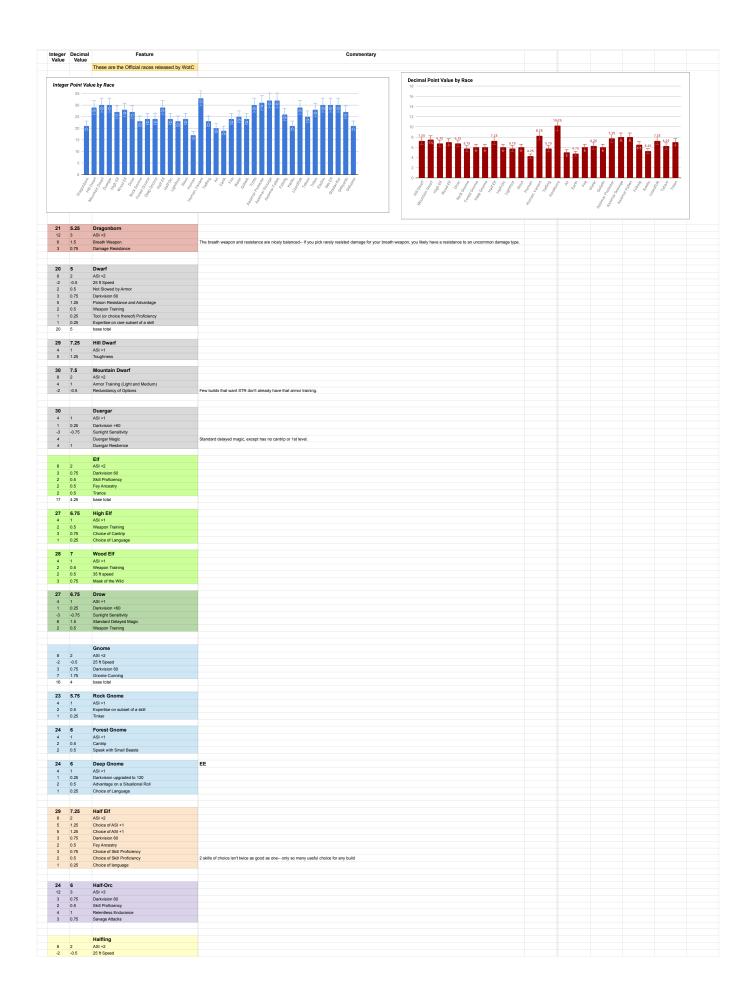
Feature	Integer Point Value	Explanation	Commentary					
	· onic value							
Generic Scale								
A ribbon, not likely to make much difference A sometimes useful feature	1							
A frequently useful, or powerful feature	4							
An unusually powerful feature. Of course a feature could be worth any other	0							
values								
Synergy								
Some features don't work effectively together. When two features won't be beneficial to the								
same build, deduct half the score from the cheaper feature. The Mountain Dwarf is a								
good example. Builds that want +2 STR already have armor proficiencies. Builds that								
want armor training won't get much out of more STR.								
-								
Ability Score Increases								
ASI -2	-4		Negative ASIs are not in the PHB and should be avoided.					
ASI -1 ASI +1	-2							
Choice of ASI +1	5		The ability score you want is always likely to be better, because of optimization.					
ASI +2 ASI +3	8	+2/+1 or +1/+1/+1	You shouldn't get a +3 or higher to a single stat.					
ASI +4	16	+2/+2 or +2/+1/+1	Four separate +1's is less valuable (13), few builds use more than 3 stats.					
All ASI +1	16		Bonuses to your dump stats aren't as useful as bonuses to your core abilities.					
Language								
Common & 1 languages	0							
Common & 2 or 3 languages Choice of Language	1		Languages in most games do not matter. You or someone in your party speaks a relevant language, or (intentionally via DM) no one do	Des.				
Speak with small beasts	2		gives you access to a lot of common creatures. Any other language either gives you communication with rare creatures, or creatures the	nat likely know Co	mmon.			
30 foot Telepathy with language barrier	6	Can communicate without speaking.	Quite a potentially impactful ability.					
Skills								
Tool (or choice thereof) proficiency	1							
Skill proficiency Choice of Skill Proficiency	2							
Choice of Two Skill Proficiencies	5		Can vary if it is from a limited list depending on how limited it is.					
Expertise on rare subset of a skill Expertise on subset of a skill	1							
Expertise on subset of a skill Skill Proficiency and Expertise	2	This gives the skill and doubles the proficiency bo	nus					
Magic Cantrip	2							
Choice of Cantrip	3							
L1 spell at 3rd, 1/day	2							
L2 spell at 3rd, 1/day L2 spell at 5th, 1/day	3							
L3 spell at 5th, 1/day	3							
L1 spell 1/day L2 spell 1/day	3 4							
One of three spells 1/day	4							
Standard Delayed Magic	6	A cantrip, level 1 spell at 3rd level, and a level 2 sp	ell at 5th level. Can vary a point based on the spells.					
Resistances								
One Rare Resistance		Radiant, Force, Psychic or Thunder						
One Medium Resistance One Common Resistance		Cold, Lightning, Necrotic, or Acid Fire or Poison	Monsters that do Fire or Poison damage are about twice as common as those that do any other type of non-physical damage.					
One Nonmagical Physical Resistance	10	Slashing or Piercing. Bludgeoning is 12.	Bludgeoning includes fall damage. Overall resistance (including magical) can add 6.					
Vulnerabilities			Vulnerabilities that aren't to the rarest of types should not be in play - any semicompetent enemy will abuse it to no end.					
One Rare Vulnerability	-8	Radiant, Force, Psychic or Thunder	vulnerabilities that aren't to the rarest or types should not be in play - any semicompetent enemy will abuse it to no end.					
One Medium Vulnerability One Common Vulnerability	-16 -20	Cold, Lightning, Necrotic, or Acid Fire or Poison						
One Physical Vulnerability		Bludgeoning, Piercing, or Slashing	Don't. Just don't.					
20 ft speed	-3							
25 ft speed	-2							
30 ft speed 35 ft speed	0							
40 ft speed	5							
30 ft climb speed Spider Climb	2 4							
30 ft swim speed	2							
Feline Agility Aggressive	4	Bonus action move your speed toward enemy	this allows you to double your speed for a turn, without using an action. You then have to spend a turn not moving to refresh the ability.					
Not Slowed by Armor	2		a character with heavy armor is unlikely to not have the minimum strength unless they have the dwarf armor training					
Ignore Rare type of Rough Terrain	1							
Ignore Common type of Rough Terrain Ignore non-magical Rough Terrain	2							
Flight Standard Fly 30	16	no med or heavy armor, no hover	Basically flight should really not be on a race, or have minimal additions to it, as in non-enclosed spaces (which there are many), you have	ave immunity to n	elee attacks.			
Hover	18	no med or neavy armor, no nover doesn't fall when knocked prone or speed reduced						
Plus 5 ft fly speed Plus 10 ft fly speed	3							
Always On Feather Fall	3							
Must land at End of Turn Unrestricted Fly 30	-12 24	Flight even with medium armor.						
	24							
Senses								
Sunlight Sensitivity Darkvision 30	-3 2		Darkvision means that races looking into the dark with darkvision see it as dim light, having disadvantage on perception checks, and the	us -5 to their pass	ive perception. Si	ght that ionores #	is is about twice a	is strong
Darkvision +60	1		Race has 60 darkvision, subrace upgrades to 120 (drow, duergar).					
Darkvision 60 Darkvision 120	3 4							
Blindsight to 30ft	8		Allows sight through darkness, grants benefits of darkvision without the penalty of dark to dim light, and can see invisible enemies. Not	inherently broke	, but can sometim	es be story break	ing. Use with cau	tion.
Blindsight to 30ft, blind beyond	4							
Advantage								
Advantage on a rare roll	1							
Advantage on a situational roll Advantage on a common roll	2 4							
Advantage on a very common roll or set of rolls								
Weapons								
Weapons Weapon Training	2	for 3 or 4 weapons						
2 Simple Weapons of Choice	2							
2 Martial Weapons of Choice	3							
Unarmed Strikes								
1d4 unarmed strike 1d6 unarmed strike	1 2		Unarmed Strikes greater than 1d6 notably increase the power of monks at lower levels.					
1d8 unarmed strike	6							
Natural Weapons								
1d4 natural weapon	1							

