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Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Sometimes high elves and mountain dwarves are not enough for your character or campaign. Whether you are making that perfect elf/dwarf hybrid, or something wholly unique, D&D Beyond's homebrew race creator is the perfect way to add your ideal, homebrewed race to your campaigns. Luckily, it's quite simple, and this guide will give you everything you need to get started. Creating your own races and subraces can be found in the Dungeon Master's Guide. In addition, the Customizing Your Originsection in Tasha's Cauldron of Everything is referenced a number of times in this article. It's best to read through both of these sections prior to creating a homebrew race. 1. Access the homebrew race creation tool There are three ways to access the homebrew race creator on D&D Beyond. Through the main menu On desktop, hover over "Collections" and select "Create Race." On mobile,tapthe "Collections" menu and select "Browse & Create Homebrew." From there,tap "Create Homebrew Race." From My Homebrew Creations Alternatively, on desktop, go to "My Homebrew Creations" (accessible from "Collections") and mouserover "Create a" from the dropdown. Select "Race." From the Races page on desktop, hover over "Game Rules" in the main menu and select "Races." From there, you can select "Create a Race." 2. Select your race creation method Following any of the above steps will bring you to the Create Homebrew Race page, where you'll have three options: Create Race: To create an entirely new race, select this method. Even if you're planning on creating a race that hasn't been introduced to fifth-edition D&D, I suggest copying an existing race so that you have a template to use. When you select a race to use as a template, you'll still have complete control over every field to create a wholly unique race. Create Subrace:Select this method if you want to add a subrace to an existing race. Create Variant: Select this method if you'd like to create a variant of an existing race. 3. Create Race We are going to create a raeof bat humanoid, referred to as batfolk, from scratch. To create your race from scratch, go ahead and hit "Create Race," then click the "Create from Scratch" button. From there, we are presented with a blank homebrew race creator, here is how we will fill it in! Race name and version Here is where we will enter the race's name and version. It's always a good idea to come up with a version number for reference in the version field, especially if you have to make changes or improvements after publishing. This can help you track your changes and keep things organized. Size Enter the size of your race, from Tiny to Gargantuan. Most races are Medium, though some are Small. Some newer races, like theowlin and harengon, allow you to choose between Medium or Small. Movement Set your race's walking, burrowing, climbing, flying, and swimming speeds. The number inputted in this field is in feet. Our batfolk will have the ability to glide but won't receive a flying speed. We'll fill in the walking speed section and leave the gliding ability for the Racial Traits section. Short Description This section allows you to set the blurb of text that shows up at the top of the Confirm Race modal in the character builder. This field is not required but can be quickly filled out by copying and pasting the intro from your Description field. Race Group This field can be ignored if you're creating an entirely new race. It is only for variants or subraces. Description and Racial Trait Introduction If you would like your race to follow the same standard as races released afterTasha's Cauldron of Everything, I suggest copying and pasting this section from the batfolk race we created in this tutorial. From there, you can adjust the flavor text and replace the race from the copied content with your own. I like to use the templated text found on other race pages for the Racial Trait Introduction. This can be found on the batfolk page as well. Subraces and Avatar If your race includes subraces, check the box in this section. When checked, the homebrew race creator will display a section to add subraces below the Racial Traits section. If you want to display an avatar for your race, you can add it here. The Portrait Avatar will be visible on the Choose a Race page of the character builder, and the Large Avatar will be visible on the Race Details page. Save point! Now that you've filled out all of the essential information for your homebrew creation, hit "Create Race." This will save your progress and give you access to the fields and options to add racial traits, subraces, and variants. Racial traits, subraces, and variants This is where the mechanical details of your new race will be entered. As batfolk won't have any subraces or variants, we will only be filling in the Racial Traits section. The Subraces and Variants sections are explained further down in the article. If you're creating a race from scratch and want it to be usable in D&D Beyond's digital toolset, it must have the following racial traits: Ability Score Increases Languages Creature Type Size Speed Some of this information has been noted in previous steps, butinputting these details as racial traitsallows this information to be used in the character builder. Ability Score Increases Every race is granted ability score increases (ASIs) during character creation. Since Tasha's Cauldron of Everything, races will no longer have bonuses to specific ability scores. Instead, characters will choose to increase an ability score by 2 and another ability score by 1, or increase three different scores by 1. To add this to our race, hit "Add Racial Trait." On the next page, fill in the fields as follows: Name: Call this section "Ability Score Increases." Snippet: Input the standard snippet for races using the new rules. Come up with