

race	subrace	sz	spd	language	St	De	Co	In	Wi	Ch	dar	features	source
aarakocra		m	25	aarakocra, auran	2				1			50' Flying; Talons 1d4	EE 4
aasimar	example	m	30	celestial					1	2	60	Necrotic & Radiant res.; Celestial Legacy	DMG 286
aasimar	fallen	m	30	celestial	1					2	60	Necrotic & Radiant res.; Healing Hands; Light cantrip; Necrotic Shroud	VgtM 104
aasimar	scourge	m	30	celestial			1			2	60	Necrotic & Radiant res.; Healing Hands; Light cantrip; Radiant Consumption	VgtM 104
aasimar	protector	m	30	celestial				1		2	60	Necrotic & Radiant res.; Healing Hands; Light cantrip; Radiant Soul	VgtM 104
aetherborn		m	30	2	?	?	?	?	?	2	60	Necrotic damage resistance; Intimidation prof; ?Drain life (1d6 damage gained as HP)	PSK 17
aven	ibis-headed	m	25	aven	2			1				Fly 30', Kefnet's blessing (Int +half proficiency bonus if not proficient)	PSA 16
aven	hawk-headed	m	25	aven	2				2			Fly 30', hawkeyed (Perception proficiency, long range not disadvantaged)	PSA 16
bugbear		m	30	goblin	2	1					60	Melee reach +5'; Powerful Build; Stealth skill; Surprise Attack	VgtM 119
changeling		m	30	2		?		?		2		ASI +1 Dex or Int; Change appearance; Changeling instincts; Unsettling visage; Divergent persona	WgtE p
dragonborn		m	30	draconic	2					1		Breath Weapon; Selected elemental res.	PHB 32-34
dwarf		m	25	dwarvish			2		1		60	Adv. on poison saves; Poison res.; HP max +1 per level; Artisan's expertise	PSK 19
dwarf	gray (Duergar)	m	25	dwarvish, undercommon	1		2				120	Adv. on poison saves; Poison Res.; Dwarven Combat Training; Smith's, Brewer's or Mason's Tools prof.; Speed not reduced by heavy armor; Stonecunning; Sunlight Sensitivity; Duergar Magic; Illusion, charm and paralysis res.	PHB 18, SCAG 104, MtoF 81
dwarf	hill	m	25	dwarvish			2		1		60	Adv. on poison saves; Poison Res.; Dwarven Combat Training; Smith's, Brewer's or Mason's Tools prof.; Speed not reduced by heavy armor; Stonecunning; HP max +1 per level	PHB 18-20
dwarf	mark, warding	m	25	dwarvish	1		2	1			60	Adv. on poison saves; Poison Res.; Dwarven Combat Training; Smith's, Brewer's or Mason's Tools prof.; Speed not reduced by heavy armor; Stonecunning; Master of locks; Alarm as ritual, 3 Arcane lock	WgtE p
dwarf	mountain	m	25	dwarvish	2		2				60	Adv. on poison saves; Poison Res.; Dwarven Combat Training; Smith's, Brewer's or Mason's Tools prof.; Speed not reduced by heavy armor; Stonecunning; Light & Medium Armor prof.	PHB 18-20
elf	Dark (drow)	m	30	elvish	2					1	120	Perception skill; Fey Ancestry; Trance; Sunlight Sensitivity; Drow Magic; Drow Weapon Training	PHB 21, 24
elf	Eladrin	m	30	elvish	2					1	60	Perception skill; Fey Ancestry; Trance; Fey step (season)	MtoF 62
elf	Eladrin example	m	30	elvish	2			1			60	Perception skill; Fey Ancestry; Trance; Elf Weapon Training; Fey Step	PHB 21, DMG 286
elf	high	m	30	elvish +1	2			1			60	Perception skill; Fey Ancestry; Trance; Elf Weapon Training; +1 wizard cantrip	PHB 21, 23
