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Intersectionality between race and class

What are some examples of intersectionality. What is the concept of intersectionality.

Or as likely, we have questions and you have answers. Sign in Edit profile Exit Today parents want to celebrate the milestones of your children! Do you have a child graduated from kindergarten, elementary school, middle school, high school or college this spring? Or maybe someone who lost their solo in the chorus performance or their final football season due to Coronavirus's pandemic? We realize that this is not how you imagined this milestone in your family's history. We know how much you can't wait to celebrate this time in your son's life and your parent journey. We understand that even if there are bigger crises and losses in our world right now, you are still feeling disappointment and sadness to lose all the moments that should happen this spring. We want to celebrate your children with you. It is not equal to watching them walk through a stage, but in this sad and uncertain weather, we want to give the class of 2020 € " €" and their parents! â€ "â€" Which pump and circumstances we can. Upload a photo of your son and write a post telling us what you love and want to celebrate right now in their lives. (Be sure the child approves what you are sharing! We could share it on today, social media or transmission.) And take the time to read some other posts and leave a support comment if you can, because we're king together. Thank you for joining the conversation. Remember, your photos, content and comments can be used on today's show and its digital and social platforms. You must be a parent or guardian of any minor present in any content you post or have permission from parents to do so. If you have any questions please contact us today. COMMUNITY@tidalMail.com. Join the conversation Sign up or sign in to send! More popular |. The most recent DAVID Warren Lee President, Director and Systems Engineer Society for Sustainable Mobility Malibu, Californiadavid Warren, 30 years old, works as the director of engineering products for a day defense contractor, but in its spare time leads the company for sustainable mobility " s Open Source Green Vehicle Project. The goal is a seven-pass SUV that will get 100 mpg, sell for about $30,000, and, he says, has the performance of a Porsche Cayenne. Â »The car is called the kernel, because you are using the same Idea as Linux. So far, I have 150 engineers who help â€ "all are part-time. We provide essential functions, multiple interfaces so that things can be connected. The power module could be battery or gasoline or compressed natural gas. If you want to go from the gas to Diesel, for example, you could trade those modules in a couple of hours. I'm working on electrical architecture, basic propulsion system and power management. The frame and suspension were designed at the University of Rotterdam, and will go to make a polymer. With steel, extraction and training generate many greenhouse gases. Plastic requires much less energy to produce. »Nii Armar Codiredector, Vimbo of vehicle design MIT Cambridge, Massachusettsnii Armar, 23, is an MIT Aerospace Engineering Studuate Student who, together with Undergrads Robyn Allen and Anna Jaffe and 2007 Grad Jonathan Krones, manages an international project of open source students looking to build a 200-mpg car. Â € œnA and Robyn had the original idea: went to the 2005 World Solar Challenge where teams build cars to cross Australia, and I saw 40 very similar vehicles. They thought, maybe we could have these people together to cooperate. Vehicle design summit 1.0 brought 50 people to MIT in 2006. We decided to make the 2007 virtual summit, collaborating with people from schools around the world.is to make a four-seat low cost, 200 mpg for the Indian market. It is a plug-in hybrid, and we have about 200 people involved, almost all students. We have the purpose of having our first iteration done at the endSummer 2008, so a final version by 2009 or 2010.ã, Â »Design Progert-Jan Schellekens Principal Automotive and Industrial Designer Sabic Innovative Plastics Plastics Bergen op Zoom, Netherlandsgeert-Jan Schellekens, 45, is the main automotive and Industrial designer in Sabic Innovative Plastics (previously GE Plastics), where it works on C, mm, N (pronounced Ã ¢ â,¬ Å "common ¢ â,¬), an open source car project managed by three technical universities in the Netherlands. Â «We help our customers develop the final product, whether it is an MP3 player or a car. So be involved in this kind design is not unusual. With C, mm, N, the frame will be metallic because the work is better: it has a very high rigidity. But the body will be of plastic. It is light, and gives the designers the freedom to make a vehicle that is more aerodynamic, so it is more efficient than fuel. As a company, we make projects like this to remain synchronized with what is happening in the world, and the entire idea of open source design is very interesting. It's like automotive wikipedia. We learned a lot. Â »The Giversy Lindsay Senior Director Automotive X Award X Award Foundation Pasadena, Californistin Lindsay, 30, is helping to plan a car cousin at the X award. At least 10 million dollars await the team that presents a practical car produced in series that gets at least 100 MPG. Â «It feels a lot about vehicles that get over 100 mpgs, but you don't tend into consideration Ã ¢ â,¬" ~ energy equivalence. Ã, Â "We are looking at how much carbon is issued in the production of energy that machines work. Our double focus is to break our oil dependence and reduce carbon emissions. We do not look for scientific