your own if you're not. Description: This field also has a standard snippet if you're following the new rules. Display Order: This will change the order that options appear on the Choose a Race and Race Details pages. Ability Score Increases comes first, so we will input "1" here. Hide on ____: These checkboxes will hide this text on the indicated sections within D&D Beyond's digital toolset. Because we are following the standard format, we will hide the Ability Score Increases section on the Race Details page because it has already been mentioned in the Race's Description field. Then, hit "Save." If you scroll down below the "Save" button, you'll see a bunch of toggles have appeared that allow us to add details that will be used in the D&D Beyond digital toolset. For the ASIs,open theOptions toggle and add two options if you're using the new rules. One to increase three scores and another to increase two scores: To do this, click the "Add an Option" button. On the next page, input the name of the ASI, the description, and then hit "Save." After you hit "Save," you'll be able to add the necessary modifiers. Open the Modifiers toggle and hit "Add a Modifier." On this page, fill in the fields as follows: Modifier Type: Bonus Modifier Subtype: Choose an Ability Score to increase by Fixed Value: 1 Then, hit "Save" and repeat twice more until you have three bonuses like the above screenshot. Hit "Save" one last time. Repeat the last two steps to create the +2/+1 ASI option, modifying where necessary. Then, you're good to move on to the next section! Languages Under the new rules, each race can learn Common and one other language. To add this to our race, hit "Add Racial Trait." On the next page, fill in the fields as follows: Name: Call this section "Languages." Snippet: Input the standard snippet for races using the new rules. Come up with your own if you're not. Description: This field also has a standard snippet if you're following the new rules. Display Order: Languages come second, so we will input "2" here. Hide on ____: These checkboxes will hide this text on the indicated sections within D&D Beyond's digital toolset. Because we are following the standard format, we will hide the Languages section on the Race Details page because it has already been mentioned in the Race's Description field. Then, hit "Save." If you scroll down below the "Save" button, you'll see a Modifiers toggle. If you're using the new rules, open this and add two options. One for Common and one for a language of the player's choice: To do this, click the "Add a Modifier" button. On the next page, fill in the fields as follows: Modifier Type: Language Modifier Subtype: Choose a Language Then, hit "Save" and repeat to add the Common language option. Now you're good to move on to the next section! Creature Type Most D&D races are Humanoids, although some, like satyrs, are Fey. This section is easier than the previous two to complete. To add this to our race, hit "Add Racial Trait." On the next page, fill in the fields as follows: Name: Call this section "Creature Type." Snippet: Input "You are a ____." Your race's creature type fills in the blank. Description: Copy and paste the info from the Snippet field here. Display Order: Creature Type comes third, so we will input "3" here. Then, hit "Save." Size To add the creature's size to our race, hit "Add Racial Trait." On the next page, fill in the fields as follows: Name: Call this section "Size." Snippet: Input "You are ____." Your race's size fills in the blank. Description: Copy and paste the info from the Snippet field here. Display Order: Size comes fourth, so we will input "4" here. Then, hit "Save." If you scroll down below the "Save" button, you'll see a Modifiers toggle. Open this and add your Size option. To do this, click the "Add a Modifier" button. On the next page, fill in the fields as follows: Modifier Type: Size Modifier Subtype: Medium Then, hit "Save." Now you're good to move on to the next section! Speed To determine how far our race can move and what methods of movement are available, we need to add a few other language. To add this to our race, hit "Add Racial Trait." On the next page, fill in the fields as follows: Name: Give your custom racial trait a fun name that describes its purpose. We're going with "Echolocation" here. Snippet: Describe your racial trait's functions. This should describe precisely how the mechanics of the racial trait work. Description: Copy and paste the info from the Snippet field here. Display Order: Custom racial traits start after the five standard traits. This is our first custom racial trait, so we will input "6" here. Is Called Out?: This section will add the trait's name into the Race Confirmation modal on the character builder. Checking this box is usually the practice with custom racial traits. Hit "Save." If you scroll down below the "Save" button, you'll see a Modifiers toggle. Open this and add the necessary Modifier to grant the trait's abilities: To do this, click the "Add a Modifier" button. On the next page, fill in the fields as follows: Modifier Type: Advantage Modifier Subtype: Perception Details: Add "on checks that rely on hearing." This will clarify which Perception checks players get advantage on in their digital character sheet. Then, hit "Save." Once we're done here, hit "Save Changes" on the main homebrew race creator page to ensure all of our changes are saved. Now, we're ready to create our race from scratch using the homebrew race creator. You can do near-infinite things with this tool to create custom races with interesting racial features. When looking for ways to correctly make your race, fit the jungle elf's setting better. Hit "Edit" in the "Elf Weapon Training" row. On the next page, fill in the fields as follows: Name: Give this a title that describes the trait. For example, we'll add "Jungle Elf Weapon Training" here. Snippet: Describe