elf	Joraga	m	35	elvish	1				2		60	Fey Ancestry; Perception skill; Elf Weapon Training; Mask of the Wild	PSZ 18-19
elf	mark, shadows	m	30	elvish	2					1	60	Perception skill; Fey ancestry; Trance; Natural talent.; Gift of the shadows, Shape shadows, Slip into shadow	WgtE p
elf	Mul Daya	m	30	elvish	1				2		120	Sunlight Sensitivity; Fey Ancestry; Perception skill; Elf Weapon Training; Mul Daya Magic	PSZ 18-19
elf	sea	m	30*	elvish, aquan	2	1					60	Perception skill; Fey Ancestry; Trance; Sea Elf Weapon Training; *Child of the Sea; Friend of the Sea	MtoF 62
elf	Shadar-Kai	m	30	elvish	2	1					60	Perception skill; Fey Ancestry; Trance; Necrotic resistance; Blessing of the Raven Queen	MtoF 62-63
elf	Tajuru	m	30	elvish					2	1	60	Fey Ancestry; Perception skill; +2 skill/tool	PSZ 18-19
elf	Vahadar	m	30	elvish +1	2				1		60	Perception skill; Fey Ancestry; Trance; Elf Weapon Training; +1 druid cantrip	PSK 20-21
elf	wood	m	35	elvish	2				1		60	Perception skill; Fey Ancestry; Trance; Elf Weapon Training; Mask of the Wild	PHB 21, 24
firbolg		m	30	elvish, giant	1				2			Firbolg Magic; Hidden Step; Powerful Build; Speech of Beast and Leaf	VgtM 106
genasi	air	m	30	primordial	1	2						Unending Breath; Mingle with the Wind	EE 7, 9
genasi	earth	m	30	primordial	1	2						Earth Walk; Merge with Stone	EE 7, 9
genasi	fire	m	30	primordial		2	1				60	Reach to the Blaze; Fire res.	EE 7, 9
genasi	water	m	30	primordial		2		1				Amphibious; Call to the Wave; Acid res.; 30' swim	EE 7, 10
gith	githyanki	m	30	gith+1	2			1				proficiencies: +1 skill or tool, light and medium armor, short-, long-, and greatswords; Githyanki Psionics	MtoF 96
gith	githzerai	m	30	gith				1	2			Adv. on charmed and frightened saves; Githserai Psionics (Mage hand, 3 Shield, 5 Detect thoughts)	MtoF 96
gnome	deep (svirfneblin)	s	25	gnomish, undercommon	1				2		120	Adv. on INT, WIS, & CHA saves against magic; Adv. on Stealth to hide in rocky terrain; (Feat opportunity: Svirfneblin Magic)	PHB 35, SCAG 115, MtoF 96
gnome	forest	s	25	gnomish	1				2		60	Adv. on INT, WIS, & CHA saves against magic; Minor Illusion cantrip; Speak with Small Beasts	PHB 35, 37
gnome	rock	s	25	gnomish			1		2		60	Adv. on INT, WIS, & CHA saves against magic; Artificer's Lore; Tinker	PHB 35, 37
goblin		s	30	goblin	2	1					60	Fury of the small; disengage or hide as bonus action	VgtM 119
goblin	Grotag	s	25	goblin			2				60	Fire & Psychic res.; Unarmored AC (11+DEX mod); Animal Handling skill	PSZ 16-17
goblin	lavastep	s	25	goblin			2				60	Fire & Psychic res.; Unarmored AC (11+DEX mod); Adv. on Stealth to hide in rocky or subterranean places	PSZ 16-17
goblin	Tuktuk	s	25	goblin			2				60	Fire & Psychic res.; Unarmored AC (11+DEX mod); Thieves' Tools prof.	PSZ 16-17
goliath		m	30	giant	2		1					Stone's Endurance; Powerful Build; Mountain Born; Athletics skill	EE 10, VgtM 108