projects. We are looking for feasibility, security, capacity to provide assistance and support with today's infrastructure, and If a vehicle with such features can sell to a volume of 10,000 or more per year. The cars that qualify will compete in a race among the United States cities in 2010 and the minimum time wins. We believe that technology to achieve these goals It exists today, but it must be combined in a way that will work for people. Â »The AmateurMarkus Merz Principal Oscar Dingolfing, GermanyMarkus Merz, 39, is a former BMW marketing that founded the first car design project Open Source in 1999. Together with Pals Lukas Neckermann and Andreas Hoffman, try to create a platform that will allow manufacturers to build a flexible and economical machine of basic modules. "" I have always used to ask me, because not. Take the engine from the Mustang and put it in the 7 series body? You could take good parts and create something new. Have you ever built a computer? Buy a CPU, memory and a case and put it together. That idea is what Oscar is about. 1999 Reworkage, we created the project in German, and we got all the German boys who liked melody. Then we slowed down, we organize a better structure, and we did it in English. Now we have 2,800 registered users. About 10% is publishing and 1% really does something. I'm not thinking about production, but if someone else wants to build the car you plan, he could. If you put the money in the game, start losing the Spirit. The other open source car projects are all guided by university or X-award. It is much more interesting to create something like hobby.ã, Â »Instructions is a community for people who like to do things. Come and explore, share, and make your next project with us! Instructions is a community for the people who like to do things. Come and explore, share, and make your next project with us! Instructions is a community for the people who like to do things. Come and explore, share, and make your next project with us! Instructions is a community The people who like to do things. Come and explore, share, and make your next project with us! Instructions is a community for the people who like to do things. Come and explore, share, and make your next project with us! Instructions is a a for people who like to do things. Come explore, share, and do your next project with us! Playing Dungeons and Dragons online has become the new normal for a lot of D & D readers across the country. (We even wrote a guide on how to play D & D online). We briefly mentioned some resources you can use to create a D & D character, but it will take a deeper dip on how to make a D & D character and what are the best combinations of class, race and background. To be clear, at Buon Dungeon Master (DM) will not judge you to play any combination of class, race and background that interests you. But if you're joining a heavy campaign, you might consider maximizing the potential for your character. And with the recent release of SourceBook Tasha's cauldron, there is a seemingly endless number of combinations. »That's all you need to know how to make a D & D character and which is the best class, race and background combinations are in D & D 5th Edition. The D & D player manual, in addition to other D & D resources, starts you away by making you choose a race, but preferable to choose a class first ever since An important factor that determines the way you play the game. It will explain briefly to you every class, but we did not get the rankings themselves. Instead, we recommend some of the best subclasses for those classes, so you will have an idea of where to take the character when the time comes. (The subclasses unlock level one or level three). Don't worry, you can change subclasses later thanks to the new rules in Tasha's cauldron of everything (assuming that your DM allows it). The artifice is one of the most recent lessons of the Eberrone: arise from the last war . "Regulators of types, using everyday objects as a catalyst for their magic. They are essentially D & D mad scientists and have the power of Steampunk on their side. The best subclasses for an artifice are alchemists and Smith battle. I like the alchemist more because I can live my dream of preparing random wild elixir and acting like a 100% rectified kook of the time. The barbarian is a Badoch Warrior who literally annoyed in battle. If you want to play a class that will almost never die and can inflict a tight damage, then the barbarian is the best solution. The best subclasses for a barbarian are ancestral Guardians, Storm Herald and Totem Warrior. I like to play underclass Berserker, but the best feature of this class, frenzy, is a sort of double-cut sword, so I wouldn't necessarily recommend it. If you're looking for unpredictability, check out the new path of the wild magic subclass. Bard is a magical user who channels magic power through music. You can channel this power through any type of instrument (this is mostly based on the role). The bardes are very diversified on the battlefield; They look at a turn, inspiring their companions in another then unleashes wild magic damage on their opponents. The best subclasses for a bard are eloquence college, College of Glamour, College of Lore and College of Valor. If you want to get up close and personal with your enemies, then the College of Valor is quite fun, especially when you turn Level 14 when you can use a bonus action to make an attack of weapons after using an action to launch a spell. Blood Hunter is a class created by no less than Matthew Mercer of the critical role. If you always wanted to play the witcher in D & D, now you can because it is basically what a blood hunter