Feature	Integer Point Value	Explanation	Commentary			
1d6 natural weapon	2					
1d8 natural weapon	3					
1d10 natural weapon	4					
A natural weapon better than 1d4, that doesn't require a free hand, or that is classified as "Finesse" can add +1						
A natural weapon that does something besides poison, physical, fire or cold would be worth slightly more, on the +1 territory						
Breathing						
Hold Breath 15 mins	1					
Amphibious [1]	2	can breath air and water				
Unending Breath	3	can breath in even in vacuum and poison, etc. wh	le not incapacitated			
Doesn't breath	4					
Natural Armor						
11+Dex armor	0		Only the most obscure builds don't have some form of base AC above 11.			
11+Dex armor 12+Dex armor	1		Unity the most obscure builds don't have some form of base AC above 11.			
12+Dex armor 13+Dex armor			Para ant make a difference and the standard with blacks that they light source and is an distribut to make			
13+Dex armor AC+1	3		Does not make a difference normally for classes with higher than light armor, and is equivalent to mage armor. A static bonus which is generally (and should be) avoided in 5e.			
AUT1	0		A statu uonus winun is generany (and should be) avoided in se.			
Size						
Small	0	Disadvantage with Heavy Weapons	Slower move speeds also have a cost. Disadvantage with heavy weapons is balanced by medium mount opportunities, and ability to fit	in small and the		
Smail Powerful Build	2	1 size larger for carry, lift, push, drag	Slower move speeds also have a cost. Disadvantage with neavy weapons is balanced by medium mount opportunities, and ability to tit This is somewhat often interpreted as also giving the ability to grapple+shove Huge sized creatures. In that case, it is a 3.	in amaii spaces		
Powerful Build	2	1 size larger for carry, lift, push, drag	I his is somewhat often interpreted as also giving the ability to grapple+shove Huge sized creatures. In that case, it is a 3.			
Assorted Racial Features						
A Type other than Humanoid	2	does not include "Fey Ancestry bonus" or other	Takes away humanoid-targetting effects, and at later levels allows to be the target of certain others (hold monster, paladin finding fiends	and celestials).		
Doesn't need to Eat	1					
Tinker	1					
Acclimatized	1	Ignores penalties from a certain type of harsh env	ironment			
Healing Hands	2	Cure hitpoints equal to level 1/day as an action				
Fey Ancestry	2	Adv vs charm, can't sleep				
Nimbleness	2	move through space of larger				
Trance	2	reduces norm sleep time in LR from 6 hr to 4				
Mimicry	2					
Fury of the Small	3	Add IvI to damage 1/short on bigger creature.	Enough damage not to be a ribbon, and on a short rest.			
Humanoid + Type	-1		Follows UA centaur - much more negative if includes undead or construct.			
Mask of the Wild	3					
Savage Attacks	3	Extra Crit Damage Die				
Reach	6	Extra 5 ft of reach	A feature that is normally not too powerful, but can become so with the right combination of feats.			
Armor Training (Light)	1					
Armor Training (Light and Medium)	4					
Poison Resistance and Advantage	5					
Naturally Stealthy	4	hide behind larger				
Relentless Endurance	4	drop to 0, drop to 1 instead 1/long rest				
Lucky	5		Nearly everything you do involves a d20 roll. Mathematically it adds +0.475 to a d20 roll.			
Toughness	5	One more HP per Level	Much of the value of a +2 to CON, but not all.			
Stone's Endurance	7	1 per rest, reduce damage by 1d12+Con				
Breath Weapon Nimble Escape	6	Disengage or Hide as Bonus Action				
Nimble Escape Gnome Cunning	8					
Gnome Cunning Assimar Transformation	7	Adv vs Int, Wis, Cha saves vs magic				
Pack Tactics	8					
Pack Tactics Choice of Feat	20	Because the choice of feat is so powerful at 1st le	val. Ver valuina it at higher than 2 ASIa			
Advantage against diseases.	1	because are choice or reacts so powerful at 1st le	Diseases are about as common as rainbows. A pure ribbon ability.			
Advantage against diseases. Magic Resistance	1	Gnome Cunning + Con, Str, and Dex, all decently				
Fills rests with light activity instead of sleep.	3	Instead of sleeping 6 hours in LR, can watch.	A notable but more flavorfully impactful than power impact.			
Yuan-ti Standard Delayed Magic	6	maces a seeping a nours in Lrs, call Watch.	Nearly standard, and effectively very similar.			
	-		· · · · · · · · · · · · · · · · · · ·			
Still Needed						
Bonus Actions						
Extra limbs						
Shapeshifting						
Large size						

	by Eleazzaar
	maintained by
S	wordMeow and Zagorath
The purpose of this guide is t	
1) To help you make your ow	
2) To help you evaluate the p	ower of races made by someone else.
James Musicus has a scale to	o try to measure the power of 5e races.
http://zappyman2.wixsite.com	ı/musicushomebrew
The main problem is that it is ribbons, like an extra languag	I to the community, but I believe it can be improve not more granular than 1/2 an ASI. Circumstanti le, or tool proficiency are rated equally with extrem . Additionally I've provided guidelines for evaluat
Balancing races is still a com tell the whole story. But a bet	bination of art and science no system of numbe ter system can be devised.
The average score for PHB a	nd EE races by this scale is about 25 .
The recommended score fo generally not eclipse 30 or t	r new homebrew races is 24 to 27. Races sho fall below 20.
statistically significant. It doe	a race is few points higher than another that's not sn't mean it is better. Depending on circumstanc ery campaign is different, what turns out to be use
The scoring unit is in quarters	of ASIs, or Ability Score Increases. In other wor
feature worth 4 is approximat 1.	ely equal in value as being able to raise an attribu
I'm using this scale instead of Musicus's scale, because his	Musicus's 1 point = 1 ASI, 1) To differentiate it from medium balance point is 5, and this scales is 6 (in cause I think it is easier for most people to add w fractions.



Into	aor	Decimal	Feature	Commentary		
Va	lue	Value	Lucky	Commentary		
2	2	0.5	Advantage on a situational roll [2] Nimbleness			
1		3.75	base total			
	3		Lightfoot ASI +1			
	\$		Naturally Stealthy			
2	4		Stout ASI +1			
ę	5		Poison Resistance and Advantage			
1	7	4.25	Human			
1		4	All ASI +1 Choice of language			
3	3		Human, Variant			
6	5	1.25	Choice of ASI +1 Choice of ASI +1			
3	3	0.75	Choice of Skill Proficiency Choice of Feat	Because the choice of feat is so powerful at 1st level, I'm valuing higher, YMMV, but most agree this is the strongest racial choice. This becomes more balanced if you disallow certain feats: pam, ç		
1	3 2	3	Tiefling ASI +3			
4	4	1	Darkvision 60 One Common Resistance			
			Standard Delayed Magic Poor Synergy: Unhelpful stat combo	Few builds need high INT and CHA		
1	2	3	Aarakocra ASI +3	EE		
1	6	4	25 ft speed Standard Fly 30	(half value because they will rarely need to walk) Again, commonly disallowed because the combat applications of flight like this are insanely good, and the exploration aspect can be disruptive at a table due to 1 player focus.		
6	3	1.5	Plus 10 ft fly speed Plus 10 ft fly speed			
	1	0.25 0.25	1d4 Unarmed Strike Common + 2 language			
			Canaci (EE)	er		
		2	Genasi (EE) ASI +2 Comment a language (orignmential unertie for all 4)			
9			Common + language (primordial works for all 4) base total			
	0		Air	EE		
	3	0.75	ASI +1 Unending Breath			
			L2 spell 1/day	EE		
4		1	Earth ASI +1			
4		0.5	Ignore Common type of Rough Terrain L2 spell 1/day			
	4		Fire	EE		
3	3	0.75	ASI +1 Darkvision 60			
2	2	0.5	One Common Resistance [3] Cantrip			
	2 5		L1 spell at 3rd, 1/day Water	EE		
	4	1	ASI +1 One Medium Resistance [4]			
2	2	0.5	Amphibious 30 ft swim speed			
2	2	0.5	Cantrip L2 spell at 3rd, 1/day			
	3	0.75	L2 spell at 3rd, inday			
	4 2		Goliath ASI +3	EE		
	2	0.5	Skill Proficiency Stone's Endurance			
2	2	0.5	Powerful Build Acclimatized	Mountain Born		
	8		Tortie ASI +3	Tortle Suppliment		
1	1 2		1d4 natural weapon Hold Breath			
9			Natural Armor Shell Defense	Certainly respectable guaranteed AC. Only rarely is better to use than the Dodge action.		
2	2		Skill Proficiency	Surwal		
			Volo's			
2	0 B		Aasimar ASI +2	Volo		
3	3	0.75	Darkvision 60 One Rare Resistance			
3	3	0.75	One Medium Resistance Healing Hands			
3	2	0.5	Cantrip			
4	4	1	Assimar Protector ASI +1	Voio		
-	1	-0.25	Poor Synergy: Unhelpful stat combo Aasimar Transformation	Few builds need high WIS and CHA		
	2	8	Aasimar Scourge	Volo		
4		1	ASI +1 Aasimar Transformation			
	2	8	Aasimar Fallen	Volo		
4	4	1	ASI +1 Aasimar Transformation			
	6 2	6.5 3	Firbolg ASI +3	Voio		
6	4 3	1	Firbolg magic Hidden Step	2L1 spells one casting per short rest Turn invisible as a bonus action 1/rest		
2	2	0.5	Powerful Build Advantage on a situational roll	Speech of Beast and Leaf		
1	1 2	3	Kenku ASI +3	Volo		
2 5	2	0.5	Advantage on a situational roll Choice of Two Skill Proficiencies	Expert Forgery		
3			Mimicry			
	9	7.25	Lizardfolk	Volo		
1	2	3	ASI +3 30 ft swim speed			

