walking speed is 30 feet.

0 **Languages.** Common and Primordial.

2 **Air Genasi.** +1 Dex, Mingle with the Wind.

2 **Earth Genasi.** +1 Str, Merge with Stone.

2 **Fire Genasi.** +1 Int, Fire Resistance.

2 **Water Genasi.** +1 Wis, Amphibious, Swim, One of Acid Resistance, Shape Water, or Create or Destroy Water.

3 Half-Goliath

1 **Ability Score Increase.** Your Strength score increases by 1.

0 **Size.** Medium.

0 **Speed.** Your base walking speed is 30 feet.

0 **Languages.** Common and Giant.

1.5 **Stone's Endurance.**

.5 **Powerful Build.** or **Mountainborn.**

3.5 Half-Aarakocra

0 **Size.** Medium.

0 **Speed.** Your base walking speed is 25 feet.

3.5 **Flight.** 50 feet, no Medium or Heavy armor.

0 **Languages.** Common, Aarakocra, and Auran.

3.5 Half-Assimar

0 **Size.** Medium.

0 **Speed.** Your base walking speed is 30 feet.

.5 **Darkvision**. 60 feet.
0 **Languages**. Common and Celestial.
2 **Protector Assimar**. +1 Wis, Radiant Soul.
2 **Scourge Assimar**. +1 Con, Radiant Consumption.
2 **Fallen Assimar**. +1 Str, Necrotic Shroud.

3.5 Half-Firebolg

1 **Ability Score Increase**. Your Wisdom score increases by 1.
0 **Size**. Medium.
0 **Speed**. Your base walking speed is 30 feet.
0 **Languages**. Common, Elvish, and Giant.
1 **Firebolg Magic**.
1.5 **Hidden Step**.

3 Half-Kenku

2 **Ability Score Increase**. Your Dexterity and Wisdom scores increase by 1.
0 **Size**. Medium.
0 **Speed**. Your base walking speed is 30 feet.
0 **Languages**. Common and Auran.
.5 **Expert Forgery**.
.5 **Mimicry**.

3 Half-Lizardfolk

1 **Ability Score Increase**. Your Constitution score increases by 1.
0 **Size**. Medium.
0 **Speed**. Your base walking speed is 30 feet.
.5 **Swimming Speed** and **Hold Breath**. You have a swimming speed of 30 feet, and you can hold your breath for 15 minutes.
0 **Languages**. Common and Draconic.
.5 **Cunning Artisan**.
1 **Natural Armor** or both **Bite** and **Hungry Jaws**.

3.5 Half-Tabaxi

1 **Ability Score Increase**. Your Dexterity score increases by 1.
0 **Size**. Medium.
0 **Speed**. Your base walking speed is 30 feet.
.5 **Darkvision**. 60 feet.
0 **Languages**. Common and one other language of your choice.
.5 **Feline Agility**.
1 **Cat's Claws**.
.5 **Cat's Talent**. Choose one skill.

3 Half-Triton

1 **Ability Score Increase**. Your Strength, Constitution, or Charisma score increases by 1.
0 **Size**. Medium.
0 **Speed**. Your base walking speed is 30 feet.
.5 **Swimming Speed** and **Amphibious**. You have a swimming speed of 30 feet. You can breathe underwater.
0 **Languages**. Common and Primordial.
.5 **Control Air and Water**. Only Wall of Water.
1 **Guardians of the Depths**.

3.5 Half-Bugbear

1 **Ability Score Increase**. Your Strength score increases by 1.
0 **Size**. Medium.
0 **Speed**. Your base walking speed is 30 feet.
0 **Languages**. Common and Goblin.
1.5 **Long-Limbed**. Reach.
1 **Surprise Attack**.

3.5 Half-Goblin

1 **Ability Score Increase**. Your Dexterity score increases by 1.
-.5 **Size**. Small.
0 **Speed**. Your base walking speed is 30 feet.

.5 **Darkvision.** 60 feet.
0 **Languages.** Common and Goblin.
1 **Fury of the Small.**
1.5 **Nimble Escape.**

3.5 Half-Hobgoblin

1 **Ability Score Increase.** Your Constitution score increases by 1.
0 **Size.** Medium.
0 **Speed.** Your base walking speed is 30 feet.
.5 **Darkvision.** 60 feet.
1 **Martial Training.** Two weapons and light armor.
0 **Languages.** Common and Goblin.
1 **Saving Face.** Reach.

3.5 Half-Kobold

0 **Ability Score Increase.** Your Dexterity score increases by 1, and your Strength score is reduced by 2.
-.5 **Size.** Small.
0 **Speed.** Your base walking speed is 30 feet.
.5 **Darkvision.** 60 feet.
0 **Languages.** Common and Goblin.
1 **Grovel, Cower, and Beg.**
2.5 **Pack Tactics.**

7.5 Yuan-Ti

3 **Ability Score Increase.** Your Charisma score increases by 2, and your Intelligence score increases by 1.
0 **Size.** Medium.
0 **Speed.** Your base walking speed is 30 feet.
.5 **Darkvision.** 60 feet.
0 **Languages.** Common, Abyssal, and Draconic.
2 **Poison Immunity.**
2 **Innate Spellcasting.**

3.5 Half-Yuan-Ti

1 **Ability Score Increase.** Your Charisma score increases by 1.
0 **Size.** Medium.
0 **Speed.** Your base walking speed is 30 feet.
.5 **Darkvision.** 60 feet.
0 **Languages.** Common, Abyssal, and Draconic.
1 **Poison Resistance.** You are resistant to poison damage and have advantage on saving throws against the poisoned condition.
1 **Innate Spellcasting.** Pick one spell feature.