

Note: Things that are red come from the dragon magic book, so they have something to do with dragons and I have the physical copy so it'll be a bit easier to reference.

Races:

- *Human:*
 - *Standard:* Your basic human, as can be found in the real world.
 - *Silverbrow Human:* Similar to normal humans, but their ancestors mingled with silver dragons. Up the line, they showed more draconic traits but now their dragon blood only shows in the form of silver hair. It may be their whole head, highlights, or just a streak.
- *Elf:*
 - *Wood/Copper Elf:* Elves that (surprisingly) live in the forest. They are quick and stealthy, and have well developed intuitions. They have coppery skin (sometimes with green streaks), a hair palette like humans', and green/brown/hazel eyes.
 - *Sun/Gold Elf:* Haughty, reclusive high elves that usually believe themselves superior to other races and even other elves. They have warmer palettes.
 - *Moon/Silver Elf:* Friendlier, more common high elves that tend to be nomadic and seen among other races. They have cooler palettes, and tend to be paler than their sun elf counterparts.
 - *Dark Elf/Drow:* Descended from dark skinned elves that were banished from the surface for following an evil goddess. They are smaller than normal elves and have dark skin, white or light yellow/blue hair, and pale colored eyes.
 - *Deepwyrms Drow:* Drow whose ancestors mingled with deep dragons. They look like typical drow, except for streaks or highlights of maroon/purple on their skin.
 - *Forestlord Elf:* Wood elves whose families forged peace with green dragons long ago. This imbued them with various powers and traits. They look like most other elves except for their green skin, and green, brown, or even white hair.
- *Half-Elf:* Half-Elves have a mix of traits from their human and elven parents, so they will be taken from the descriptions of the pure-blooded members of their races.
- *Dwarf:*
 - *Mountain Dwarf:* Rugged, slightly taller dwarves that live in the mountains.
 - *Hill Dwarf:* Hardy dwarves with keen senses that (surprisingly) dwell in hills.
 - *Fireblood Dwarf:* The product of a group of dwarves enslaved by red dragons. It is unclear if it was a mutation via magic or from the interbreeding of the two. After winning their freedom they still despise dragons. The trait that discerns them from other dwarves is their dark red-brown skin and usual lack of hair outside of a beard.
- *Tiefling:* The product of noble humans that made pacts with demons. Their children were changed to resemble the type of demon their ancestors made pacts with. They can have many traits such as hooves, horns, tails, slit pupils, claws, colored skin, and the smell of brimstone. Others have unique curses based on their ancestors. (Such as having to wear red or they suffer consequences.) They often face prejudice from other races.

- *Aasimar*: The opposite of tieflings. The result of humans having children with celestials. They have glowing eyes, flawless skin, and non natural coloration.(Such as jewel-tone eyes.) Each aasimar has a guiding spirit (played by the DM) that occasionally helps or offers advice.
- *Dragonborn*: Pretty much anthro dragons. They were originally created by dragons to serve them, but many have since gained independence. They are taller and stronger than humans (up around 6'5 at least), and carry traits of whatever color of dragon they were made in the shape of, including a breath weapon.
- *Gnome*: Gnomes are short, usually 3'0ish, with prominent noses and slightly pointed ears.
 - *Forest Gnome*: Gnomes that live in the woods, and are friendly with animals. They are secretive and stealthy.
 - *Rock Gnome*: The most common gnome, they are hardy and inventive.
 - *Deep Gnome*: Subterranean gnomes that have darksight and natural camouflage.
 - *Stonehunter Gnome*: Copper dragons and standard gnomes mixed to produce these gnomes. They look like normal gnomes, but have dark coppery skin.
- *Halfling*:
 - *Lightfoot Halfling*: These halflings are quick and naturally stealthy. They blend easily in with crowds.
 - *Stout Halfling*: Halflings that are more sturdy than their lightfoot counterparts. They have a natural resistance to poison.
 - *Glimmerskin Halfling*: Halflings and gold dragons crossed to create these halflings. They appear like other halflings but with golden skin and flecks of gold in their irises.
- *Aarakocra*: Also known as birdfolk, they're pretty much anthro birds that can fly, have sharp claws, and rarely leave their clans.
- *Genasi*: The children of mortals and elementals, they look like their mortal race with the colors of their elemental race. They are each afforded minor control over their parent's element.
 - *Air Genasi*: Born of a Djinn they tend to have light blue skin, hair, and eyes. They are usually nomadic in nature, and some have a constant breeze about them. They also may have odd markings or crystals growing from their heads instead of hair.
 - *Earth Genasi*: Born of a Dao they are diverse in their appearances. Some are always dusty or dirty, dropping particles from light brown or gray skin. Others have skin like brown or black gemstones or metals. Some have flakes of rust or fissures in their skin that hold a faint light.
 - *Fire Genasi*: Born of an Efreet they may have bright red, coal black, or ash grey skin. Some have vivid red hair that writhes when they experience intense emotion while others have actual flame for hair.