is. They hunt and fight monsters using their blood to offer evil damage. The best subclasses for a blood hunter areof the Lycan and the order of the profane soul. I ran with the order of the profane soul my first time because I love being able to draw on the magic of Warlock, and since the blood hunter is constantly losing health, it is nice to take some healing spells from the Your heavenly patron. Cleric gets their abilities from a a power and uses it to become the most bad healer in the totality of the D & D. Typically, Clerics are thrown out in armor, so they are relatively tanky, and depending on the subclass that goes with a Cleric, they can be powerful damage dealers as well. Best subclasses for a Clerico are Arcana, Forge, Life, Light, Order and War. The best healer in all of D & D is almost always a Cleric Life, which happens to be my favorite to play. (Credit Image: Wizards of the Coast LLC) The Druid is all about using the magic of nature and into animal shapes different like a wolf or a giant eagle. They can also control the environment around them to deliver devastating blows or even heal teammates. Best subclasses are a Druid Circle of the Moon and Circle of Spores. I hate mushrooms, so I went with the Circle of the Moon, since it seems a bad shot. Also, you can turn yourself into even more dangerous animals. The fighter is the master of physical combat. There are so fleshy as the Barbarian, but can be treated with ridicule give numbers in a short period of time thanks to the ability to Action Surge, which allows them to take another action phase on the same turn. Best subclasses for a fighter are Battle Master, Cavalier, Eldritch Knight and Samurai. There is also the Gunslinger, which is one of my favorites, but since it's from Critical Role and involves guns, you may want to ask your DM before choosing. The Monk is a martial arts master who can punch and kick off every conversation. Unlike other classes of melee, you do not have to rely on you at all times. Because'? 'Cause you're the weapon. Best subclasses for a monaco is the Way of Drunken Master, The Long Way of Death and the Way of the Open Hand. I played all three at some point, and while I like to be able to get that Five Point Palm Exploding Heart Technique (not really what it's called), with the Way of the open hand, the Way of the long death offers the best defensive capacity so that it can be a tirelessly the mobile tank. The Paladin is like a marriage between a Cleric and a Barbarian. They serve a God and muscardine a lot of ass. Paladina s lâ get access to healing spells as well as some rather wild magical skills that can improve their attacks and dissolve anything fundamentally wrong in their wake. However, technically you have to play a good legitimate character, although you can always chat with your DM to bend the rules because it is the alignment of the gods you serve. Best subclasses for Paladino are the winning oath, the oath of redemption, the oath of the crown, the oath of vengeance and ottaro. I love the oath of vengeance © because they have described as an archetype of Batman. However, the latest subclass of Oath of the Watchers seems pretty fun, as your oath is to be the guardian of the mortal realms, that gives you a little 'more self-importance. The Ranger is one of the most versatile classes, as they are competent hunters. They can use a variety of weapons and even cast spells depending on the subclass. The rangers are natural tracker and excel in search of their prey. Best subclasses for a Ranger are Gloom Stalker, Horizon Walker and Monster Slayer. Beast Master is the most popular because © you get a pet that fights for you, that's cool, but you or your pet is going to spend a lot of time to do anything due to lack of action economy (as many attacks, skills, etc. you can do to turn). I am interested in trying the new subclass Fey Wanderer since © gives you some nifty spells evasion and deception - sounds great for a character (Image credit: Wizards of the Coast LLC) The Rogue is your typical glass cannon. You will have a successful points of success, but if you use Stealth to your advantage and wait for the right opportunity to hit, you will end up doing a ridiculous quantity of damage that the jaw of the DM Cadrã in fear and frustration. The best subclasses for a Rogue are Arcane Trickster, Assassin and e I love playing a Swashbuckler because it's like being injected with the powers of the monk when you use the characteristic of fantasy annoyances to attack more enemies through the field. A subclass that I can't wait to try is the soul soulknife, which replaces your physical knives for psionic energy daggers daggers. Like a monk, once again, you are the weapon. The sorcerer is a spellcaster that gets their power from intrinsic ability. Unfortunately, there are not many spells, the sorcerer has other magical users not t. However, choosing a sorcerer takes a nice wild subclasses, some that make the typical magical Squishy user in a tank. The best subclasses for a sorcerer are divine soul, diagonal of blood and shadow magic. My favorite D & D character is a draconic blood sorcerer thanks to their capacity of natural armor. Their class of armor (AC) is 15, but if they use a reaction for the cast shield, their BC shoots up to 20 years, making them incredibly difficult to hit. In Tasha's cauldron of everything, there is the subclass of the clockwork's soul that I am dying to test, which gives you some incredible support and healing skills. Warlock is a magical user who gets their power by hitting an agreement with an extraplanar entity. You don't have to be the stereotyped warlock that affects a deal with the devil (in this case, a