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## **Races and Classes**

### **Races**

**At the start of your journey, you’ll be able to choose from 12 distinct races, with each race having their own unique racial traits (passive bonuses).** Some of the races are more standard for those familiar with fantasy games, like humans, elves, and dwarves, but there are also some unique races to *Neverwinter*, such as the Dragonborn and goblin-like Gith.

Below is a breakdown for each race:



**Drow:** A decadent race of dark elves whose beauty and sophistication fail to mask hearts all too often stained in evil.

**Racial traits**

* Ability Scores: Choosing Drow grants you +2 Dexterity, and either +2 Charisma or +2 Wisdom
* Darkfire: When attacking a foe, there is a 5% chance to apply Darkfire for 5 seconds. This effect reduces the target's Defense by 5%.
* Honed Defenses: Grants a bonus 5% Deflect Severity.

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**Dwarf:** Short and stout people claiming to have been hewn from the underground rock they call home. Strong, hardy, and dependable, they have deep respect for their friends, gods, and ancestors.

**Racial traits**

* Ability Scores: Choosing Dwarf grants you +2 Constitution, and either +2 Strength or +2 Wisdom.
* Stand Your Ground: You have 20% increased resistance effects that Knock and Push you.
* Cast-Iron: You gain a bonus 5% Defense.

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**Half-Elf:** Descended from elves and humans, half-elves are a vital race in which the best features of elves and humans often appear.

**Racial traits**

* Ability Scores: Choosing Half-Elf grants you +2 Constitution, and either +2 Charisma or +2 Wisdom.
* Knack for Success: Your Critical Severity, Deflection, and Gold Bonus are each 3% higher than that of other races.
* Dilettante: Grants +2 Ability Score. The bonus is automatically determined by your class.



**Half-Elf:** Half-orcs combine the best qualities of humans and orcs, though some would argue that the good qualities of orcs are few and hard to find. From their orc blood, half-orcs inherit great physical strength and toughness.

**Racial traits**

* Ability Scores: Grants you +2 Dexterity, and either +2 Constitution or +2 Strength.
* Furious Assault: Your Critical Severity is 5% higher than that of other races, causing you to deal more damage when you deliver a Critical Strike.
* Swift Charge: You gain a 10% bonus to Movement Speed for 3 seconds when you enter combat. This effect can only occur once every 20 seconds.



**Halfling:** Halflings are a small race known for their resourcefulness, quick wits, and steady nerves. They are a nomadic folk who roam waterway and marshlands.

**Racial traits**

* Ability Scores: Grants you +2 Dexterity, and either +2 Charisma or +2 Constitution.
* Nimble Reaction: You gain a bonus 5% Deflect.
* Bold: Your fearless nature increases your resistance to Control effects by 10%.



**Human:** Of all the civilized races, humans are the most adaptable and diverse. Human settlements can be found almost anywhere, and human morals, customs, and interests vary greatly.

**Racial traits**

* Ability Scores: +2 to any Ability Score
* Versatile Defense: Increase your Defense by 3%.
* Heroic Effort: You gain an additional Heroic Feat point at levels 10, 15, and 20. These three extra feat points cannot be used on the paragon feat table.



**Menzoberranzan Renegade:** Drow from the city of Menzoberranzan are raised in a world of lies and treachery. The noble houses of these dark elves are in constant conflict, vying for power and the favor of their evil goddess, Lolth the Spider Queen.

**Racial traits**

* Ability Scores: Grants you +2 Dexterity, and either +2 Charisma or +2 Wisdom.
* Faerie Fire: When attacking a foe, you have 5% chance to apply Faerie Fire for 5 seconds. This effect reduces the target’s Defense by 3% and the damage of their attacks by 3%.
* Honed Defenses: You gain a bonus of 5% Deflect Severity.



**Moon Elf:** Moon elves revel in travel and exploration. Open to new experiences and honest by nature, moon elves are often seen as worthy companions by the people they meet in their travels.

**Racial traits**

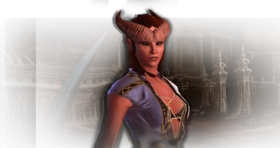
* Ability Scores: Grants you +2 Intelligence, and either +2 Dexterity or +2 Charisma.
* Wanderlust: You cannot stay in one place long and are always roaming and seeking new oddities. Your Action Point Gain and Stamina Gain are each 3% higher than that of other races.
* Moon Elf Resilience: Your elven resilience increases your resistance to Control effects by 10%.