- *Water Genasi*: Born of an Undine they may have blue or green skin and larger than usual blue-black eyes. They often look damp, droplets of water forming on their skin and hair. Their hair may also sway gently as if they are underwater.
- *Goliath*: Large humanoids that have three names that they use in different social situations. They are pretty much just really big humans with unique culture and mannerisms.
- *Kenku*: Corvid people that speak through mimicry because of a curse. They are regarded as sneaky, and many turn to criminal pursuits.
- *Tabaxi*: Cat-like humanoids that are often nomadic and intensely curious. Every couple days their obsessive focus shifts to something new. Tabaxi have long names that they derive nicknames from.
- *Triton*: Snooty blue and/or green finned humanoids that live under the sea. They have benefits when dealing with water or air as children of the ocean.
- *Diaboli*: Chaotic otherplanar beings from the plane of nightmares. Despite this, and their demonic appearance most are chaotic good. They look much the same as tieflings, with horns, cloven hooves, tails with poison barbs, and non-human skin colors, but without any of the human heritage.
- *Diopsid*: Bipedal beetle people. They have six limbs, and are much hardier than humanoids. They also have wings which allow them to fall slowly, but not fly.
- *Dvati*: Humanoids with snow-white skin, black hair, and solid blue eyes with no iris or pupil. All dvati are born as twins that they share a soul with.
- *Lupin*: Literally just wolf furies. They hunt werewolves.
- *Tibbit*: Humanoids (that look like elves with cat eyes) that can turn into housecats.
- Other races may be created if you ask, (such as Kelsey's cervitaur. Orcs, half-orcs, and lizardfolk are available as well I just didn't want to type em up for nothing.)

Classes:

- ***Fighter*: Weapon user that has honed their style**
 - Roles: DPS/Tank
 - Primary Stats: Strength/Constitution
 - Available Proficiencies (Choose 2): Acrobatics, Athletics, Animal Handling, History, Insight, Intimidation, Perception, Survival
 - Specializations (At level 3):
 - *Champion*: Focuses on raw physical strength and training
 - *Battle Master*: Well-rounded fighters that draw on more than just physical prowess. They also learn strategy and artisanal skills.
 - *Eldritch Knight*: Fighters that supplement their combat skills with magic. They learn both defensive and offensive spells.
 - *Dragon Lord**: A powerful leader that uses draconic auras and tactics.
- ***Wizard*: Magic user that focuses power through study**
 - Roles: DPS/Healer/Support
 - Primary Stats: Intelligence/(Constitution/Dexterity)

- Available Proficiencies (Choose 2): Arcana, History, Insight, Investigation, Medicine, Religion
- Specializations (At level 2):
 - A specialization is picked as you choose a school of magic: *Abjuration*(defensive), *Conjuration*(creating/summoning), *Divination*(sight/sensing), *Enchantment*(influencing/charming), *Evocation*(elemental), *Illusion*, *Necromancy*(death), *Transmutation*(changing)
 - *Wyrms Wizard**: Wizards that hone their craft under the tutelage of (usually) good dragons. Their spellcasting is a bit more instinctive than regular wizards.
- **Sorcerer: Magic user whose power is raw and personal**
 - Roles: DPS
 - Primary Stats: Charisma/Constitution
 - Available Proficiencies (Choose 2): Arcana, Deception, Insight, Intimidation, Persuasion, Religion
 - Specializations (At level 1):
 - *Draconic Bloodline*: Your raw magic comes from the fact that somewhere up your family tree is a dragon. Your spells reflect this.
 - *Wild Magic*: Your magic comes from a chaotic source, whether it be a powerful being or exposure to an energy well. It can be unpredictable when used.
 - *Pact-bound Adept**: Some dragonblooded sorcerers seek out even more power in pacts with dragons. These dragons teach them more about their magic and trade them for power.
- **Druid: Magic user whose power comes from nature**
 - Roles: DPS/Healer
 - Primary Stats: Wisdom/Constitution
 - Available Proficiencies (Choose 2): Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival
 - Specializations (At level 2):
 - *Circle of the Land*: Magic focused, you gain additional spells from the land of your choosing. The choices are the Arctic, Coast, Desert, Forest, Grassland, Mountain, Swamp, and Underdark.
 - *Circle of the Moon*: Fierce guardians of the wilds that focus on animal shapes.
- **Ranger: Bow user/Dual wielder with some nature magic**
 - Roles: DPS/Support
 - Primary Stats: Dexterity/(Wisdom/Strength)
 - Available Proficiencies (Choose 3): Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival
 - Specializations (At level 3):

