

Nothing of Note - Character Races

#	Name	Description
1	Elf	Graceful and long-lived, with a deep connection to nature and magic.
2	Dwarf	Stout and skilled craftsmen, known for their love of underground dwellings and mining.
3	Human	Versatile and ambitious, with diverse cultures and societies.
4	Orc	Strong and fierce warriors, often misunderstood due to their aggressive nature.
5	Gnome	Inventive and curious, with a knack for tinkering and engineering.
6	Halfling	Small and nimble, with a penchant for food, drink, and storytelling.
7	Goblin	Agile and cunning, often found in tribes or small, tight-knit communities.
8	Dragon	Majestic and powerful, with the ability to breathe fire or wield magic.
9	Centaur	Half-human, half-horse beings known for their speed and wisdom.
10	Merfolk	Aquatic creatures with the upper body of a humanoid and the lower body of a fish.
11	Troll	Large and brutish, with regenerative abilities and a love for boulders and clubs.
12	Fae	Ethereal beings with unpredictable magic and a mischievous nature.
13	Shifter	Humans with the ability to transform into animals, often associated with druidic practices.
14	Sylph	Air elementals in humanoid form, with a deep connection to the skies and storms.
15	Kobold	Small reptilian creatures with a talent for traps and subterranean living.
16	Nymph	Nature spirits embodying beauty and grace, often found in forests and rivers.
17	Tiefling	Descendants of humans and fiends, bearing demonic traits and powers.
18	Aasimar	Celestial beings born of humans and angels, often serving as guardians or champions.
19	Minotaur	Bull-headed creatures known for their strength and honor, often found in mazes or labyrinthine structures.
20	Vampire	Undead beings with a thirst for blood and the ability to manipulate minds or shadows.