	Decimal Value		Commentary		
2	0.25	i 1d6 unarmed strike i Cunning artisan i Hold Breath 15 mins			
1 5 3	1.25	Hold Breath 15 mins Choice of Two Skill Proficiencies 13+Dex armor	Yes you get to choose 2 skills, but from a limited list, I think halving the choice bonus is appropriate here.		
3		i Hungry Jaws	Bite as a bonus get CON mod temp HP fishort rest.		
25	6.25	i Tabaxi	Vela		
25 12	3	ASI +3	Volo		
3	1	i Darkvision 60 Feline Agility			
1	0.25	Climbing Speed 20tt 1d4 unarmed strike			
2	0.5	i Skill proficiency i Skill proficiency	Perception Steath		
28 12	3	Triton ASI +3	Volo		
2	0.5	i 30 ft swim speed Amphibious [5]			
6	1.5	Three spells 1/day each Speak with small beasts	Emissary of the Sea		
3	0.75	One Medium Resistance Acclimatized	Cold Resistance		
		Monstrous Races			
		May be more or less powerful than normal PC races			
30		Bugbears	Volo		
12 3	0.75	ASI +3 Darkvision 60			
6	1.5	i Reach i Powerful Build	It isn't actual reach, since it only applies to attacks on your turn - thus not working with polearm master / sentinel combo for opportunity attacks.		
2	0.5	Skill Proficiency Surprise Attack	Adds an average of 7 damage on some lights. Equivalent to a single crit with a greatsword every other light or so.		
26	6.5	i Goblin	Volo		
12	3	ASI +3 5 Darkvision 60			
3	0.75	i Fury of the Small Nimble Escape			
25	6.25	Hobgoblin	Voio		
12	3	ASI +3 Darkvision 60			
3	0.75	A Martial Weapons of Choice Armor Training (Light)			
5	1.25	Saving Face	Can be saved for critical moments, about as mathematically powerful as advantage (4 person party, +3).		
16	4	Kobold	Volo		
-4	-1	ASI +2 ASI -2			
3 4	1	Darkvision 60 Grovel, Cower and Beg			
8 -3	-0.75	Pack Tactics Sunlight Sensitivity			
18 12	3	Orc ASI+3	Volo		
-4 3	0.75	ASI -2 Darkvision 60			
3	0.5	i Aggressive i Skill Proficiency			
2	0.5	Powerful Build			
47		Yuan-ti Pureblood			
11 3	0.75	ASI +3, antisynergy. Darkvision 60			
6 19	4.75	Yuan-ti Standard Delayed Magic Magic Resistance	It isn't really standard, but is equivalent enough in value. Magic Resistance. Easily the most common Yuan-Ti houserule is simply removing this, bringing the score to 27.		
8	2	Poison Immunity			
		Tome of Foes Races			
			The tiefing subraces are all the same point value as phb.		
30 4		Eladrin ASI+1			
9		Fey Step			
30		Sea Elf			
30 4 2		Sea Lif ASI +1 Weapon Training			
4		Child of the Sea			
2		Friend of the Sea Aquan			
		Observed and the Mark			
30 4		Shadar-Kai ASI +1			
3		Necrotic Resistance Blessing of the Raven Queen			
4		Gith ASI +1	The base race is so empty.		
27		Githyanki			
		ASI +2 Decadent Mastery			
8 4 7 -2 6		Martial Prodigy Antisynergous Combo	Light + Medium armor 4 (see dwaf), then very optimal weapons (4). STR asi with medium armor is less good		
		Githyanki Psionics			
21 8		Githzerai ASI +2			
-1		Antisynergous Combo Mental Discipline	Few builds use Wisdom and Intelligence. Advantage against charm and frighten.		
6		Githzerai Psionics	·		
		Ebberon			
39	9.75	Warforged			
8	2	ASI +2			

Integer Value	Decimal Value	Feature	Commentary			
5		Choice of ASI +1				
8		AC+1				
4		One Common Resistance				
1		Doesn't need to Eat				
4	1	Doesn't breath				
2	0.5	Immunity to disease				
2		Fills rests by remaining still instead of sleep.				
1		Can't be put to sleep				
3		Choice of Skill Proficiency				
1	0.25	Tool (or choice thereof) proficiency				
28	7	Changeling				
8	2	ASI +2				
5	1.25	Choice of ASI +1				
5		Choice of Two Skill Proficiencies				
9	2.25	Shapechange (Lasting Disguise Self into humanoid)				
1		Choice of 2 languages				
28	7	Kalashtar				
12		ASI +3				
5		Advantage on Wisdom saving throws				
2		One Rare Resistance				
2		30 foot Telepathy w/o language barrier				
1		Rare immunity				
1	0.25	Choice of 1 languages				