- *Hunter*: Focuses on stealth and tracking of enemies as well as personal combat power
 - *Beast Master*: You gain a beast companion that you control in addition to your attacks
 - Rangers gain bonuses in their favored terrain and against their favored enemy (which is picked on creation)
- **Artificer: Magic user that supplements with their creations/inventions**
 - Roles: Support/DPS
 - Primary Stats: Intelligence/(Constitution/Dexterity)
 - Available Proficiencies (Choose 3): Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of hand
 - Specializations (At level 1):
 - *Alchemist*: A crafter of various concoction from healing potions and poisons to a substance that sticks enemies to the floor
 - *Gunsmith*: Rooty tooty point and shooty
- **Monk: Hand to hand fighter that uses ki (similar to magic, but comes from self)**
 - Roles:DPS/Support
 - Primary Stats: Strength/Dexterity
 - Available Proficiencies (Choose 2): Acrobatics, Athletics, History, Insight, Religion, Stealth
 - Specializations (At level 3):
 - *Way of the Open Hand*: All around martial arts masters that use ki as well as physical techniques.
 - *Way of Shadow*: Monks that harness ki for stealth. They are also called shadowdancers.
 - *Way of the Four Elements*: Monks that focus on harnessing the elements using ki.
 - *Way of the Drunken Master*: A monk that uses a wobbly, surprising style to be unpredictable to enemies.
 - *Dragon Descendant**: Monks that host the spirits of dead ancestor dragons to augment and change their fighting style.
- **Paladin: Fighter that has taken an oath to a deity to gain magic and chase a goal**
 - Roles: DPS/Healer/Support
 - Primary Stats: Strength/Charisma
 - Available Proficiencies (Choose 2): Athletics, Insight, Intimidation, Medicine, Persuasion, Religion
 - Specializations (At level 3):
 - *Oath of Devotion*: Bound to the highest good and ideals they must uphold 5 tenets of their devotion to their deity. Through this they gain holy powers.
 - *Oath of the Ancients*: These paladins are bound to protect the life and light of the world instead of ideals like honor. They follow four simple principles. Their powers have more natural effects.

- **Oath of Vengeance:** These paladins have sworn an oath of vengeance in the wake of disaster. They seek to bring justice to some force of evil. They also have four tenets, but they are more grim. These paladins tend towards lawful neutral. Their powers reflect the fact that they are seeking someone or thing to mete out justice.
 - **Swift Wing*:** Paladins that see dragons as symbols of their deity's power that exchange their spellcasting abilities for dragon like powers.
- **Warlock: Magic user whose powers come from a patron in exchange for something**
 - Roles: DPS
 - Primary Stats: Charisma/Constitution
 - Available Proficiencies (Choose 2): Arcana, History, Deception, Intimidation, Investigation, Nature, and Religion
 - Specializations (At level 1):
 - **Archfey Patron:** Your patron is a lord or lady of the fey, and the power they grant you deals with nature. Their plans are unknown, and thus alignment doesn't matter much.
 - **Fiend Patron:** Your patron is infernal, a creature of evil from the lower planes and the powers you are granted reflect this.
 - **Great Old Patron:** Your patron is an unfathomable creature foreign to the fabric of reality. Their motives are incomprehensible, but you have managed to gain knowledge from it.
 - **Seeker Patron:** Your patron travels the astral plane in search of knowledge. Their granted powers are celestial in nature.
 - **Hexblade Patron:** You have made a pact with a sentient weapon carved from the Shadowfell. In exchange for some of your life essence you gain powers related to the Shadowfell.
 - **The Raven Queen:** Your patron grants you dark spells in exchange for your service carrying out her will. She commands you to strike down any and all undead, as well as follow her wishes that she sends to you in dreams.
 - You also choose a pact boon from four available: blade(a weapon), tome(more spells), chain(better familiar), and star chain(divination, specific to the seeker)
- **Mystic: Users of Psionic power, which is similar to magic yet separate, like monks' ki**
 - Roles: DPS/Support
 - Primary Stats: Intelligence/Wisdom
 - Available Proficiencies (Choose 2): Arcana, History, Insight, Medicine, Nature, Perception, Religion
 - Specializations (at level 1):
 - **Order of the Awakened:** Seekers of enlightenment that use their minds to improve their already existing skills.