devil). Your patron will actually determine which subclass go with, so this is a choice of level 1. The best subclasses for a warlock are Archfey, the Demondo and the extinct. The last new addition is the genius, which seems quite fun, and you can even choose which element you want to face even: land, air, fire or water. Depending on the element you choose, I would have access to a list of different spells. I'm going to go with the Earth (Dao), which gives you a series of creative spells, support and spells of RP-worthy. The magician takes their magical power by taking the time to learn the hardest way. The wizards have a lot of unique spells that sorcerers do not have access, but unfortunately, they are ridiculously squishy. The best subclasses for a magician are the school of abgirization, school of divination and war magic. If you are interested in manipulating time, take a look at the magical subclass Crimurgia, which is from Matt Mercer Explorer's Guide to Wildemount Sourcebook. It is a powerful subclass that can make you manipulate dice shooting. How to choose a D & D Racewhen you are choosing the race you want to play, it is better to think about the first plea. Who do you want to be? This is a world where you can be a gigantic furtive killer or a tiny indestructible warrior, so don't worry about the best combinations, of it. (Image Credit: Wizards of the Costa LLC) I like to take a D & D tour over the page of the races to inspect the default images of each race to get an idea of what I want to play. Sometimes the search for fan art of a particular race inspires me as well. If you are looking for the best matchup for your class and race, we have chosen the best breed and class combinations based on differences in skill and unique features. However, if you are following together with the tasha cauldron of the whole book of origin, you can exchange where the skills points are assigned in each race to create something that fits better as your character has grown and where they were raised . For example, Half-Orcs get +2 strength and +1 Constitution. But if you're playing a thief, you can instead go for +2 dexterity and +1 charisma. Make sure you talk to your DM about how you want to create your character. For the artifice, I can't play playing the stupid gnome (small humanoids), but more specifically, the gnome rock. Adapt to an artifice good thanks to their characteristics: the lore of Artificio (double of your competence bonus for certain chronology controls) and Tinker (it allows you to create devices that mix well with the magical ability of an artifice). For the Barbarian, I fan to play the half-Orco (human, human,Because they get an increase in strength and constitution as well as fresh features like Savage Attacks (roller an additional damage die on a critical stroke) and relentless endurance (drop to 1 hp instead of going unconscious). For the Bard, Tieflings (Part-Human, Part-Fiend) are my go-to thanks to some of their astute skills. In particular, I like to go with the Dispater Tiefling, which gives you access to spells: Thaumaturgy (small manifest wonders), Disguise Self (being resembled to someone else) and detect thoughts (you can learn the surface level thoughts of a creature) . For the blood hunter, I launched a high elf (a race that originated in the feywild) because they give you a further intelligence impulse, as well as a free candtrip from the magician list. Because blood hunters have access only to the list of Warlock spells, this is a great opportunity to score a spell otherwise inaccessible, such as water shape (data the ability to manipulate water in a five-foot cube). For Clerico, my first was an Aasimar protector (Part-Human, Part-Celestial). Because'? Because the Radiant Soul function gives you strange wings! Nothing is the badest of a healer who flies to your rescue. Unfortunately, my poor character is still a level one so I couldn't experience this again (Sad Face). (Image Credit: Wizards of the Coast LLC) for Druid, the Firbolg (a breed of giant leather) is a great choice, and this is not because Talesin Jaffe plays one in a critical role (well, perhaps), But also, you can access Speech of Beast and Leaf (LET that is communicated with beasts and plants in a limited way), which is perfect for a druid. Furthermore, you get some additional magical spells, as it detects the magic and disguise self. For the fighter, it's not even a choice, go with the Aarakocco (bird people). With the ability to fly at a 50-foot speed for movement, it is possible to the right at an enemy's range of an enemy, or keep the distance and wake them up with arrows, or bullets if you are a gunslinger. For the Monk, how can you refuse to be a tortle (theater people)? Thanks to their Natural Armor, you start already with an Armor class of 17. According to this rule, your Dexterity modifier does not increase your AC, which technically cancels the thrust from UNARMORED DEFENSE. However, UNARMORED DEFENSE also calculates in your wisdom modifier, then technically, you can get your AC to 22 with +5 wisdom (if your DM allows). Finally, Shell Defense (withdrawal in the shell as an action) gives you a +4 to AC bonus, for a total of 26 BC. The only negative aspect of being a tortle is the increase in strength capacity with respect to Dexterity, but for the new rules introduced in Tasha's cauldron, it is possible to talk to the DM to exchange those statistics. But good luck to throw this to your DM; Tortles can be overwhelmed. For the paladin, nothing seems to be more suitable than a triton (humanioids that spread from the water elemental plane). These are the noble guardians of the deep oceanic fund, if you are going for a right