Point	Facture -		Commentary.	
Value	Feature		Commentary	
	These are not Official, just me messing arou	und This c		
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	Pagenton Montan Hill Daar Hill Daar Hendrig Montan Rock Con	Deep Grome	4 ~ ~	
	*			
	rules			
	Multiple sources of darkvision add together			
	If small & medium choose. Small includes disadvan	tage with he	avy weapons, but doesn't change speed.	
24	Dragonborn	24		
12	ASI+3		STR 2 CHA 1	
3	Choice of Skill Proficiency	3		
6	Breath Weapon		The breath weapon and resistance are nicely balanced If you pick rarely resisted damage for your breath weapon, you likely have a resistance to an uncommon damage type.	
3	Damage Resistance	3		
13	Half-Dragonborn (or half Dragon)			
4	ASI +1		STR+1	
6	Breath Weapon			
3	Damage Resistance	3		
	Dwarf			
8	ASI +2	8		
-2	25 ft Speed	-2		
2	Not Slowed by Armor Darkvision 60	2		
	(Dwarven Resiliance Removed)			
2	Weapon Training	2		
#N/A	Tool Proficiency	#N/A		
1 #N/A	Expertise on rare subset of a skill base total	1 #N/A		
#N/A	Hill Dwarf	#N/A		
4	ASI +1	4		
4	ASI +1 Toughness	4		
4 5 #N/A 4	ASI +1 Toughness Mountain Dwarf ASI +1	4 5 #N/A 4		
4 5 #N/A 4 4	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium)	4 5 #N/A 4		
4 5 #N/A 4	ASI +1 Toughness Mountain Dwarf ASI +1	4 5 #N/A 4		
4 5 #N/A 4 4	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium)	4 5 #N/A 4	Few builds that want STR don't already have that armor training.	
4 5 #N/A 4 -1 13 4	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1	4 5 #N/A 4 4 -1 13 4	Few builds that want STR don't already have that armor training.	
4 5 #N/A 4 -1 13 4 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30	4 5 #N/A 4 4 -1 13 13 4 2	Few builds that want STR don't already have that armor training.	
4 5 #N/A 4 -1 13 4 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Sloved by Armor	4 5 #N/A 4 4 -1 13 13 4 2 2	Few builds that want STR don't already have that armor training.	
4 5 #N/A 4 -1 13 4 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Nox Slowed by Armor	4 5 #N/A 4 4 -1 13 13 4 2 2	Few builds that want STR don't already have that armor training.	
4 5 #N/A 4 -1 13 4 2 2 5	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Sloved by Armor Choice of ASI +1	4 5 #N/A 4 4 13 13 2 2 2 5	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 -1 13 4 2 2 5 5	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1	4 5 5 4 4 4 4 13 13 4 2 2 5 5	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 -1 13 4 2 2 5	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Sloved by Armor Choice of ASI +1	4 5 #N/A 4 4 13 13 2 2 2 5	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 -1 13 4 2 2 5 5 17 8 3 3 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficency	4 5 */// 4 4 13 4 4 2 2 5 5 5 7 7 7 8 8 3 3 2 2	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 4 -1 13 4 2 2 5 5 17 8 8 3 3 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry	4 5 *N/A 4 4 13 13 4 2 2 2 2 2 5 5 5 7 7 7 8 8 3 3 2 2 2 2 2 2 2 2 2 2 5	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 -1 13 4 2 2 5 5 17 8 3 3 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficency	4 5 */// 4 4 13 4 4 2 2 5 5 5 7 7 7 8 8 3 3 2 2	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 4 -1 13 4 2 2 5 5 17 8 8 3 3 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry	4 5 *N/A 4 4 13 13 4 2 2 2 2 2 5 5 5 7 7 7 8 8 3 3 2 2 2 2 2 2 2 2 2 2 5	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 4 4 4 4 4 4 1 1 1 1 4 2 2 2 2 1 1 1 1 1	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 4 2 3 3 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weepon Training	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 */N/A 4 4 7 7 7 8 2 2 5 5 7 7 7 8 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weapon Training Choice of Cantrp	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training.	
4 5 #N/A 4 4 2 3 3 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weepon Training	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training.	
4 5 */N/A 4 4 2 2 2 5 5 7 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Amor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weapon Training Choice of Cantrip Choice of Language Wood Elf	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training.	
4 5 **N/A 4 4 2 2 2 2 2 2 3 3 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Traince High Elf ASI +1 Weapon Training Choice of Cantrip Choice of Language Wood Elf ASI +1	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 **//A 4 4 -1 7 13 4 2 2 5 5 5 7 7 8 8 3 2 2 2 2 2 2 2 2 7 4 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkrvision 30 Not Sloved by Armor Choice of ASI +1 Elf ASI +2 Darkrvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Veapon Training Choice of Language Wood Elf ASI +1 Veapon Training	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 **N/A 4 4 2 2 2 2 2 2 3 3 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Traince High Elf ASI +1 Weapon Training Choice of Cantrip Choice of Language Wood Elf ASI +1	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training.	
4 5 **//A 4 4 -1 7 13 4 2 2 5 5 5 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkrvision 30 Not Sloved by Armor Choice of ASI +1 Elf ASI +2 Darkrvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weapon Training Choice of Cantrip Choice of Cantrip Choice of Cantrip Choice of Language Wood Elf ASI +1 Weapon Training 35 ft speed Mask of the Wild	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 4 -1 7 3 5 5 5 5 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skuil Proficiency Fey Ancestry Trance High Elf ASI +1 Wespon Training Choice of Language Wood Elf ASI +1 Wespon Training S5 ft speed Mask of the Wild Drow	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 ***/ A 4 4 2 2 5 5 5 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Traince High Elf ASI +1 Weapon Training Choice of Cantrip Choice of Language Wood Elf ASI +1 Weapon Training 35 ft speed Mask of the Wild Drow ASI +1	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 4 -1 7 3 5 5 5 5 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Datxvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weepon Training Choice of Language Wood Elf ASI +1 Weepon Training S5 It speed Mask of the Wild Drow ASI +1 Upgrade to Superior Darkvision 120 Swilight Sensitivity	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training.	
4 5 *** /A 4 -1 7 7 8 3 2 2 5 5 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weapon Training Choice of Cantrip Choice of Language Wood Elf ASI +1 Weapon Training 35 ft speed Mask of the Wild Drow ASI +1 Upgrade to Superior Darkvision 120 Sunlight Sensitivity Standard Delayed Magie	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 -1 -1 -1 -1 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2 -2	ASI +1 Toughness Mountain Dwarf ASI +1 ASI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Datxvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weepon Training Choice of Language Wood Elf ASI +1 Weepon Training S5 It speed Mask of the Wild Drow ASI +1 Upgrade to Superior Darkvision 120 Swilight Sensitivity	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 *** /A 4 -1 7 7 8 3 2 2 5 5 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 Toughness Mountain Dwarf ASI +1 Armor Training (Lipht and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Slowed by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skill Proficiency Fey Ancestry Trance High Elf ASI +1 Weapon Training Choice of Cantrip Choice of Language Wood Elf ASI +1 Weapon Training 35 ft speed Mask of the Wild Drow ASI +1 Upgrade to Superior Darkvision 120 Sunlight Sensitivity Standard Delayed Magie	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	
4 5 #N/A 4 -1 7 7 8 3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +1 Toughness Mountain Dwarf ASI +1 AsI +1 Armor Training (Light and Medium) Redundancy of Options Half-Dwarf ASI +1 Darkvision 30 Not Sloved by Armor Choice of ASI +1 Elf ASI +2 Darkvision 60 Skil Proficiency Fey Ancestry Trance High Elf ASI +1 Weapon Training Choice of Language Wood Elf ASI +1 Weapon Training St tspeed Mask of the Wild Drow ASI +1 Upgrade to Superior Darkvision 120 Swinght Sensitivity Standard Delayed Magic Weapon Training	4 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Few builds that want STR don't already have that armor training. CON STR or WIS	

Point	Feature		Commentary	
Value			,	
12 3	Half-High Elf Choice of Cantrip	12 3		
1	Choice of Language	1		
	Gnome			
8	ASI +2	8		
-2 3	25 ft Speed Darkvision 60	-2 3		
7	Gnome Cunning	7		
16	base total	16		
23	Rock Gnome	23		
4	ASI +1 Expertise on subset of a skill	4		
1	Tinker	1		
24	Forest Gnome	24		
4	ASI +1	4		
2	Cantrip Speak with Small Beasts	2		
24 4	Deep Gnome ASI +1	24 4	EE	
4	Darkvision upgraded to 120	4		
2	Advantage on a Situational Roll	2		
1	Choice of Language	1		
25	Orc	25		
12 -2	ASI +3 ASI -1		STR 2 CON 1 INT -1	
3	Darkvision 60	3		
2 3	Skill Proficiency Aggressive	2		
3 4	Savage Attacks Relentless Endurance	3 4		
		4		
13 4	Half-Orc ASI +1	13 4		
2	Darkvision 30	3		
3 4	Savage Attacks Relentless Endurance	3		
8	Halfling ASI +2	8		
-2	25 ft Speed	-2		
5 2	Lucky Advantage on a situational roll [6]	5		
2	Nimbleness	2		
15	base total	15		
23	Lightfoot	23		
4	ASI +1 Naturally Stealthy	4		
24 4	Stout ASI +1	24 4		
4 5	Poison Resistance and Advantage	4		
13	Half-Lightfoot	13		
4	ASI +1	4		
-2 5	25 ft Speed Lucky	-2 5		
4	Naturally Stealthy	4		
2	Nimbleness	2		
14	Half-Stout	14		
4	ASI +1	4		
-2 5	25 ft Speed Lucky	-2 5		
5	Poison Resistance and Advantage	5		
2	Nimbleness	2		
20	Human			
	riumail	20		

