

# Races

## Dwarves

For magic rings which offer a passive effect, such as [ring of protection](#), the malfunction chance is diced every time the effect is triggered. For example, for a *ring of protection*, a d10 is easily rolled alongside a d20, with a 1 or 2 on the d10 indicating a malfunction (and loss of AC).

## Elves

Elves can move, shoot, and move again, as per the MM. More on this in [Combat](#).

## Gnomes

See above section on dwarves for info regarding magic ring malfunction.

## Halflings

Halflings receive a +3 bonus to-hit with slings and bows, as per the Monster Manual.<sup>1)</sup>

## Half-elves

Half-elves can wear items made for humans or elves, unless the item in question specifically lists half-elves as being in a different category.<sup>2)</sup>

<sup>1)</sup>

The PHB says, under the halfling section, to reference the MM for more halfling info. Furthermore, the Elf entry in the MM lists their +1 with bows and swords in the same spot as the sling and bow bonus is listed for halflings. Finally, halflings are already strength and level capped. This is a fine benefit to give them.

<sup>2)</sup>

We could get into average heights and weights for each race and make charts and do math but that's more complex than needed.

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