halfling	lightfoot	s	25	halfling	2					1		Lucky; Brave; Halfling nimbleness; Can attempt to hide behind creature Medium or larger	PHB 26, 28
halfling	mark, healing	s	25	halfling	2				1			Lucky; Brave; Halfling nimbleness; Medical intuition; Healing touch	WgtE p
halfling	mark, hospitality	s	25	halfling	2					1		Lucky; Brave; Halfling nimbleness; Friends and Prestidigitation cantrips; Ever hospitable	WgtE p
halfling	stout	s	25	halfling	2	1						Lucky; Brave; Halfling nimbleness; Adv. on poison saves; Poison res.	PHB 26, 28
halfling	ghostwise	s	25	halfling, silent speech	2				1			Lucky; Brave; Halfling nimbleness	PHB 26, SCAG 110
half-elf	none	m	30	elvish +1	?	?	?	?	?	2	60	+1 ASI (x2); Fey Ancestry; Skill Versatility (+2 skills)	PHB 38
half-elf	half-wood	m	30	elvish	?	?	?	?	?	2	60	+1 ASI (x2); Fey Ancestry; 1 Skill Versatility; Elf Weapon Training or Fleet of Foot or Mask of the Wild	PHB 38, SCAG 116
half-elf	half-moon/sun	m	30	elvish	?	?	?	?	?	2	60	+1 ASI (x2); Fey Ancestry; 1 Skill Versatility; Elf Weapon Training or +1 Wizard cantrip	PHB 38, SCAG 116
half-elf	half-drow	m	30	elvish	?	?	?	?	?	2	60	+1 ASI (x2); Fey Ancestry; 1 Skill Versatility; Drow Magic	PHB 38, SCAG 116
half-elf	half-aquatic	m	30	elvish	?	?	?	?	?	2	60	+1 ASI (x2); Fey Ancestry; 1 Skill Versatility; 30' swim	PHB 38, SCAG 116
half-elf	mark, detection	m	30	elvish	?	?	?	1?	?	1?	60	+1 ASI; Fey Ancestry; Deductive intuition; Detect magic and Detect poison and disease as rituals	WgtE p
half-elf	mark, storm	m	30	elvish	?	1	?	?	?	1	60	+1 other ASI; Fey Ancestry; swim speed 30'; Windwright's intuition; resistance to lightning; Gust, 3 Gust of wind	WgtE p
half-orc		m	30	orc	2		1				60	Relentless Endurance; Savage Attacks; Intimidation prof	PHB 40
half-orc		m	30	goblin	1?	?	?	?	1?	?	60	ASI +1; Hunter's intuition; Imprint prey; 3 Locate animals or plants as ritual	WgtE p

hobgoblin		m	30	goblin		2	1			60	Martial training; Saving Face	VgtM 119
human	Kessig	m	40	+1	1			1			Survival prof; Sure footed (dash ignores difficult terrain); Spring attack (melee attacks allows no opportunity attacks against you)	PSI 8
human	Nephalia	m	30	+1				1	1		Breadth of knowledge (proficiency in 4 skills or 4 tools)	PSI 8
human	non-variant	m	30	+1	1	1	1	1	1	1		PHB 29
human	Stensia	m	30	+1	1		1				Intimidation proficiency; Tough (HP+2 for every level)	PSI 8
human	variant	m	30		?	?	?	?	?	?	+1 ASI (x2); +1 skill; +1 feat	PHB 29, 31
kalashtar		m	30	Quori +1	?	?	?	?	1	1	+1 ASI except Wis/Cha; Reaction for Wisdom save advantage; Psychic resistance; Mind link; Psychich glamour; Severed from dreams	WgtE p
kenku		m	30	auran (mimicry)	2				1		Expert Forgery; 2 Kenku Training skills; Mimicry	VgtM 109
khenra		m	35	khenra	1	2					Khenra weapon training (longsword, spear, javelin); Khenra twins (lucky or can't be frightened)	PSA 18