**Sun Elf:** The sun elves have lived apart from the events of the world for thousands of years. They mimic the aloof nature of their society in their personal actions as well.

**Racial traits**

* Ability Scores: Grants you +2 Intelligence, and either +2 Dexterity or +2 Charisma.
* Inner Calm: Your inner peace and serenity allow you to focus more clearly on the task at hand. Your Action Point Gain is 5% higher than that of other races.
* Sun Elf Grace: Your exemplary grace increases your resistance to Control effects by 10%.



**Tiefling:** Plagued by a dark and sinister heritage, tieflings walk through the shadows of their race's past, savoring the darkness or trying to escape it.

**Racial traits**

* Ability Scores: Grants you +2 Charisma, and either +2 Constitution or +2 Intelligence.
* Bloodhunt: You deal an additional 5% damage to targets below half health.
* Infernal Wrath: When you receive damage, you have a 10% chance to apply Infernal Wrath to your attacker for 5 seconds. This effect reduces the damage of the target's attacks by 5%



**Dragonborn:** Born to fight, Dragonborn are a race of wandering mercenaries, soldiers, and adventurers. Long ago, their empire contended for worldwide dominion, but now only a few rootless clans of their honorable warriors remain to pass on their legends of ancient glory.

**Racial traits**

* Ability Scores: Grants you +2 to any two stats.
* Dragonborn Fury: You gain a bonus 3% Critical Strike and 3% Power.
* Draconic Heritage: You receive 5% more healing from all spells and abilities.

### **Classes**

**There are 10 core classes in *Neverwinter*, and which one you choose will heavily affect your gameplay**. Here’s a quick breakdown of which class could be a great fit for you:

* For those who prefer to jump straight into a fight, bash enemies and soak up a ton of damage, there’s the Barbarian, Warrior, and Paladin.
* For others with more guile and cunning, who like to keep their enemy at a distance before they deliver a lethal blow, there’s the Rogue and Ranger.
* And of course for those that attune more with spell-casting, whether as a boon for allies or a bane for enemies, there are the Wizard, Warlock, and Cleric classes.

**Bard**

* Overview:A versatile adventurer, the bard commands the power of song to be a powerful healer or a stylish combatant. Regardless of their path, it is a bard’s ability to perform that determines how far they can go.
  + Paragon Paths:
    - Songblade (The DPS Path) - harming swashbucklers who dispatch their foes in style with swordplay, magic, and music. This path is for those who want to be damage dealers who are comfortable close and mid range, and who want to make use of dramatic spells and supporting songs to enhance their natural combat ability.
    - Minstrel (The Healer/Support Path) - Master musicians who support allies from afar with songs of bardic inspiration. These healers can also use music to create psychic attacks and illusions.
  + Mechanics & Abilities Explained:
    - Perform Mechanic: While all of *Neverwinter* classes play a bit differently, the Bard stands out due to its Perform mechanic. Perform is activated using the TAB key, by default, and allows the bard to play a variety of songs that can enhance, heal, or hurt their targets. Entering Perform Mode and executing songs expends the bards resource known as Performance
    - New Class-Specific Ability: Songs. Songs are a new type of ability that generally can only be used during Perform. There are ways to execute these abilities without entering Perform mode that players will discover as they play the class, though.
    - Free Perform Mode: A Bard would not be a Bard if they were not able to spend their leisure time crafting tunes about their exploits. When out of combat a new mode called Free Perform can be accessed by holding down the TAB key, and is similar to the *Legend of Zelda: Ocarina of Time*’s ocarina mechanic. In this mode, the bard not only has access to the 8 base notes but also has access to octaves and accidentals.

**Barbarian**

* Overview: The barbarian is an unstoppable warrior skilled with heavy weapons. Some barbarians hail from savage lands but all embrace their inner beast to become raging hurricanes on the battlefield. Upon reaching level 11 barbarians may specialize in either dealing damage or tanking.
* Paragon Paths
  + Sentinel - Become an unstoppable force dedicated to the preservation of your allies. Choose Sentinel to specialize in tanking. Tanks focus on keeping the enemy's attention while their party members attack and heal.
  + Blademaster - Give into your rage and become the very embodiment of fury and steel. Choose Swordmaster to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.

