

5e Basic Race Feature Analysis

Numbering Key:

-1 = Detrimental to your character. Usually balances out a very strong feature in particular.

0.5 = slightly helpful in most situations or pretty helpful in specific situations.

1 = about as powerful as an ability point. Slightly useful all the time or very useful some of the time.

2 = about as powerful as 2 ability points. either very useful all the time or Extremely useful in limited situations.

3 = Extremely powerful all the time. This may define a pronounced part of a character.

Races

Base Race	Subtype
Dwarf (+3.5) = 6.5 • 2 Constitution = 2 • -5 feet movement = -1 • Darkvision 60 = .5 • Dwarven Resilience = .5 • Dwarven Combat Training = .5 • Tool proficiency = .5 • Stonecunning = .5	Hill (+3) • 1 Wisdom = 1 • 1 HP per LVL = 2 Mountain (+3) • 2 Strength = 2 • Armor Training = 1
Elf (+3.5) = 6 - 6.5 • 2 Dexterity = 2 • Darkvision 60 = .5 • Keen senses = .5 • Fey Ancestry/Trance = .5	High (+3) • 1 Intelligence = 1 • Elf Weapon Training = .5 • Cantrip = 1 • Extra Language = .5 Wood (+3) • 1 Wisdom = 1 • Elf Weapon Training = .5 • Fleet of Foot = 1 • Mask of the Wild = .5 Dark (+2.5) • 1 Charisma = 1 • Darkvision 120 = 1 • Sunlight sensitivity = -1 • Drow Magic = 1 • Drow Weapon Training = .5
Halfling (+4) = 5.5 - 6 • 2 Dexterity = 2 • -5 feet Movement = -1 • Lucky = 2 • Brave = .5 • Halfling Nimbleness = .5	Lightfoot (+2) • 1 Charisma = 1 • Naturally Stealthy = 1 Stout (+1.5) • 1 Constitution = 1 • Stout Resilience = .5
Human (+6)	Variant Human (+6)

• 1 Strength = 1 • 1 Dexterity = 1 • 1 Constitution = 1 • 1 Intelligence = 1 • 1 Wisdom = 1 • 1 Charisma = 1	• 1 to any 2 scores = 2.5 • 1 Proficiency = .5 • 1 FEAT = 3
Dragonborn (+5.5) • 2 Strength = 2 • 1 Charisma = 1 • Breath Weapon = 2 • Draconic Resistance = .5	
Gnome (+2.5) = 4.5 • 2 Intelligence = 2 • -5 feet movement = -1 • Darkvision 60 = .5 • Gnome Cunning = 1	Forest (+2) • 1 Dexterity = 1 • Natural Illusionist = .5 • Speak with Small Beasts = .5 Rock (+2) • 1 Constitution = 1 • Artificer's Lore = .5 • Tinker = .5
Half Elf (+6) • 2 Charisma = 2 • 1 to any 2 scores = 2.5 • Darkvision 60 = .5 • Fey Ancestry = .5 • Skill versatility = .5	
Half Orc (+6) • 2 Strength = 2 • 1 Constitution = 1 • Darkvision 60 = .5 • Menacing = .5 • Relentless Endurance = 1 • Savage Attacks = 1	
Tiefling (+5) • 1 Intelligence = 1 • 2 Charisma = 2 • Darkvision 60 = .5 • Hellish Resistance = .5 • Infernal Legacy = 1	

As you can see, all races tend to be close to 6 (5.8) points. I would use 6 as the basic race feature power pool and use the key above to determine the power of any new race features.

Catalogued Race Features by Point Cost.

-1	1
• 1 Vulnerability • -5 feet movement • Sunlight sensitivity	• 1 Strength • 1 Dexterity • 1 Constitution • 1 Intelligence • 1 Wisdom • 1 Charisma • +5 feet movement • Armor Training • Darkvision 120 • Gnome Cunning • Infernal Legacy • Naturally Stealthy • Relentless Endurance • Savage Attacks
.5	2
• 1 Armor Proficiency Level • 1 Damage Resistance • 1 Skill Proficiency • 1 Tool proficiency • 4 Weapon Proficiencies • Any 1 Cantrip • Anything allowing awareness while asleep and/or shortening sleep. • Artificer's Lore • Brave • Darkvision 60 • Dwarven Resilience • Extra Language (choosable) • Fey Ancestry • Halfling Nimbleness • Mask of the Wild • Menacing • Skill versatility • Speak with Small Beasts • Stonecunning • Stout Resilience • Tinker	• 2 Strength • 2 Dexterity • 2 Constitution • 2 Intelligence • 2 Wisdom • 2 Charisma • 1 HP per LVL • Breath Weapon • Lucky
	2.5
	• 1 to any 2 scores
	3
	• 1 FEAT

Rules for Creating races using this system.