kobold		s	30	draconic	-2	2				60	Grovel, Cower, and Beg; Pack Tactics; Sunlight Sensitivity	VgtM 119
kor		m	30	kor silent speech	2				1		Lucky; Brave; Athletics & Acrobatics skills; 30' climb	PSZ 11
lizardfolk		m	30	draconic		2			1		30' swim; Bite; Cunning Artisan; Hold breath 15 min.; 2 Hunter's Lore skills; AC 13+Dex; Hungry Jaws	VgtM 111
merfolk	Cosi	m	30	merfolk +1				1		2	Amphibious; 30' swim; 1 Bard cantrip; Sleight of Hand & Stealth skills	PSZ 13
merfolk	wind (Emeria)	m	30	merfolk +1					2	1	Amphibious; 30' swim; 1 Druid cantrip; Deception & Persuasion skills	PSZ 13
merfolk	water (Ula)	m	30	merfolk +1					2	1	Amphibious; 30' swim; 1 Wizard cantrip; Survival skill; Navigator's Tools prof.	PSZ 13
minotaur (krynn)		m	30		1?			?	?		+1 to STR, INT, or WIS; Horns; Goring Rush; Hammering Horns; Labyrinthine Recall; Navigators' Tools & Vehicles (Water) prof.	UA:Water3 1-3
minotaur		m	30	minotaur	2		1				Natural weapon (1d6+Str unarmed attack); Intimidation prof; Relentless endurance; Savage attacks	PSA 20
naga		m	30	naga			2	1			Speed burst; Natural weapons (unarmed 1d4+S[1d4 poison] or 1d6+S[restrain]); Poison immunity; Poisoner's kit prof	PSA 22
orc		m	30	orc	2	1		-2		60	Aggresive; Intimidation skill; Powerful build	VgtM 120
	revenant		+0				+1				-subrace traits; Relentless nature	UA:GH 1
shifter	beasthide	m	30		1	2				60	Perception prof.; Shifting; Athletics prof.; when shifting +1d6 temp HP and +1 AC	WgtE p
shifter	longtooth	m	30		2	1				60	Perception prof.; Shifting; Intimidation prof.; when shifting bonus action unarmed bite 1d6+Strength modifier piercing	WgtE p
shifter	swiftstride	m	35			2				1	Perception prof.; Shifting; Acrobatics prof.; when shifting speed +5 and if enemy within 5' reaction to move 10' sans opportunity attack	WgtE p
shifter	wildhunt	m	30		1				2	60	Perception prof.; Shifting; Survival prof.; bonus Mark the scent; when shifting advantage on all Wisdom checks and saves	WgtE p
tabaxi		m	30	+1	2					1	60 double speed per 0' movement; 20' climb, Cat's Claws; Perceptio +Stealth skills	VgtM 113
tiefling	abyssal	m	30	abyssal			1			2	60 Abyssal Arcana; HP max increases by half your level	UA:TOBM
tiefling	feral	m	30	infernal	2					-2	60 Fire resistance; Devil's Tongue or Hellfire or Winged	SCAG 118
tiefling	Asmodeus	m	30	infernal				1		2	60 Fire resistance; Infernal Legacy	PHB 42
tiefling	Baalzebul	m	30	infernal				1		2	60 Fire resistance; Thaumaturgy, 3 Ray of sickness, 5 Crown of madness	MtoF 21
tiefling	Dispater	m	30	infernal	1					2	60 Fire resistance; Thaumaturgy, 3 Disguise self, 5 Detect thoughts	MtoF 21
tiefling	Fierna	m	30	infernal					1	2	60 Fire resistance; Friends, 3 Charm person, 5 Suggestion	MtoF 21-22
tiefling	Glasya	m	30	infernal	1					2	60 Fire resistance; Minor illusion, 3 Disguise self, 5 Invisibility	MtoF 21-22