**Cleric**

* Overview: The cleric draws upon the divinity of their god or goddess to heal wounds and smite foes. The cleric ensures their companions make it through even the most harrowing encounters alive. Upon reaching level 11 clerics may specialize in either healing or dealing damage.
* Paragon Paths
  + Arbiter - Become a divine instrument of your god, striking down all those who oppose the light. Choose Arbiter to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.
  + Devout - Focus on the healing arts, vowing to place the lives of others before yourself. Choose Devout to play as a healer, Healers focus on keeping their teammates alive while their team keeps the attention of the enemy.

**Fighter**

* Overview: The fighter is a warrior who places themselves in harm's way to protect their allies. Sword in hand and shield held steady, the fighter shrugs off devastating attacks and retaliates with a vengeance. Upon reaching level 11 fighters may specialize in either tanking or dealing damage.
* Paragon Paths
  + Vanguard - Become a stalwart defender of the weak who holds fast in the face of deadly foes. Choose Vanguard to specialize in tanking. Tanks focus on keeping the enemy's attention while their party members attack and heal.
  + Dreadnought - Give in to the burning desire to take vengeance on your foes. Choose Dreadnought to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.

**Paladin**

* Overview: The paladin is a righteous defender of the innocent, a holy knight devoted to the pursuit of justice. The paladin draws upon their faith, wielding divine radiant power (physical power - Strength) to deal damage & healing Magic (Wisdom) to heal self and allies. Upon reaching level 11 paladins may specialize in either tanking or healing.
* Paragon Paths
  + Oathkeeper - Devote yourself to a path of healing, wielding blessed light to cure the sick and the weak. Choose Oathkeeper to play as a healer. Healers focus on keeping their teammates alive while their team keeps the attention of the enemy.
  + Justicar - Become a resplendent knight and a defender of all things good and just. Choose Justicar to specialize in tanking. Tanks focus on keeping the enemy's attention while their party members attack and heal.

**Ranger**

* Overview: The ranger is a worldwise wanderer versed in archery and melee combat. Rangers unleash a hail of arrows on foes from afar before closing the gap and finishing them off with close range attacks. Rangers specialize in dealing damage.
* Paragon Paths
  + Warden - Become a warden of the wood, focusing on nature magic as well as mixing close ranged and bow techniques. Choose Warden to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.
  + Hunter - Focus your training on dispatching foes from afar, become a deadly hunter who always gets their mark. Choose Hunter to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.

**Rogue**

* Overview: The rogue is a master of stealth who strikes from the shadows with deadly precision. Rogues are athletic and nimble fighters who outmaneuver their foes before cutting them down to size. Rogues specialize in dealing damage.
* Paragon Paths
  + Whisperknife - Become a master of throwing knives and become deadly even at a distance. Choose Whisperknife to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.
  + Assassin - Become as a shadow, an agent of death who strikes with swift precision. Choose Assassin to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.

**Warlock**

* Overview: The warlock is a spellcaster who draws power from a pact forged with an eldritch being. Warlocks weave curses and destructive magics and can even drain the life force of their foes. Upon reaching level 11 warlocks may specialize in either dealing damage or healing.
* Paragon Paths
  + Hellbringer - Become as a harbinger of destruction who strikes down foes with hexes and hellfire. Choose Hellbringer to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.
  + Soulweaver - Focus on the art of manipulating the very fabric of souls, ripping the lifeforce out of the enemy to restore your own. Choose Soulweaver to play as a healer. Healers focus on keeping their teammates alive while their team keeps the attention of the enemy.

**Wizard**

* Overview: The wizard is a spellcaster whose power is rooted in study of the arcane. To a wizard, knowledge provides the means to summon forth weapons of ice and roiling thunderstorms, or to simply disintegrate enemies with pure arcane power. Wizards specialize in dealing damage.
* Paragon Path
  + Thaumaturge - Focus your studies on the elements, becoming a master of fire, ice, and destruction. Choose Thaumaturge to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.
  + Arcanist - Become a master of the arcane who unlocks the mysteries of the world and unleashes them upon their foes. Choose Arcanist to play as a DPS. DPS are damage dealers who focus on dispatching foes while their party members keep the enemy's attention.