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	-		0	
Point Value	Feature		Commentary	
16	All ASI +1	16		
3	Choice of Skill Proficiency	3		
1	1 tool, vehicles or languges	1		
13	Half-Human	13		
4	ASI +1	4		
5	Choice of ASI +1	5		
1	1 tool, vehicles or languges	1		
3	Choice of Skill Proficiency	3		
28	Changeling			
8	ASI +2			
5	Choice of ASI +1			
5	Choice of Two Skill Proficiencies			
9	Shapechange (Disguise Self into any humanoid)			
1	Choice of language			
1	Choice of language			
35	Aarakocra	35	EE	
12	ASI +3	12		
-1	25 ft speed		(half value because they will rarely need to walk)	
16	Standard Fly 30		40 ft fly speed total no med or heavy armor	
6	Plus 10 ft fly speed	6		
1	1d4 Unarmed Strike	1		
1	Common + 2 language			
39	Warforged			
8	ASI +2			
5	Choice of ASI +1			
8	AC+1			
4	One Common Resistance			
1	Doesn't need to Eat			
4	Doesn't breath			
2	Immunity to disease Fills rests by remaining still instead of sleep.			
1	Can't be put to sleep			
3	Choice of Skill Proficiency			
1	Tool (or choice thereof) proficiency			
24	Goliath	24	EE	
24 12	Goliath ASI +3	24	EE	
		12 2	EE	
12 2 7	ASI +3 Skill Proficiency Stone's Endurance	12 2 7	EE	
12 2 7 2	ASI +3 Skill Proficiency Stone's Endurance Powerful Build	12 2 7 2		
12 2 7	ASI +3 Skill Proficiency Stone's Endurance	12 2 7 2	EE Mountain Born	
12 2 7 2 1	ASI+3 Skil Profesory Stone's Endurance Powerful Build Acclimatized	12 2 7 2 1		
12 2 7 2 1 15	ASI +3 Skil Profeency Stone's Endurance Powerful Build Acclimatized Half-Goliath	12 2 7 2 1 1	Mountain Born	
12 2 7 2 1 15 4	ASI +3 Skil Profesery Stone's Endurance Powerful Buid Acclimatized Half-Goliath ASI +1	12 2 7 2 1 1 5 4		
12 2 7 2 1 15 4 2	ASI+3 Skil Policiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI+1 Skil Poficiency	12 2 7 2 1 1	Mountain Born	
12 2 7 2 1 15 4	ASI +3 Skil Profesery Stone's Endurance Powerful Buid Acclimatized Half-Goliath ASI +1	12 2 7 2 1 1 5 4 2	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7	Mountain Born	
12 2 7 2 1 15 4 2 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skil Proficiency Stone's Endurance	12 2 7 2 1 1 5 4 2 7 7 2 2	Mountain Born	
12 2 7 2 1 1 15 4 2 7 2 2 2 2 2 2 1 1 2 1 2 2 1 2 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +3 Skil Proficiency Skine's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skill Proficiency Skine's Endurance Powerful Build Firbolg ASI +3	12 7 7 2 11 15 4 2 7 2 7 2 2 7 2 2 7 2 2 7 2 2 7 7 2 7 2 7 7 2 7 2 7 7 2 7 7 2 7 7 2 7 7 7 2 7 7 7 7 2 7	Mountain Born +1 STR Volo	
12 2 7 2 1 1 15 4 2 7 7 2 2 7 2 2 2 6 12 4	ASI +3 Skil Proficiency Skilne's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skill Proficiency Skill Profi	12 2 7 2 15 4 2 7 7 2 2 7 7 2 2 7 7 2 2 7 7 2 2 7 7 2 2 7 7 2 2 7 7 7 2 2 7 7 7 2 2 7 7 7 2 7 7 2 7 7 7 2 7 7 7 2 7 7 7 2 7 7 7 2 7 7 7 2 7 7 7 2 7 7 7 2 7 7 7 2 7 7 7 7 2 7 7 7 2 7 7 7 7 2 7 7 7 7 2 7	Mountain Born +1 STR Volo 211 spells each cast 1/day	
12 2 7 2 1 1 1 5 4 4 2 7 7 2 2 2 6 12 4 6	ASI +3 Skil Proficiency Skine's Endurance Powerful Build Accimatized Half-Goliath ASI +1 Skill Proficiency Stone's Endurance Powerful Build Firbolg ASI +3 Firbolg Hidden Step	12222 2772 2721 11 15 4422 2722 28 28 12 12 12 12 12 12 4466	Mountain Born +1 STR Volo	
12 2 7 7 2 1 1 5 4 4 2 7 7 2 2 7 7 2 2 7 7 2 2 7 7 2 2 7 8 7 7 8 7 7 8 7 7 7 2 1 1 7 7 7 7 7 8 2 1 1 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	ASI +3 Skil Proficiency Skilne's Endurance Powerful Build Accimatized Haff-Goliath ASI +1 Skill Proficiency Skill Proficiency Skill Proficiency Fivedg AsI +3 Firbolg AsI +3 Firbolg magic Hidden Step Powerful Build	1222277722772155744456 12277722772277772277777777777777777777	Mountain Born +1 STR +1 STR Volo Volo L1 spells each cast 1/day Turn invisible as a bonus action 1/rest	
12 2 7 2 1 1 1 5 4 4 2 7 7 2 2 2 6 12 4 6	ASI +3 Skil Proficiency Skine's Endurance Powerful Build Accimatized Half-Goliath ASI +1 Skill Proficiency Stone's Endurance Powerful Build Firbolg ASI +3 Firbolg Hidden Step	1222277722772155777227777227777227777227777227777227777227777	Mountain Born +1 STR Volo 211 spells each cast 1/day	
12 2 7 7 2 1 1 5 4 4 2 7 7 2 2 7 7 2 2 7 7 2 2 7 7 2 2 1 1 7 7 7 7	ASI +3 Skil Proficiency Skilne Schurance Powerful Build Accimatized Half-Goliath ASI +1 Skill Proficiency Stone's Endurance Powerful Build Firbolg ASI +3 Firbolg Powerful Build Advantage on a situational roll	12222 7772 1544 226777 20772 207772 207772 2077772 20777772 2077777777	Mountain Born +1 STR +1 STR Volo Volo L1 spells each cast 1/day Turn invisible as a bonus action 1/rest	
12 2 7 7 2 1 1 5 4 4 2 7 7 2 7 7 2 2 7 7 2 2 7 7 2 2 7	ASI +3 Skil Proficiency Skilne's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skill Proficiency Skill Proficiency Skill Proficiency Firbolg ASI +3 Firbolg Powerful Build Advantage on a situational roll Half-Firbolg	12222777227772215544 1554422777722 155444722777722 2664722777722 26647227777722 2664727777777777	Mountain Born +1 STR +1 STR Volo Volo L1 spells each cast 1/day Turn invisible as a bonus action 1/rest	
12 2 7 7 2 1 1 5 4 4 2 7 7 2 2 7 7 2 2 2 6 12 4 4	ASI+3 Skil Proficiency Skille Proficiency Powerful Build Accimatized Half-Goliath ASI+1 Skill Proficiency Stone's Endurance Powerful Build Firbolg ASI+3 Firbolg Powerful Build Hildden Step Powerful Build Hildden Step Powerful Build Advantage on situational roll Half-Firbolg ASI+1	12222777223772237722377722377722377772237777722377777223777777	Mountain Born +1 STR +1 STR Volc 2 L1 spells each cast 1/day Turn invisible as a bonus action 1/rest Speech of Beast and Leaf	
12 2 7 7 2 1 1 5 4 4 2 7 7 2 7 7 2 2 7 7 2 2 7 7 2 2 7	ASI +3 Skil Proficiency Skilne's Endurance Powerful Build Acclimatized Half-Goliath ASI +1 Skill Proficiency Skill Proficiency Skill Proficiency Firbolg ASI +3 Firbolg Powerful Build Advantage on a situational roll Half-Firbolg	12222777223772237722377722377722377772237777722377777223777777	Mountain Born +1 STR +1 STR Volo Volo L1 spells each cast 1/day Turn invisible as a bonus action 1/rest	
12 2 7 7 2 1 1 5 4 4 2 7 7 2 2 7 7 2 2 7 7 2 2 7 7 2 2 1 1 7 7 7 2 1 1 7 7 7 2 1 1 7 7 7 2 1 1 7 7 7 2 1 1 1 7 7 7 7	ASI +3 Skil Proficiency Stone's Endurance Powerful Build Accimatized Half-Goliath ASI +1 Skill Proficiency Stone's Endurance Powerful Build Firbolg ASI +3 Firbolg Advantage on a situational roll Half-Firbolg ASI +1 Firbolg ASI +1 F	122227772277722777227777722777777777227777	Mountain Born +1 STR +1 STR Volc 2 L1 spells each cast 1/day Turn invisible as a bonus action 1/rest Speech of Beast and Leaf	

