

**Chapter 1 : D&d 5E Player Manual**

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Dwarves, elves, halflings and humans are all labeled as "common" races who will be seen practically everywhere save the dwarf subrace for elves, whilst the others are labeled as being "uncommon" races. Many races have subraces; they must choose to be a specific kind of that race for further added bonuses. Race design is similar to 4e, minus the "racial powers" setup due to the loss of that mechanic; all bonuses, no penalties - with a few subrace exceptions. This carries over the 4e philosophy of not completely screwing players who want to build something unconventional, like a halfling barbarian or a half-orc wizard. The first DMG includes rules for custom-building subraces and whole races, with the Eladrin and Aasimar used to demonstrate the rules. Dragonborn Essentially, they are their 4e counterparts with vaguer backgrounds, dragonborn are still pretty close to what they were. Not terrible, even if laughably outclassed in almost every way by other races with similar stat bonuses. Dwarf Your standard issue dwarf. Short and stout, grumpy but loyal, love digging, and tough as a hammer sammich. They get two subraces; Hill and Mountain. Elf Still pretty standard; graceful, eerie, beautiful, mary-sueish bastards. They get three subraces; high, wood and dark. High elves are the magically adept elite. Wood elves are the iconic forest-dwelling primal elves. The Sea Elf comes with the above mentioned ft swim speed as well as the ability to breathe under water as part of the "Child of the Sea" racial feature. Avariel are the winged elves of the Forgotten Realms, nearly driven to extinction by dragons. You have a flying speed of 30 feet while not wearing heavy or medium armor, and know Auran. Unless you are in it for the flavor, there is really no reason to pick them, seeing how there are plenty of better races with flight out there. The Grugach of the Greyhawk setting are xenophobic, isolationist forest dwellers, known to massacre anyone unfortunate enough to stumble into their realm. They get a Strength score increase of 1, a proficiency with the spear, shortbow, longbow, and net going with their savage theme. They can choose a single cantrip from the druid spell list, using Wisdom as their spellcasting ability. Their xenophobic nature also manifests itself by having their ability to speak Common replaced by Sylvan, so you better use a background feature to learn it. Shadar-kai have returned as an elf dub-race, being now a hybrid between their 3rd edition lore of being fae dwelling on the Plane of Shadow, and their 4th edition lore that presented them as humanoids from Shadowfell. Ironically, the fact that they are now basically insane BDSM elves from a different plane makes them seem allot like a certain other type of Dark Elf. They get a Charisma score increase of 1, and the choice between chill touch, spare the dying, or thaumaturgy, with Charisma as their spellcasting ability. Once per short rest, they can also teleport up to 15 feet to an unoccupied space they can see, and gain resistance to all damage until the start of their next turn. With Dragonlance supported, but the Kender race thankfully missing after playtest, these seem to hold up as the Kender replacement. These are the "svirfneblin", the Underdark-dwelling gnomes mentioned but mostly ignored in editions past. They can also grow beards, something that may have been in previous editions, but is directly addressed in this one. The best PHB race for any Cha-based class, due to their tremendous versatility, and easily has the most raw power. Look at it like this: It might not be the optimal feat for your build, no, but can you easily deny that it beats out any other feat in the game for raw power? Well, a half-elf is essentially a variant human who gets a feat like that. Any kind of half-elf can trade for an upgrade to darkvision and proficiency in perception, half-high elves can gain a wizard cantrip, half-wood elves can gain a five-foot speed boost or an improved ability to hide in the wild, and both of the above can gain elf weapon training. This effectively makes them the best barbarians in the game and gives barbarian-lite abilities to any other classes. This new design eliminates the culturally awkward standard of male orcs forcing themselves on human women, to the point of actually raising the idea that the race could be used for playing a half-dwarf, half-orc. Halfling Small, cheerful, practical creatures, halflings try to make friends with anybody. Their two subraces are Lightfoot and Stout. The playtest release featured the infamous Kender of Dragonlance as yet another halfling subrace. Of course, if an official Dragonlance playbook ever comes out doubtful, at this point, given