- *Order of the Immortal*: Seekers of physical perfection that use their psionics to augment their bodies' natural strength.
 - *Diamond Dragon** (requires dragonblood trait): Psionic users that augment themselves with draconic traits learned from gem dragons.
- **Barbarian: Heavier duty fighter that rages to do more damage**
 - Roles: Tank/DPS
 - Primary Stats: Strength/Constitution
 - Available Proficiencies (Choose 2): Animal handling, Intimidation, Perception, Survival, Athletics, and Nature
 - Specializations (At level 3):
 - *Path of the Berserker*: Focus on the the rage skill, and upgrading it so that you become more intimidating and less affected while enraged.
 - *Path of the Totem Warrior*: Focusing on your spirituality, you choose a guiding animal spirit to emulate. The three primary animals are bear, eagle, and wolf but they may be adapted to the character's homeland. (Ex. vulture instead of eagle.)
 - *Dragon Lord**: A powerful leader that uses draconic auras and tactics.
- **Bard: Magic user who casts through music**
 - Roles: Support/DPS
 - Primary Stats: Dexterity/Charisma
 - Available Proficiencies (Choose 3): Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, History, Investigation, Nature, Religion, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion
 - Specializations (At level 3):
 - *College of Lore*: Pursuers of knowledge that focus on spells and bardic inspiration.
 - *College of Valor*: Pursuers of honor that focus on combat.
- **Cleric: Magic user whose spells come from service to a deity**
 - Roles: Healer/Support/DPS
 - Primary Stats: Wisdom/Charisma
 - Available Proficiencies (Choose 2): History, Insight, Medicine, Persuasion, Religion
 - Specializations (At level 3):
 - All specializations are based off of the cleric's deity. From the chosen deity a domain is focused upon. There are many, many domains and deities. To save space, go [here](#) to pick a domain and then [here](#) to pick a deity. (If you want one of the memey deities go for it.)
 - *Swift Wing**: Clerics that see dragons as symbols of their deity's power that exchange their spellcasting abilities for dragon like powers.
- **Rogue: Speed based weapon user that also uses trickery**
 - Roles: DPS/Support
 - Primary Stats: Dexterity/Intelligence

- Available Proficiencies (Choose 4): Acrobatics, Athletics, Deception, Insight, Investigation, Intimidation, Perception, Performance, Persuasion, Sleight of Hand, Stealth
- Specializations (At level 3):
 - *Thief*: You focus on being able to steal things from others, but your skills also extend to ruin-delving and other things.
 - *Assassin*: You hone your skills in the art of death. Stealth, poisons, and disguises are tools of yours.
 - *Arcane Trickster*: Some rogues supplement their skills with magic, using it to open locks and gain the upper hand.
 - *Hand of the Winged Masters**: Spies and informants of a dragon/dragons with unique skills granted by said dragon(s).
- ***Savant: Seekers of knowledge that use a mix of arcane/divine magic and combat, good trapfinders***
 - Roles: DPS/Support
 - Primary stats: Intelligence/(Dexterity/Constitution)
 - Available Proficiencies (Choose 4): Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, History, Investigation, Nature, Religion, Animal Handling, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, Persuasion
- ***Battledancer: Similar to monks in using unarmed strikes and inner power, but more chaotic and using dance***
 - Roles: DPS/Support
 - Primary stats: Charisma/Dexterity
 - Available Proficiencies (Choose 3): Athletics, Acrobatics, Sleight of Hand, Stealth, History, Investigation, Religion, Insight, Perception, Survival, Deception, Intimidation, Performance, Persuasion
- ***Dragonfire Adept* (Must have Dragonblood trait): Users of raw draconic power***
 - Roles: DPS
 - Primary stats: Constitution/Charisma
 - Available Proficiencies (Choose 3): Athletics, Acrobatics, Sleight of Hand, Stealth, Arcana, History, Investigation, Animal Handling, Insight, Perception, Survival, Deception, Intimidation, Persuasion