Value	Feature		Commentary	
ande				
21	Kenku		Volo	
12	ASI +3	12		
2	Advantage on a situational roll		Expert Forgery	
3	Choice of Skill Proficiency		Yes you get to choose 2 skills, but from a limited list, I think halving the choice bonus is appropriate here.	
2	Skill proficiency	2		
2	Mimicry	2		
25	Lizardfolk	25	Volo	
12	ASI +3	12		
2	30 ft swim speed	2		
2	1d6 unarmed strike	2		
1	Cunning artisan	1		
1	Hold Breath 15 mins	1		
3	Choice of Skill Proficiency		Yes you get to choose 2 skills, but from a limited list, I think halving the choice bonus is appropriate here.	
2	Skill proficiency	2		
3 2	13+Dex armor	3		
-3	Hungry Jaws Lack of Synergy	-3	Bite as a bonus get CON mod temp HP 1/short rest	
-5	Lack of Synolgy	-0		
26	Tabaxi	26	Volo	
12	ASI+3	12		
3	Darkvision 60	3		
4	Feline Agility	4		
2	Climbing Speed 20ft	2		
1	1d4 unarmed strike	1		
2	Skill proficiency		Perception Steatth	
2	Skill proficiency	2	Stealth	
26	Triton	26	Volo	
12	ASI +3	12		
2	30 ft swim speed	2		
2	Amphibious [7]	2		
2	Cantrip	2		
2	L2 spell at 5th, 1/day	2		
2	Speak with small beasts		Emissary of the Sea	
3	One Medium Resistance		Cold Resistance	
1	Acclimatized	1		
	Monotorous Bassa			
	Monsterous Races			
	May be more or less powerful than normal PC races			
	UNDER CONSTRUCTION			
29	Bugbears		Volo	
29				
12	ASI+3	12		
12 3	ASI +3 Darkvision 60	12 3		
12 3 6	ASI +3 Darkvision 60 Reach	12 3 6		
12 3	ASI +3 Darkvision 60	12 3		
12 3 6 2	ASI +3 Darkvision 60 Reach Powerful Build	12 3 6 2		
12 3 6 2 2	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency	12 3 6 2 2		
12 3 6 2 2	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency	12 3 6 2 2		
12 3 6 2 2 4	ASI +3 Darkvisin 60 Reach Powerful Build Skill Proficiency Suprise Attack?	12 3 6 2 2 4		
12 3 6 2 2 4 4 26	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin	12 3 6 2 2 4 4	Volo	
12 3 6 2 2 4 4 26 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3	12 3 6 2 2 4 4 26 12	Volo	
12 3 6 2 2 4 4 26 12 3	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60	12 3 6 2 2 4 4 26 12 3	Volo	
12 3 6 2 2 4 2 4 2 6 12 3 3	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small	12 3 6 2 2 4 4 26 12 3 3 3	Volo	
12 3 6 2 2 4 4 26 12 3 3 3	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60	12 3 6 2 2 4 4 26 12 3	Volo	
12 3 6 2 2 4 4 26 12 3 3 3	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small	12 3 6 2 2 4 4 26 12 3 3 3	Volo	
12 3 6 2 2 4 4 26 12 3 3 3	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small	12 3 6 2 2 4 4 26 12 3 3 3	Volo	
12 3 6 2 2 4 2 4 2 6 12 3 3	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small	12 3 6 2 2 4 4 26 12 3 3 3	Volo	
12 3 6 2 2 4 2 4 12 3 8	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape	122 33 66 22 22 4 4 266 122 33 33 8	Volo	
12 3 6 2 2 4 2 4 2 4 2 4 2 4 2 4 2 3 8 8 2 2 4 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 2 4 2 2 2 2 2 3 8 8 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin	12 3 3 6 2 2 2 4 4 2 6 12 3 3 3 8 8	Volo	
12 3 6 2 2 4 2 4 2 4 2 4 2 4 2 2 4 2 2 4 2 2 4 2 2 4 2 2 4 2 2 4 2 2 4 2 2 4 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 4 2 2 2 2 4 2 2 2 2 2 4 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3	12 3 6 2 2 2 4 4 2 6 12 3 3 3 8 8 2 1 2 1 12	Volo	
12 3 6 2 2 4 2 4 2 4 2 4 2 4 2 2 2 4 2 2 2 4 2 2 2 2 4 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Darkvision 60 Fury of the Small Nimble Escape	122 3 6 2 2 2 4 4 2 6 12 3 3 3 8 8 2 1 12 21 12 3 3	Volo	
12 3 6 2 2 4 2 4 12 3 8 8 2 12 3 8 8 2 12 3 3 8 8 12 3 3 8 8 12 12 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martial Weapons of Choice	12 3 6 2 2 2 2 4 4 2 6 12 3 3 3 8 8 2 11 2 12 2 3 3 3 3 3 3	Volo	
12 3 6 2 2 4 26 12 3 8 21 12 3 8 21 12 3 3 1	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Armor Training (Light)	12 3 6 2 2 2 2 4 4 2 6 12 3 3 8 8 2 11 2 2 1 12 3 3 3 1	Volo	
12 3 6 2 2 4 2 4 12 3 8 8 2 12 3 8 8 2 12 3 3 8 8 12 3 3 8 8 12 12 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 14 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martial Weapons of Choice	12 3 6 2 2 2 2 4 4 2 6 12 3 3 3 8 8 2 11 2 12 2 3 3 3 3 3 3	Volo	
12 3 6 2 2 4 26 12 3 8 21 12 3 8 21 12 3 3 1	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Armor Training (Light)	12 3 6 2 2 2 2 4 4 2 6 12 3 3 8 8 2 11 2 2 1 12 3 3 3 1	Volo	
12 3 6 2 2 4 26 12 3 8 21 12 3 3 8 21 12 3 3 1 12 3 3 1 12 3 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Armor Training (Light)	12 3 6 2 2 2 2 4 4 2 6 12 3 3 8 8 2 11 2 2 1 12 3 3 3 1	Volo	
12 3 6 2 2 4 26 12 3 8 21 12 3 3 8 21 12 3 3 1 12 3 3 1 12 3 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Armor Training (Light)	12 3 6 2 2 4 4 4 2 6 12 3 3 3 8 8 2 11 12 2 3 3 3 1 2 2	Volo	
12 3 6 2 2 4 2 4 2 4 2 4 2 4 2 2 4 2 3 3 8 8 2 2 4 2 2 2 4 2 2 2 2 4 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2	12 3 6 2 2 4 4 4 2 6 12 3 3 3 8 8 2 11 12 2 3 3 3 1 2 2	Volo Volo Volo	
12 3 6 2 2 4 2 4 2 4 2 4 2 4 2 2 2 4 2 2 2 4 2 2 2 2 3 3 8 2 2 2 2 4 2 2 2 2 2 2 2 2 2 2 2 2 2	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Amort Training (Light) Saving Face? Kobold ASI +2 ASI +2 ASI +2 ASI +2	12 3 6 2 2 2 2 2 2 4 4 2 6 12 3 3 3 3 8 8 2 2 1 12 3 3 3 3 1 1 2 2 9 16 6 12 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Volo Volo	
12 3 6 2 2 4 2 4 12 3 8 2 12 3 8 12 3 1 2 12 3 1 2 12 3 8 1 2 12 3 8 12 12 3 8 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weepons of Choice Amor Training (Light) Saving Face? Kobold ASI +2 ASI -2 Darkvision 60	12 3 6 6 2 2 2 4 4 2 6 12 3 3 8 7 2 11 12 2 3 3 1 1 2 2 1 1 2 2 1 1 2 2 1 2 1	Volo Volo	
12 3 6 2 2 4 2 4 12 3 3 8 8 21 12 3 3 1 2 2 4 4 4 4 4 4 4 4	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Armor Training Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg	122 33 66 22 22 22 23 33 33 8 8 21 12 23 33 1 12 2 3 3 3 1 12 2 9 16 8 8 4 4 3 3 4	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 3 1 2 16 8 4 4 3 3 4 4 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 24 4 4 26 21 22 33 33 3 12 22 21 12 23 33 3 1 1 22 2 2 1 22 4 4 8 8 8 8 8 9 26 6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Volo Volo	
12 3 6 2 2 4 2 4 12 3 3 8 8 21 12 3 3 1 2 2 4 4 4 4 4 4 4 4	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 2 Martial Weapons of Choice Armor Training Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg	122 33 66 22 22 22 23 33 33 8 8 21 12 23 33 1 12 2 3 3 3 1 12 2 9 16 8 8 4 4 3 3 4	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 3 12 12 3 12 3 12 12 3 12 3 12 3 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 24 4 4 26 21 22 33 33 3 12 22 21 12 23 33 3 1 1 22 2 2 1 22 4 4 8 8 8 8 8 9 26 6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 3 12 12 3 12 3 12 12 3 12 3 12 3 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 24 4 4 26 21 22 33 33 3 12 22 21 12 23 33 3 1 1 22 2 2 1 22 4 4 8 8 8 8 8 9 26 6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 3 12 12 3 12 3 12 12 3 12 3 12 3 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 24 4 4 26 21 22 33 33 3 12 22 21 12 23 33 3 1 1 22 2 2 1 22 4 4 8 8 8 8 8 9 26 6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 3 12 12 3 12 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 24 4 4 26 21 22 33 33 3 12 22 21 12 23 33 3 1 1 22 2 2 1 22 4 4 8 8 8 8 8 9 26 6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 3 12 12 3 12 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 24 4 4 26 21 22 33 33 3 12 22 21 12 23 33 3 1 1 22 2 2 1 22 4 4 8 8 8 8 8 9 26 6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 3 12 12 3 12 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 44 4 26 12 33 33 33 12 21 12 33 33 11 12 23 33 3 3 3	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 3 12 12 3 12 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 44 4 26 12 33 33 33 12 21 12 33 33 11 12 23 33 3 3 3	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 3 12 12 3 12 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 44 4 26 12 33 33 33 12 21 12 33 33 11 12 23 33 3 3 3	Volo Volo	
12 3 6 2 2 4 4 12 3 8 8 2 12 3 8 8 12 3 1 2 12 3 1 2 12 3 1 2 12 3 3 8 8 12 3 3 8 8 12 12 3 3 8 8 12 12 3 3 8 12 12 3 12 3 12 3 12 3 12 12 3 12 12 3 12 3 12 12 3 12 12 3 12 12 3 12 12 3 12 12 12 12 12 12 12 12 12 12	ASI +3 Darkvision 60 Reach Powerful Build Skill Proficiency Suprise Attack? Goblin ASI +3 Darkvision 60 Fury of the Small Nimble Escape Hobgoblin ASI +3 Darkvision 60 Z Martiral Weapons of Choice Armor Training (Light) Saving Face? Kobold ASI +2 ASI +2 Darkvision 60 Grovel, Cower and Beg Pack Tacics	122 33 66 222 22 44 4 26 12 33 33 33 12 21 12 33 33 11 12 23 33 3 3 3	Volo Volo	

