

0-LEVEL CHARACTER GUIDE

CHARACTER CREATION STEPS

1. Choose a Race
2. Select or Roll for Background
3. Determine Ability Scores
4. Describe Your Character
5. Purchase Equipment

CLASS FEATURES

All 0-level characters have the following qualities:

Starting Experience Points: -150

Proficiency Bonus: +1

Hit Points: 4 + your Constitution modifier

Weapon Proficiencies: Clubs, daggers, slings, quarterstaves

Other Proficiencies: 0-level characters are not proficient in any armor, tools, saving throws, or skills outside of those provided by their background (see below).

RANDOM BACKGROUND TABLE

d100	Result	d100	Result
01-05	Acolyte	55	Knight
06-10	Charlatan	56	Noble
11-17	Criminal	57-67	Outlander
18-20	Entertainer	68-72	Sage
21-35	Commoner (Folk Hero)	73-81	Sailor or Pirate
36	Gladiator	82	Spy
37-46	Guild Artisan or Guild Merchant	83-92	Soldier
47-54	Hermit	93-00	Urchin

All 0-level characters start with the proficiencies, languages, equipment (including starting gold pieces), and other features that are included with their background as described in the *Players Handbook*. Once a background is determined, you may choose bonus features that are associated with your background as provided below.

ACOLYTE

You know one of the following cantrips: *druidcraft*, *light*, or *thaumaturgy*. Wisdom is your spellcasting ability for it.

You are proficient in one of the following weapons: maces, light hammers, sickles, or spears.

CHARLATAN

You know one of the following cantrips: *friends*, *mage hand*, or *prestidigitation*. Charisma is your spellcasting ability for it.

You are proficient in one of the following weapons: light crossbows, spears, shortbows, or short swords.

CRIMINAL

You are proficient in two of the following weapons: handaxes, light crossbows, maces, shortbows, short swords, or spears.

You are proficient in one of the following types of armor: chain shirt, leather, or padded.

ENTERTAINER

You know one of the following cantrips: *dancing lights*, *minor illusion*, or *prestidigitation*. Charisma is your spellcasting ability for it.

You are proficient in one of the following weapons: darts, shortbows, rapier, or whips.

COMMONER (FOLK HERO)

You are proficient in two of the following weapons: handaxes, javelins, light hammers, maces, pikes, shortbows, or spears.

You are proficient in one of the following types of armor: hide, leather, or padded.

GLADIATOR

You are proficient in two of the following weapons: flails, handaxes, morningstars, short swords, tridents, or spears.

You are proficient in one of the following types of armor: chain shirt, leather, or studded leather.

GUILD ARTISAN OR GUILD MERCHANT

You are proficient in one of the following weapons: handaxes, light crossbows, light hammers, spears, or war picks.

You have 20 gp worth of trade goods related to your guild's business.

HERMIT

You know one of the following cantrips: *druidcraft*, *resistance*, or *thaumaturgy*. Wisdom is your spellcasting ability for it.

You are proficient in one of the following weapons: handaxes, javelin, sickles, or spears.

KNIGHT

You are proficient in two of the following weapons: battleaxes, flails, lances, longswords, morningstars, or warhammers.

You are proficient in one of the following types of armor: chainmail, chain shirt, or scale mail.

NOBLE

You are proficient in two of the following weapons: hand crossbows, light crossbows, longswords, maces, rapiers, or scimitars.

You are proficient in one of the following types of armor: breastplate, chain shirt, or padded.

OUTLANDER

You are proficient in two of the following weapons: greatclubs, handaxes, javelins, longbows, shortbows, or spears.

You are proficient in one of the following types of armor: hide, leather, or padded.

SAILOR OR PIRATE

You are proficient in two of the following weapons: handaxes, javelins, light crossbows, spears, rapier, or trident.

You are also proficient in scimitars (cutlass).

SAGE

You know one of the following cantrips: *light*, *mending*, or *prestidigitation*. Intelligence is your spellcasting ability for it.

You are proficient in one of the following weapons: darts, light crossbows, maces, or sickles.

SPY

You are proficient in two of the following weapons: blowgun, darts, hand crossbows, light crossbows, short swords, or scimitars.

You are proficient in one of the following types of armor: chain shirt, leather, or padded.

SOLDIER

You are proficient in two of the following weapons: battleaxes, javelins, light crossbows, pikes, longbows, or spears.

You are proficient in one of the following types of armor: chain shirt, leather, or ring mail.

URCHIN

You are proficient in one of the following weapons: blowgun, darts, handaxes, shortswords, or spears.

You have 20 gp worth of used adventuring gear scrounged from various sources.

FOLK HERO (COMMONER) PROFESSIONS

- 1 - Brewer
- 2 - Cheesemaker
- 3 - Cobbler
- 4 - Cooper
- 5 - Gongfarmer
- 6 - Gravedigger
- 7-13 - Farmer
- 14 - Miller
- 15 - Miner
- 16 - Servant
- 17 - Shepherd
- 18 - Wainwright
- 19 - Weaver
- 20 - Woodcutter

ACHIEVING FIRST LEVEL

Once enough experience is gained to gain first level, select a character class from the *Players Handbook* or other sources. The additional background options presented above are retained once you achieve first level, along with all other standard features for your background. However, you do not receive starting gold or equipment for your class, as this should be accumulated through your prior adventures.