the lackluster success of it in 3. Human Humans are the versatile race once again. The feat option, given how strong feats are in 5th, can actually make it very hard to choose any other race, even ones that specialize in a specific area, over humans for a build given the sheer rapidity of power the variant human allows. Tiefling Following in the footsteps of 4e, with a unified if still very variable appearance and a tiefling racial backlore as "descendants of a cursed empire" rather than "spawn of a human and a fiend". Pretty much all of the 3e variants made it through as sub-types. Gotta pick a sub race from the following: Nice utility, as all alternative movements are. Good for other Dex-based classes, completely redundant for a rogue or high-level ranger. Good for a control fighter and the like. Unarmed strikes may only deal a single point damage, but the real power of this ability is essentially two-weapon fighting without needing the fighting style to add the ability score modifier to the damage roll. Good for mage-hunting and utility. Warforged Same old magic robots. Very simple, yet very effective: All of these are somewhat abusable, so your DM might tone them down. On the plus side, they no longer have healing penalties and such. Only four varieties this time; Earth, Air, Water and Fire. Also, got a lot more cultural tweaks than just about anyone was expecting. They also have horns, which they are automatically proficient with, that deal 1d10 piercing damage, offer advantage on shoving checks, automatically shove when used as part of an Attack action, and can be used to gore an enemy as a bonus action even after a Dash. Gothic Heroes[ edit ] Revenant The most exotic race to come out of 5e yet, the Revenant is a member of any of the other races that has died and then risen from the grave as an undead creature in order to pursue an all-compelling goal. The drawback is, once you complete the goal that brought you back from the grave, you die well and truly, passing on to the afterlife with no further possibility of resurrection. Gith One of the biggest and most important subrace splits in the game over here. Zendikar[ edit ] Appearing on the Magic: As a result, it included assorted Zendikaran races, from humans and elves to goblins, vampires, merfolk and kor. Unlike traditional Merfolk , these ones come with legs, so they can actually walk around on land like Tritons. They have to pick one of the three Creeds to follow, which functions as a subrace choice. Zendikaran Vampire Aligned to Black Mana, Zendikaran Vampires are not undead, but infused with a necrotic disease that requires them to feed on the life-energy of others. This is a special attack that they can only do on a target that is willing, restrained, grappled or incapacitated; it inflicts 1 piercing damage and D6 necrotic damage, which A: Zendikaran Goblin Aligned to Red Mana, these goblins are tough and hardy creatures. Grotag Tribe Goblins receive free proficiency in Animal Handling. Lavastep Tribe Goblins have Advantage on Dexterity Stealth checks made in rocky or subterranean environments. Tuktuk Tribe Goblins receive free proficiency in thieves tools. Zendikaran Elves What to really say about these guys? Innistrad[ edit ] Appearing on the Magic: So instead you get an entirely new "human race", with assorted sub-races reflecting specific provinces of Innistrad. They essentially have the Mobility feat, but without having the mobility feat so you can double up on it if you gotta go fast. In mid-September, it was revealed that the book would feature roughly a dozen "deeply detailed" monstrous PC races, and an undisclosed larger number of monsters given "quick rules" for PC use. However, this turned out to be WoTC playing it vague and the end result was that there were only thirteen races in it, one of which was effectively a reprint. The Monstrous Adventurers mark the first return in 5th edition of racial ability score penalties, something that brought a lot of rage and skub from those who hated this idea and those who loved it. Not helping is that of all the races in the book, only the orc and the kobold get these penalties. The designers essentially tried to sidestep some critiques of flagrant balance issues with the "monstrous" races by saying that they are not intended to be truly balanced, and that all DMs have free reign to modify or ban them. Of course, this change in lore from 4e was met with huge amounts of skub. Aasimar Very, very different from their DMG examples. Each of the three subraces, at 3rd level, gets an "angelic manifestation", a transformation they can enter as an action and which lasts for 1 minute or until they end it, with bonuses depending on the subrace. Naturally, they had to undergo a fair amount of changes, since 5e wants to avoid letting PCs be Large. Not even in cultural information. They are surprisingly fitting, since they were first introduced as a player character race in the Forgotten Realms setting. Medium sized, 30ft land and swim speeds, amphibious, can cast Fog Cloud at will and Gust of Wind at 3rd level and Wall of Water at 5th level once per day with Charisma, telepathically talk to water-breathing creatures, are Resistant to Cold and immune to deep water environments. Exactly which ones are broken is

and forever will be skub , but general agreement is that the would-be orc and kobold will be far happier using re-colored half-orcs and halflings as a template, respectively, and that the yuan-ti pureblood is gob-smackingly powerful enough to make even the half-elf blush. One of the only monsters not to get their core racial power: That said, Pack Tactics is incredibly strong due to ANY form of advantage cancelling out disadvantage. What makes a kobold powerful is not that they have access to Advantage, but that they can pretty much never have Disadvantage when near an ally. This opens up a GWM kobold, or a long range sniper kobold as actually viable options. Put a Kobold on a Wolf mount for extra shenanigans. As for their crunch You have Advantage on all saving throws caused by spells and magical effects".

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This book is divided into three parts and contains a total of eleven chapters. It is a comprehensive package of that brings together an extensive collection of character options and the player facing rules. The first part of the book contains chapter 1 up to chapter 6. This section includes everything that you will need to create a character. You can then skip the pages and go to the Class and Race that matches the game that you want. If you are new to this book, then you will also have an easy time using it. It is because everything in it is pretty iconic. Once you get to choose your race, you will then have to select your sub-race. The second and the third part of the book contains the rules. In Dungeons and Dragons pdf, there are three pillars of play. These pillars are interaction, exploration, and combat. The rule of the game has to cover these three pillars completely. The book also has an appendix section that contains the character sheet, inspirational reading, creature statistics, and conditions. It is the most important aspect of character creation. Some of the different kinds of classes include Barbarian, Bard, and Fighter. Part 1 It is the largest section of the book. It deals with all the characters, races and classes. Step by Step Characters Chapter2: Personality and Background Chapter 5: Customization Options Part 2 Talks about everything concerning all the underlying mechanical formula that everything in the system will depend on. Using Ability Scores Chapter 8: Combat Part 3 It covers everything concerning interaction, exploration and combat. It also covers all the spells and magic you will use for your adventure. Spell Casting Chapter These are status effects that can be inflicted by spells. They are very cool since they are accompanied by some cool sketch style artwork. Gods of the Multiverse: This will be your stopping point if you want to choose who your Cleric worships. The Planes of Existence: Consist of a list of creatures that you can choose to act as bestial companions for your class. He is among the team that has been behind the award-winning supplements of Dungeons and Dragons role-playing game. James Wyatt was born in He started having interests in role-playing games from an early age. By the time James was around eight years old, he had started playing the first basic Dungeons and Dragons set. He was first hired by the Wizards of the Coast in where he got to write the Monstrous Compendium as his first work in the Dungeons and Dragons series. He is also the author of the latest edition of the Players Handbook.

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*The Player's Handbook is the essential reference for every Dungeons & Dragons roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more.*

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