what the trait does. Description: Copy and paste the snippet here. Display Order: This affects where the trait will appear on the race page. We'll keep this the same, so our jungle elf subrace has the same flow as the wood elf subrace. Is Called Out?: This section will add the trait's name into the Race Confirmation modal of the character builder. Checking this box is usually the practice with custom racial traits. Hit the "Save" button. Now it will be time to contend with the proficiencies this trait grants. Scroll down to the Modifiers section, and you'll see four rows with different weapon proficiencies granted by the original wood elf's trait. We don't need to mess with the shortbow or longbow proficiencies, but we'll click "Edit" next to the shortsword proficiency. Trade out the "Shortsword" for "Spear" in the Modifier Subtype dropdown on the subsequent page. Then, hit "Save." Once you're back on theJungle Elf Weapon Training page, scroll down to Modifiers and hit "Delete" next to the Longsword proficiency. Your result should look like this: Seeing as we've already gone into depth on creatingeracial traits in this tutorial, we will skip over showing how to update the other three wood elf features to fit our new subrace better. Here is a look at the final result for our jungle elf subrace: 5. Adding variants Variants are different from subraces in the sense that they replace a race's traits rather than adding to a race's traits as a subrace does.Variants aremainly used whenthe primary race wasn't built with subraces in mind. For example, the half-elf race was created to be played without a subrace, so it has enough racial traits to accomplish this. If you're looking to switch up your half-elf's ancestry or playstyle, you can choose to pick up one of the many variants of the half-elf race. Most of these variants replace the half-elf's Skill Versatility trait with another racial trait, and some rework the entire half-elf race. Let's take a shot at creating our half-elf variant race! We'll make a half-dwarf half-elf variant of the half-elf race for this tutorial. We'll be using a template of the wood half-elf to make things a bit easier. To do this, go ahead and hit "Create Variant," then select "Half-Elf" from the dropdown under "Select a race to create a new Subrace for." This will populate the dropdown under "Select an existing Subrace as a template" with the half-elf's subraces.Select "Wood Half-Elf" and then hit the "Create" button. This takes us to a homebrew race creator prepopulated with the wood half-elf's information. We're going to adjust some of this to fit our new variant: Name:Remove the pregenerated name and throw in our own. We'll go with Half-Dwarf Half-Elf here. Version:Always a good idea to set a version precedent if you want to update in the future. We're adding "1" here. Description:Half-elf variants have astandard piece of text here. We're going to change this up because we feel that the half-dwarf half-elf deserves it. Race Group:We want to select "Half-Elf" here to add the race to the "Half-Elf" dropdown on the Choose a Race page of the character builder. Is Variant?: Make sure to check this box. This allows you to use the Replace Base Racial Trait field in the next step. Large/Portrait Avatar:If you want to display an avatar for your variant, you can add it here. The Portrait Avatar will be visible on the Choose a Race page of the character builder, and the Large Avatar will be visible on the Race Details page. Once these fields are filled out, scroll down and hit the "Save Changes" button. Once the page refreshes, scroll to the Racial Traits section under the "Save Changes" button. On the next page, we're going to edit the racial traits granted by the wood half-elf to fit our new half-dwarf half-elf better. Dwarf Descent The Wood Elf Descent option contains several optional racial traits that we'll have to edit to fit the half-dwarf half-elf's ancestry better. Hit "Edit" in the "Wood Elf Descent" row. On the next page, change the name and description to fit the half-dwarf half-elf's features. Then, scroll downward hit the "Save" button. Once the page reloads, scroll down below the "Save" button and open the Options toggle. We'll need to replace these with the dwarven racial traits listed above: Dwarven Resilience, Dwarven Combat Training, or Stonecunning, Starby hitting "Edit" in the Elf Weapon Training row. On the next page, we'll change the info pertaining to Elf Weapon Training to Dwarven Combat Training. When we're done, it will look like this: Hit the "Save" buttonand repeat these steps to turnFleet of Foot and Mask of the Wild intoDwarven Resilience andStonecunning, respectively. Seeing as we've already gone into depth on creating/editing racial traits in this tutorial, we will skip over showing how to update the other two wood half-elf features to fit our new variant better. Once we're done, you'll be able to choose the Half-Dwarf Half-Elf in the Choose a Race screen of the character builder and see its correlating racial traits: 6. Creating a character with a homebrew race Once you've got your race completed, it's time to create a character! To do this, hover over "Collections" in the top left of the screen and click on "My Characters." From there, click the "Create a Character" button. Choose your preferred character creation method, give your character a name, make sure Homebrew Contents is switched "On," and then hit the right-pointing arrow to go to the Choose a Race page. On this page, you should see your homebrew race option. Go ahead and select it and hit the "Choose Race" button. From there, you can complete the rest of the character creation process and begin playing with your new homebrew race! Remember, your private homebrew in your homebrew collection is automatically shared with users in your campaigns. Therefore, you do not need to share it with the entire community for your campaigns to have access. 