tiefling	Levistus	m	30	infernal			1			2	60 Fire resistance; Ray of frost, 3 Armor of Agathys, 5 Darkness	MtoF 21-22
tiefling	Mammon	m	30	infernal				1		2	60 Fire resistance; Mage hand, 3 Tenser's floating disk, 5 Arcane lock	MtoF 21-22
tiefling	Mephistopheles	m	30	infernal				1		2	60 Fire resistance; Mage hand, 3 Burning hands, Flame blade	MtoF 21-22
tiefling	variant	m	30	infernal							60 Fire resistance; Devil's Tongue or Hellfire or Winged	SCAG 118
tiefling	Zariel	m	30	infernal	1					2	60 Fire resistance; Thaumaturgy, 3 Searing smite, 5 Branding smite	MtoF 21-22
triton		m	30	primordial	1		1			1	30' swimming; breathe air and water; Control Air and Water spells; Emissary of the Sea; Guardians of the Depths;	VgtM 115
vampire		m	30	vampire				1		2	60 Necrotic res.; Blood Thirst	PSZ 15
vedalken		m	30	vedalken				2			Mental save advantage against magic; Int expertise for magic items or aether-powered technological devices	PSK 24
warforged		m	30	+1	1		1				+1 AC; Living Construct	UA:Ebr1.1 3
warfaged	Envoy	m	30	1	?	?	1	?	?	?	Warforged Resilience; Sentry's Rest; Integrated Protection; +1ASI (x2); proficiency in 1 skill and 1 tool; Integrated Tool	WgtE p
warfaged	Juggernaut	m	30		2			1			Warforged Resilience; Sentry's Rest; Integrated Protection; unarmed 1d4+Strength modifier bludgeoning; Powerful Build	WgtE p
warfaged	Skirmisher	m	35			2		1			Warforged Resilience; Sentry's Rest; Integrated Protection; stealth when traveling alone for an hour or more at a normal pace	WgtE p
yuan-ti	pureblood	m	30	abyssal, draconic				1		2	60 Innate Spellcasting; Magic Resistance; Poison Immunity	VgtM 120

DMG

DMG	Dungeon master's guide http://media.wizards.com/2014/downloads/dnd/DMG_286.pdf
EE	Elemental evil player's companion https://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf
MtoF	Mordenkainen's Tome of Foes
PHB	Player's handbook
SCAG	Sword coast adventurer's guide
VGtM	Volo's guide to monsters

PSA	Plane shift: Amonkhet http://media.wizards.com/2017/downloads/magic/plane-shift_amonkhet.pdf
PSI	Plane shift: Innistrad https://media.wizards.com/2016/dnd/downloads/Plane_Shift_Innistrad.pdf
PSK	Plane shift: Kaladesh http://media.wizards.com/2017/downloads/magic/Plane-Shift_Kaladesh.pdf
PSZ	Plane shift: Zendikar https://media.wizards.com/2016/downloads/magic/Plane%20Shift%20Zendikar.pdf
UA:Ebr1.1	Unearthed arcana: Eberron 1.1 https://media.wizards.com/2015/downloads/dnd/UA_Eberron_v1.1.pdf
UA:GH	Unearthed arcana: Gothic heroes http://dnd.wizards.com/sites/default/files/media/upload/articles/UA%20Gothic%20Characters.pdf
UA:TOBM	Unearthed arcana: That old black magic https://media.wizards.com/2015/downloads/dnd/07_UA_That_Old_Black_Magic.pdf
UA:Water3	Unearthed arcana: Waterborne adventures3 https://media.wizards.com/2015/downloads/dnd/UA_Waterborne_v3.pdf
WgtE p	Wayfinder's Guide to Eberron playtest www.dmsguild.com/product/247882/Wayfinders-Guide-to-Eberron-5e