4 Points is a very weak race (Kobolds, Goblins)

5 points is a weak race (Tieflings, Aasimars)

6 Points is an average race (Humans, Nymphs)

7 Points is a strong race (Elves, Dwarves)

8 Points is a very strong race (Half Giants, Changelings)

Example Races!

Warforged (+3.5)

- 2 Constitution = 2
- Living Construct = 1.5
 - Darkvision 60
 - "Trance"
 - Immunities/resists

Metalforged (+3)

- 1 Strength = 1
- +1 AC = 2

Woodforged (+3)

- 2 Dexterity = 2
- Versatile Limb Structure = 2
- Flammable (vulnerability to fire) = -1

Crystalforged (+3)

- 1 INT/WIS/CHA = 1
- +1 AC = 2

Living Construct = 1

Even though you were constructed, you are humanoid. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter a sleep-like state. You need to remain in it for only 4 hours each day. You need not dream; instead, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Versatile Limb Structure = 2

Because of your natural construction you have the ability to shape and reshape your body as needed. Once per short rest, you may reshape any limb into a natural weapon (1d4), a shield, or any non-metal tool that you are proficient with. This requires a bonus action and lasts until it is canceled as a bonus action or until you take a short rest. This does not stack with the monk's martial arts class feature. At your DMs discretion you may also use this feature to create any shape or object you can think of.

Kobolds (+3.5)

- 2 Dexterity = 2
- Trap Makers = 1
- Darkvision 60 = .5

- Sunlight Sensitivity = -1
- Shifty = 1

Winged Kobolds (Urds) VARIANT (+3.5)

- 2 Dexterity = 2
- Wings = 1
- Trap Makers = 1
- Darkvision 60 = .5
- Sunlight Sensitivity = -1

Trap Makers = 1

Due to hours working in cramped tunnels working on traps for unsuspecting adventurers, Kobolds can add their proficiency bonus twice on checks involving creating, setting up, and disarming traps.

Wings = 1

Urds are kobolds gifted by Tiamat with wings. These wings sprout out of their back and allow them to fly with a speed of 30 feet.

Shifty = 1

Due to their small nature and their wiry builds kobolds are able to impose disadvantage on a number attacks of opportunity per round equal to their wisdom modifier (minimum 1).

Ratfolk (+5.5)

- 2 Dexterity = 2
- 1 Intelligence = 1
- Darkvision 60 = .5
- Deceptive Nature = .5
- Keen Smell = .5
- Natural Weapon: Bite = 1

Deceptive Nature = .5

Gain proficiency in Charisma (Deception) Checks

Keen Smell = .5

You have advantage on Wisdom (Perception) checks that rely on smell

Natural Weapon: Bite = 1

You may use your teeth to make a melee weapon attack dealing 1d4 piercing damage using dexterity or strength

Kitsune (Foxfolk) (+6)

- 1 Dexterity = 1
- 2 Charisma = 2
- Keen Senses = .5
- Agile = .5
- Natural Weapon: Bite = 1
- Kitsune Magic = 1

Agile = .5

Gain Proficiency in Acrobatics Checks

Kitsune Magic = 1

Charisma is the spellcasting ability for these spells.

Cantrip (level 1) = Dancing Lights

1st level spell (level 3) 1/day = Disguise Self

2nd level spell (level 5) 1/day = Suggestion

Kender (+5)

- 1 Dexterity = 1
- 1 Charisma = 1
- -5 feet movement = -1
- Brave = .5
- Kender Pockets = 2
- Naturally Stealthy = 1
- Cutting Words = .5

Kender Pockets = 2

Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a small chance you have it. Roll a d6. If you roll a 6, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute. You may only find 5 small items like this every day.