Point Value			Commentary	
12	ASI +3	12		
3	Darkvision 60	3		
6	Standard Delayed Magic		It isn't really standard, but is probably equivalent in value	
8	Advantage on a very common roll or set of rolls Poison Immunity	8	Magic Resistance	
	,,	_		
12	Half-Infernal, Fireproof	12		
4	ASI+1	4		
2	Darkvision 30	2		
4	One Common Resistance	4	The state of the s	
2	Cantrip	2	Thaumaturgy	
12	Half-Infernal, Sorcerous	12		
4	ASI+1	4		
2	Darkvision 30 Standard Delayed Magic	2		
15 4	Half-Celestial ASI +1	15	Volo	
2	Darkvision 30	4		
2	One Rare Resistance	2		
3	One Medium Resistance Healing Hands	3		
2	Cantrip		Instead of an ASI, an Assimar may gain one of the abilities in Volo's p 105: Radiant Soul, Radiant Consumption, or Necrotic Shroud. May not spend another ASI for a second ability	
44	Air		EE	
11 4	Air ASI +1	11	EE	
3	Unending Breath	3		
4	L2 spell 1/day	4		
10	Earth	10	EE	
4	ASI +1	4		
2	Ignore Common type of Rough Terrain	2		
4	L2 spell 1/day	4		
14	Fire	14	EE	
4	ASI +1	4		
2	Darkvision 30	2		
4	One Common Resistance [8] Cantrip	4		
2	L1 spell at 3rd, 1/day	2		
15	Water	15	E	
4	ASI +1 One Medium Resistance [9]	4		
2	Amphibious	2		
2	30 ft swim speed	2		
2	Cantrip L1 spell at 3rd, 1/day	2		
-	Er apen at old, maay			
28	Kalashtar			
12 5	ASI +3 Advantage on Wisdom saving throws			
2	One Rare Resistance			
7	30 foot Telepathy w/o language barrier			
1	Rare immunity Choice of 1 languages			
	Cimia Uubrid			
14 12	Simic Hybrid ASI +3			
2	Darkvision 30			

Point	Feature	Commentary	
Point Value			

Point	Feature	Commentary	
Point Value			

nteger Point Value	Decimal Point Value	Feature	Commentary
		These races are produced by WotC, but not presented as finished or polished content.	
40		Grung	One Grung Above
12		ASI +3	
2		Climb 25	
-2 2		Speed 25 Skill Proficiency	
2	Amphibious		
8			
18 2		Poisonous Skin Standing Leap	Good defensive ability + con save DC12 or +7avg damage per attack. This is not balanced.
-3		Water Dependency	You won't be picking or playing this race when you can't get to water.
-1		No common language.	
		Eladrin (DMG)	
17	4.25	Elf Base race	
4		Int +1	
	0.5 1.5	Elf Weapon Training (4 weapons)	
29	7.25	Fey Step (misty step 2ndL 1/short rest) Total	
07		Contour (UA)	
27 12		Centaur (UA) ASI +3	https://media.wizards.com/2018/dnd/downloads/UA-Centaur.pdf
4		40 foot speed	
6		Charge	
2		Hooves Equine Build	Powerful Build, -1 for climbing penality, +1 for riding.
2		Skill Proficiency	- oriented denier, in the omnoring performs, in the maining,
-1		Hybrid Nature	Will not usually come up - more often triggered by player characters, for obvious reasons.
20		Minotaur (UA)	Same as centaur.
12		ASI +3	
2		Horns	
2		Goring Rush Hammering Horns	This ability and Goring Rush don't synergize. Hammering Horns requires the attack action, and Gorish Rush's BA attack is not that.
2		Skill Proficiency	
-1		Hybrid Nature	
		Abyssal Tiefling (UA Black Magic)	
		ASI +2 CHA +1 CON Abyssal Arcana (Same as Infernal Legacy)	
		Abyssal Fortitude (HP increase by half of level)	
		Changeling (UA Eberron) ASI +1 Dex +1 CHA	
		Duplicity (Prof. Deception)	
		Shapechange (Polymorph into any humanoid)	
		Beasthide Shifter (UA Eberron)	
		ASI +1 Dex +1 CON	
		Darkvision	
		Shifting (1/rest bonus to shift 1 min, temp HP equal to level + CON)	1 bonus to AC when shifted
		Cliffwalk Shifter (IIA Eborroo)	
		Cliffwalk Shifter (UA Eberron) ASI +2 Dex	
		Darkvision	
		Shifting (bonus to shift 1 min, temp HP equal to level + CON)	30ft climb when shifted
		Longetride Chiffor (ILA Element)	
		Longstride Shifter (UA Eberron) ASI +2 Dex	
		Darkvision	
		Shifting (bonus to shift 1 min, temp HP equal to level + CON)	
		Dash as bonus when shifted	
		Longtooth Shifter (UA Eberron) ASI +1 Dex +1 STR	
		Darkvision	
		Shifting (bonus to shift 1 min, temp HP equal to level + CON)	
		1d6 bite action (grapple creature smaller than you) when	
		shifted	
		Razorclaw Shifter (UA Eberron)	

Integer Point Value	Decimal Point Value	Feature	Commentary
		Darkvision	
		Shifting (bonus to shift 1 min, temp HP equal to level + CON)	
		Unarmed strike as bonus when shifted	
		Wildhunt Shifter (UA Eberron)	
		ASI +1 Dex +1 WIS	
		Darkvision	
		Shifting (bonus to shift 1 min, temp HP equal to level + CON)	
		Advantage on Wisdom based checks and saves when shifted	
		Warforged (UA Eberron)	
		ASI +1 STR +1 CON	
		Composite Plating +1 AC	
6		Living Construct (Disease Immunity, no food or air required, 4h long rest, cannot be surprised during rest)	