7. Editing your race If you spot a typo or need to rebalance your race, worry not! It's easy to edit a race, even if it's already used in your game. Go to "Collections" in the top left of the screen, select "My Homebrew Creations," expand the race you want to edit, and hit "Edit." Make sure to remove the racefrom any characters currently usingit and refresh the page to make sure the race's changes are reflected. Editing a race that has been published is still possible but takes a couple more steps. First, go to "Collections" in the top left of the screen, select "My Homebrew Creations," expand the race you want to edit, and hit "Create New Version." Once the page reloads, find the new race in your "My Homebrew Creations" list and hit "Edit." Next, make your necessary changes and hit "Save Changes." Then, head back to your "My Homebrew Creations" page, find the updated race, and hit "Share With Community." The updated race will replace the published version we cloned in the first step. 8. Publishing your race Assuming your creation follows the Homebrew Rules & Guidelines, you can publish it for the community to enjoy by clicking "Share With Community." This is optional, however! There's no need to select "Share With Community" if you just want the race to be used in your campaigns. If you plan to publish your race to the D&D Beyond community, make sure you've done the following: Proofread your work because once it's published, it's harder to edit. Playtested it to ensure all of the modifiers work. Checked the homebrew against the Homebrew Rules & Guidelines to ensure it doesn't violate any of the rules. If you've done all that and you're positive your homebrew is suitable to be published, click that "Submit" button. I've done just that with the races I've made in this article, and you can find them here: Batfolk Jungle Elf Half-Dwarf Half-Elf The world is your oyster(folk!) You've done the hard part, congrats! Now you get to reap the rewards of your creativity and create a character using your new race! D&D Beyond's homebrew race creator has unlimited possibilities to expand your character options. As always, make sure to consult with your DM before adding homebrew to your game. Now, go create some characters! Mike Bernier (g@rcane eye) is the founder ofArcane Eye, a site focused on providing useful tips and tricks to all those involved in the world of D&D. Outside of writing for Arcane Eye, Mike spends most of his time playing games, hiking with his girlfriend, and tending the veritable jungle of houseplants that have invaded his house. Yes, it is possible to create mixed-race characters in D&D. The Players Handbook already includes two mixed-race races: half-elves and half-orcs. However, if you want to play a character with a different combination, such as a human with one halfling parent or a half-elf with a non-elfven parent who is a dwarf, you'll have to get creative.Can any race be any class in Dungeons and Dragons?Everything is possible as long as the Dungeon Master allows it. According to the official rules, any race in the Players Handbook and Volos Guide can be any class from the Sward Coast Adventurers Guide may have restrictions. For example, it is possible to play a half-orc Bard, which is a combination that brings unique possibilities to the game.Can Dragonborn mate with other races?No, Dragonborn cannot breed with humans or other races to create half-dragons. Dragonborn biology has diverged so far from human biology that they are no longer biologically compatible. Half-dragons, on the other hand, are the half-breed children of true dragons and are much stronger than Dragonborn.What is the rarest race in D&D?According to some sources, the rarest races in D&D include: Half Eladrin (Very Rare) Goliath (Rare) Dragonborn (Rare) Half-Orc (Rare) Tiefling (Rare) Aasimar (Rare) Aarakocra (Very Rare) Genasi (Very Rare)How to create mixed-race D&D charactersCreating mixed-race characters in D&D requires creativity. While the Players Handbook offers options like half-elves and half-orcs, players can mix different races by working with their Dungeon Master to come up with unique backgrounds, abilities, and appearances for their characters. What is the most op race in D&D?Some of the most powerful races in D&D in terms of physical abilities and attributes include: Dwarf Goliath Lizardfolk Centaur Leonin Half-Orc Loxodon OrcWhat is the easiest race to play in D&D?For beginners, the following races are considered easier to play in D&D: Half-Orc Loxodon Revenant Centaur Satyr Dwarf Human Half-ElfWho would the Dragonborn marry?In the world of Skyrim, if the Dragonborns heart beats for a mage, a good choice would be Brelnya Maryon. She is a descendant of the Telvanni household and shows great promise as a mage. However, the choice of romantic partner for the Dragonborn is ultimately up to the player.Was there a female Dragonborn?Yes, there is a canonical female Dragonborn. However, she is not the main character in the game. The Dragonborn in the game can be any of any gender depending on the players choice.What is the Dragonborn religion?Dragonborn religion is an elaborate form of ancestor worship or animism. They reject the concept of a single god and instead worship idols and other gods, particularly their ancestors.What are the silliest races in D&D?In the world of D&D, there are various races that can be any class from the Players Handbook and Volos Guide can be any class from the Sward Coast Adventurers Guide may have restrictions. For example, it is possible to play a half-orc Bard, which is a combination that brings unique possibilities to the game.Can Dragonborn mate with other races?No, Dragonborn cannot breed with humans or other races to create half-dragons. Dragonborn biology has diverged so far from human biology that they are no longer biologically compatible. 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