Cutting Words = .5

You learn the Vicious Mockery cantrip

Half-Giants (+4)

- 2 Constitution = 2

- 1 HP per LVL = 2

Hill Giant (+3.5)

- 2 Strength = 2
- Brutal Assault = 1.5

Elemental Giant (+3.5)

- Cloud Giant
 - 1 Strength = 1
 - 1 Wisdom or Charisma = 1
 - Resistance to Thunder = .5
 - Cloud Magic = 1
- Fire Giant
 - 1 Strength = 1
 - 1 Charisma = 1
 - Resistance to Fire = .5
 - Firebolt = .5
 - Tool Proficiency = .5
- Frost Giant
 - 1 Strength = 1
 - 1 Charisma = 1
 - Resistance to Cold = .5
 - Frost Magic = 1
- Stone Giant
 - 1 Strength = 1
 - 1 Dexterity = 1
 - Resistance to Slashing and Piercing = 1
 - Stone Throw = .5
- Storm Giant
 - 1 Strength = 1
 - 1 to 2 different mental ability scores of your choice = 2
 - Resistance to Lightning = .5

Brutal Assault = 1.5

Using your bonus action, you may add your proficiency bonus to damage on an attack that hits. You can use this feature a number of times per day equal to your constitution modifier without penalty. You may use this feature additional times, but you must make a Constitution saving throw with a DC equal to 10 + the number of times you have used this feature today. On a failure you suffer one level of Exhaustion.

Cloud Magic = 1

Charisma is the spellcasting ability for these spells.

Cantrip (level 1) = Minor Illusion

1st level spell (level 3) 1/day = Thunderwave

2nd level spell (level 5) 1/day = Gust of Wind

Firebolt = .5

You learn the firebolt cantrip

Frost Magic = 1

Charisma is the spellcasting ability for these spells.

Cantrip (level 1) = Ray of Frost

1st level spell (level 3) 1/day = Fog Cloud

2nd level spell (level 5) 1/day = Shatter

Stone Throw = .5

You may use small stones as reliable weapons. When throwing a stone at an enemy, the stone deals 1d8+1 bludgeoning damage. This damage increases to 2d8+2 at 5th level, 3d8+3 at 11th level, and 4d8+4 at 17th level

Aasimar (+5)

- 2 Charisma = 2
- 1 Wisdom = 1
- Angelic Legacy = 1
- Darkvision 60 = .5
- Angelic Resistance = .5

Angelic Legacy = 1

Charisma is the spellcasting ability for these spells.

Cantrip (level 1) = Spare the Dying

1st level spell (level 3) 1/day = Detect Evil and Good

2nd level spell (level 5) 1/day = Cure Wounds (as 2nd level spell)

We were/are considering adding the following option to the race. Deemed it to set the Aasimar too far ahead of tieflings in power. If your DM allows it, this would be a good option for a 1st generation Aasimar (Nephilim).

>Nephilim Option (1st gen Aasimar) (+2.5)

Angelic Weapon = 1.5

A number of times per day equal to your Charisma modifier you may add your Charisma modifier in radiant damage to your melee weapon damage for one attack that hits.

Wings = 1

>Cambion Option (1st gen Tiefling) (+2.5)

Fiendish Blessing = 1.5

If your Charisma is 14 or higher, add 1 to your AC. If your Charisma is then also 18 or higher, add another 1 to your AC.

Wings = 1

TODO

- Nymphs (dryads, naiads)
- Various Monster Races
 - Spectator
 - Orc
 - Goblin/Bugbear
 - Modrones
 - Undead
 - Spirits
 - Zombies
 - Skeletons
 - Azer
 - Illithid
 - Minotaur
 - Gnolls
 - Harpies
- Elementals
 - Earth
 - Fire
 - Wind
 - Water
- Bullywug
- Centaur
- Duergar
- Gith
- Kenku
- Kuo-toa
- Lizardfolk
- Half-Ogre
- Pixie
- Rakshasa
- Sahuagin
- Satyr
- Slaad
- Sprite
- Succubus/Incubus
- Thri-Kreen
- Treant
- Yuan-Ti
- Changeling