warrior, you might even double. In addition, you have wild capabilities. You can easily breathe air and water, you have resistance to cold damage and you can communicate to other beasts that can breathe water (this capacity is very limited, however). On top of this, you get the air and water control function, which gives you access to some useful spells: Fog Cloud (create a 20 feet fog sphere), Gust of Wind (create a 60 foot long line, wide 10 Strong wind foot) and Wall of Water (create a wall of water up to 30 feet, 10 feet tall, and 1 thick foot). For the ranger, playing a Kenku (Avian human humanoids) feels like a natural shape, since both tend to live at the edge of They have some pretty handcrafted skills and excellent ways to attract your prey. With Expert Forgery, you can duplicate the writing and handicraft of another creature. Meanwhile, the Mimicry function gives you the ability toSounds you heard, including voices. Also, you also get a bonus of competence in two of the following abilities: acrobatic, deception, stockstuffs and shielding of hand. (Image Image: Wizards of the Coast LLC) For Rogue, I would not lose the opportunity to play Tabaxi, who is a cat person, who remembers the famous Khajiit race from the series of elderly. As a tabaxi, you get expertise in perception skills and stealth, which releases more ability in your list of rogue competence. You also get agility in feline, which allows you to double your speed in a turn (if you are distinguished, it means that you can move 120 feet in a shift). Finally, get some cat claws, which allows you to inflict equal cutting damage to 1D4 + your strength modifier with your claws, so if you lose your daggers or bow, you're still a force that you don't be calculated. Sorcerer, I personally chose to play a half elf (part-human, part-elf), since I got a boost in charisma (the primary fusion capacity for a sorcerer) and acquired competence in two ability of my choice. One of the most useful skills is the ancested FEA, which not only gives me advantage (the ability to roll twice and take the highest number) on the savings of the shoots against being fascinated, but the magic cannot sleep. For the Warlock, a good choice is a satitarian (part-human, part-goat) until your DM is in place with you by pulling the races by the legendary Odisseys by Theros Sourcebook. Satyrs will give you a bonus for your charisma (the primary fusion capacity for a Warlock) and your dexterity, which will produce your AC. But the most important feature is the magical resistance, which gives you the advantage of saving the shoots against spells and other magic effects. That feature is a serious game change when you're on a boss. Also get some good charisma boards, such as performance and persuasion. And while you may not make a difference for a functionality of a Warlock, you can jump higher and use your horns to make unarmed attacks equal to 1D4 + your strength modifier. For the magician, he is not wounded to be yourself, a human alias. However, instead of the base version, I suggest going with the human variant, which makes you a free adapt at the one. You can use it to get the sniper spelling, which doubles the range of your spelling attacks that require rolling. It also gives you a further cancer (one that requires a roll of attack). Even humans variants acquire competence in an ability to choose their choice. Keep in mind that you don't take any more than your statistics to the whole Giarra, but rather, two different skill scores of your choice increase by 1. How to choose a background of the last basic choice when creating a Character is creating a background. This serves as a general idea for what your character did before they went adventurous. I suggest you choose whatever you fit better to your character and don't worry about how the bonuses infisci the gameplay. (Image credit: Wizards of the Coast LLC) However, some backgrounds flows better with specific classes thanks to the skills and skills offered. If you are interested in a background that we don't talk about, a good way to find out if it maximizes the potential of your class is whether the skills you offer are rooted in your primary skill. Furthermore, they believe that there are rules in Tasha's cauldron of everything that allows you to exchange profitimes for things that make more sense, and you can even customize customize your background, then talk to your DM if none of the backgrounds below Or in the game fits your character. A artifice would benefit more from a wise background as you get two intelligence skills (Arcana e and intelligence is the primary ability for this class. You can also learn two additional languages from your choice, which is great for a character who is more than likely to make purchases for magical objects. In addition, the Researcher function is fantastic. If I don't know a piece of information, information,They often know where and from which you can get it. A barbarian works well with a lot of background - I'm also gone with a criminal background for one of my characters, but the folk hero fits well to a stereotyped hero. Get two ability from the list of barbaric skills (animal management and survival) and also get expertise in terrestrial riding vehicles, so if you like being the driver, this is great for you. Rustic hospitality is also a great feature if you are ever in a bit of trouble, as you will be able to find a place to hide, rest or recover among others.a Bard works better as Ã ¢ â,¬ Å "FaceÃ ¢ of the group, which means that maintain all persuasion, intimidation and deceigned rolls because their charism is naturally high because it is â € â €

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