A sometimes used feature A numeric op overful feature An unusuity powerful feature (C course a feature could be worth any other values Somer features don't work effectively Somer features for th work effectively Somer features and build, deduct half the score from the cheaper feature. The Mountain Dwire is acode example. Builds	0.25							
A ribbon, not likely to make much difference () A sometimes useful feature A non-standing on the stature An unusuity powerful feature Chourse a feature could be worth any other values Synom features don't work effectively together. When two features wort be beneficial to be apped building of the source for work and the source for the chapter feature. The Mountain Dwert is ago de earning. Builds								
A sometimes useful feature A numisally powerful feature of course a feature could be worth any other values Syncy Some factors don't not effectively Bogetime full, feature Course and any the feature server to be beneficial to the sand build, deduct half the score from the cheaper feature. The Mountain Dwarf is a good example, Builds			The decimal point value is scaled such than a simple ASI of +1 is worth, on the scale, +1. This system is used because it is more					
A frequently useful, or powerful feature An unusually powerful feature. Course a feature could be worth any other values Synergy Some features dort work effectively together. When two features wort be beneficial to the same build, deduct.haft the score from the cheaper feature. The Mountain Dwerf is agod example. Builds			similar to the Musicus scale, grant ease of use to certain people.					
of course a feature could be worth any other values Synergy Some features don't work effectively together. When two features won't be beneficial to the same build, deduct half the score from the cheaper feature. The Mountain Dwerf as glood example. Builds	1							
values Synergy Some features don't work effectively together. When the features won't be beneficial to the same build, deduct half the score from the charger feature. The Mountain Dwarf is a good example. Builds the taward x 20 feature have among	2							
Some features don't work effectively together. When two features won't be beneficial to the same build, deduct half the score from the cheaper feature. The Mountain Dwarf is a good example. Builds that want 4% STR elisade have armor								
Some features don't work effectively together. When two features won't be beneficial to the same build, deduct half the score from the cheaper feature. The Mountain Dwarf is a good example. Builds that want 4% STR elisade have armor								
beneficial to the same build, deduct half the score from the cheaper feature. The Mountain Dwarf is a good example. Builds that want +2 STR already have armor								
Mountain Dwarf is a good example. Builds that want +2 STR already have armor								
that want +2 STR already have armor								
		1						
proficiencies. Builds that want armor training won't get much out of more STR.								
Ability Score Increases			Negative ASIs are not in the PHB and should generally be avoided.					
ASI-2	-1							
ASI -1 ASI +1	-0.5		The ability score you want is always likely to be better, besides choice feels good.					
Choice of ASI +1	1.25							
ASI +2 ASI +3	2		You shouldn't get a +3 or higher to a single stat. Four separate +1's is less valuable (13), few builds use more than 3 stats.					
ASI +3 ASI +4			Bonuses to your dump stats aren't as useful as bonuses to your core abilities.					
All ASI +1	4							
Language #V/	VALUE!							
	0		Languages in most games do not matter. You or someone in your party speaks a relevant language, or (intentionally via DM) no one	does.				
	0.25							
	0.25 0.5		gives you access to a lot of common creatures. Any other language either gives you communication with rare creatures, or creatures Quite a potentially impactful ability.	that likely know C	ommon.			
		Can communicate without speaking.						
Chille								
	VALUE! 0.25							
Skill proficiency	0.5							
	0.75		Can vary if it is from a limited list depending on how limited it is.					
	1.25 0.25							
Expertise on subset of a skill	0.5							
Skill Proficiency and Expertise	1.5	This gives the skill and doubles the proficiency bonus						
Magic #V	VALUE!							
Cantrip	0.5							
	0.75							
L2 spell at 3rd, 1/day (0.75							
L2 spell at 5th, 1/day	0.5							
	0.75							
L2 spell 1/day	1							
	1							
Standard Delayed Magic	1.5	A cantrip, level 1 spell at 3rd level, and a level 2 spell at 5	In level. Can vary a point based on the spells.					
Resistances #V	VALUE!							
		Radiant, Force, Psychic or Thunder						
		Cold, Lightning, Necrotic, or Acid Fire or Poison	Monsters that do Fire or Poison damage are about twice as common as those that do any other type of non-physical damage. Bludgeoning includes fall damage. Overall resistance (including magical) can add 6.					
		Slashing or Piercing. Bludgeoning is 12.						
			Vulnerabilities that aren't to the rarest of types should not be in play - any semicompetent enemy will abuse it to no end.					
	VALUE! -2	Radiant, Force, Psychic or Thunder						
One Medium Vulnerability	-4	Cold, Lightning, Necrotic, or Acid						
		Fire or Polson Bludgeoning, Piercing, or Slashing	Don't. Just don't.					
Che Physical Vullerability	-10	biogeoning, Piercing, or Stasning						
	VALUE!							
	-1 -0.5							
	0							
30 ft speed	0.5							
30 ft speed 35 ft speed								
30 ft speed 35 ft speed 40 ft speed	1 0.5							
30 ft speed 35 ft speed 40 ft speed 30 ft climb speed 30 ft swim speed 30 ft swim speed	0.5 0.5							
30 ft speed 35 ft speed 40 ft speed 30 ft dimb speed 30 ft swim speed Feline Aglity (0)	0.5 0.5 0.75	Bonus action move your speed toward AnAmy	a character with heavy armor is unlikely to not have the minimum strength- unless hav have the dwarf armor trainion					
30 ft speed 35 ft speed 40 ft speed 30 ft limb speed 50 ft swin speed Feline Agility Aggressive 00 kt Sloved by Armor	0.5 0.5 0.75 0.75 0.5	Bonus action move your speed toward enemy	a character with heavy armor is unlikely to not have the minimum strength- unless they have the dwarf armor training					
01 8 speed 51 8 speed 40 11 speed 30 11 dims speed 30 11 dims speed 51 8 sym speed 51 8 sym speed 52 sym speed Apgressive 52 sym speed Not Slowed by Amor 52 sym speed Not Slowed by Amor 52 sym speed	0.5 0.75 0.75 0.5 0.25	Bonus action move your speed toward enemy	a character with heavy armor is unlikely to not have the minimum strength unless they have the dwarf armor training					
30 ft speed 35 ft speed 40 ft speed 30 ft dim speed 50 ft wim speed 74 ft speed 40 ft symmetry 40 ft symmetry 40 ft symmetry 40 ft speed 40 ft speed 4	0.5 0.5 0.75 0.75 0.5	Bonus action move your speed toward enemy	a character with heavy armor is unlikely to not have the minimum strength unless they have the dwarf armor training					
30 it speed 30 it speed 40 it speed 30 it offinis speed 50 it swim speed Feline Agility 00 read by Amori Ignore Bare type of Rough Terrain Ignore Common type of Rough Terrain Ignore non-magical Rough Terrain	0.5 0.5 0.75 0.75 0.5 0.25 0.5 0.5 0.75		a character with heavy armor is unlikely to not have the minimum strength unless they have the dwarf armor training Here's an attempt to break things down					
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so it speed so it speed do it speed so it climb speed so it climb speed so it climb speed so it swim speed so it swim speed feater Agilary (or Aginese May Speed (or Aginese May Speed (or Aginese May Speed) Flight www. Standard Fly 30 Hover Plus 51 fly speed (or Aginese May Speed) (or Aginese May Speed)	0.5 0.5 0.75 0.75 0.5 0.5 0.5 0.5 0.75 0.7	no med or heavy armor, no hover						
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A natural weapon that does something						
A natural weapon that does something besides poison, physical, fire or cold is also						
probably worth more	#VALUE!					
Breathing	#VALUE!					
Hold Breath 15 mins (10)	0.25					
Amphibious [11]	0.5	can breath air and water				
Unending Breath	0.75	can breath in even in vacuum and poison, etc. while not in	reparticle			
Doesn't breath	1	can breach in even in vacuum and poison, etc. while not in	ILapaciateu			
Doesn't bream						
Natural Armor						
	#VALUE!		Only the most obscure builds don't have some form of base AC above 11.			
11+Dex armor	0					
12+Dex armor	0.25		Does not make a difference normally for classes with higher than light armor, and is equivalent to mage armor.			
13+Dex armor	0.75		A static bonus which is generally avoided in 5e.			
AC+1	2					
Size	#VALUE!		Slower move speeds also have a cost. Disadvantage with heavy weapons is balanced by medium mount opportunities, and ability to fit in small sp	aces		
Small	0	Disadvantage with Heavy Weapons	This is somewhat often interpreted as also giving the ability to grapple+shove Huge sized creatures. In that case, it is a 4.			
Powerful Build	0.75	1 size larger for carry, lift, push, drag				
Assorted Racial Features	#VALUE!		Takes away humanoid-targetting effects, and at later levels allows to be the target of certain others (hold monster, paladin finding fiends and celest	ale)		
A Type other than Humanoid	#VALUE:	does not include "Fey Ancestry bonus" or other	removieway namenovie angeteing enectes and as rater revers anows to be the target of certain outers (now monstell, paladit) inding fields and celesi	uisj.		
Doesn't need to Eat	0.5	does not include iney Ancestry bonus or other				
Tinker	0.25					
Acclimatized						
	0.25	Ignores penalties from a certain type of harsh environmen	t			
Healing Hands	0.5	Cure hitpoints equal to level 1/day as an action				
Fey Ancestry	0.5	Adv vs charm, can't sleep				
Nimbleness	0.5	move through space of larger				
Trance	0.5					
Mimicry	0.5		Enough damage not to be a ribbon, and on a short rest.			
Fury of the Small	0.75	Add IvI to damage 1/short on bigger creature.				
Mask of the Wild	0.75					
Savage Attacks	0.75		A feature that is normally not too powerful, but can become so with the right combination of feats.			
Reach	2	Extra 5 ft of reach				
Armor Training (Light)	0.5					
Armor Training (Light and Medium)	1					
Poison Resistance and Advantage	1.25					
Naturally Stealthy	1	hide behind larger				
Relentless Endurance	1	drop to 0, drop to 1 instead 1/long rest	Nearly everything you do involves a d20 roll.			
Lucky	1		Much of the value of a +8 to CON, but not all.			
Toughness	1.25	One more HP per Level				
Stone's Endurance	1.5	1 per rest, reduce damage by 1d12+Con				
Breath Weapon	1.5					
Nimble Escape	1.5	Disengage or Hide as Bonus Action				
Gnome Cunning	1.75	Adv vs Int, Wis, Cha saves vs magic				
Aasimar Transformation	2					
Pack Tactics	2					
Choice of Feat	5	Because the choice of feat is so powerful at 1st level. I'm	Diseases are about as common as rainbows. A pure ribbon ability.			
Advantage against diseases.	0.25					
Magic Resistance	4.75	Gnome Cunning + Con. Str. and Dex. all decently commo	A notable but more flavorfully impactful than power impact.			
Fills rests with light activity instead of sleep.	0.75		Nerty standard, and effectively very similar.			
Yuan-ti Standard Delayed Magic	1.5					
rour a clanuaru Delayeu magic	1.0					
Still Needed						
Bonus Actions						
Extra limbs						
Shapeshifting						
Large size						

			S	core Calculator - Download to	Us	е			
			Use the score calculate	e the score calculator to easily check the power of custom races.					
		1) Enter a name for the race in the yellow box at the top of the stat block.							
			2) Select existing abiliti	es from the yellow dropdowns in Section 1.					
	3) Enter a score for the abilities in the small yellow boxes in Section 2.								
			4) Enter new abilities in	the large yellow boxes in Section 2.					
_									
	25	6.25	TOTAL SCORE	Name		0	0	TOTAL SCORE	Name
_				on 1: Existing Abilities					tion 1: Existing Abilities
_	12		ASI +3					-	
	-		Language					-	
	3		Choice of Skill Proficier	су				-	
	0		30 ft speed			0 -			
	3		75 Darkvision 60						
	1		25 1d4 unarmed strike						
	-2		0.5 Powerful Build					-	
	-2	2 -0.5 ASI -1						-	
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			Sect	on 2: Custom Abilities				Sec	tion 2: Custom Abilities
	4		Might Roar (once/day 3				(
	2		Brave (Advantage agai	nst Frightened)			C		
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- [1] can breath air and water
- [2] Brave
- [3] Fire or Poison
- [4] Cold, Lightning, Necrotic, or Acid
- [5] can breath air and water
- [6] Brave
- [7] can breath air and water
- [8] Fire or Poison
- [9] Cold, Lightning, Necrotic, or Acid
- [10] can breath air and water
- [11] can breath air and water