

# CHARACTER CREATION

The character creation steps listed below aim to achieve a three main goals.

**Firstly**, they seek to separate ancestry and culture. The former defines certain physical characteristics unique to your species. The second defines learnings from the culture you were raised in. This creates new possibilities to combine features such as a human growing up in a dwarven style mountain holding, for example. Note that cultural types are typically associated with an ancestry, but this can deviate from the norm. This is explained in the Culture section.

**Secondly**, it separates skill proficiencies from class and allows these as a free choice without limitations. This allows all characters to contribute in exploration and social pillars according to their choice of skills.

**Thirdly**, it moves ability score increases to the choice of class. This ensures that classes will always get a boost to the ability scores most relevant to them regardless of the ancestry they choose and allows for greater flexibility in Ancestry and Class combinations.

## CHARACTER CREATION STEPS

|                |   |
|----------------|---|
| Ancestry       | <i>Your species</i>                                 |
| Language       | <i>Your mother tongue</i>                           |
| Culture        | <i>Where you were raised</i>                        |
| Background     | <i>What you did before you became an adventurer</i> |
| Proficiencies  | <i>Other skills you've learnt</i>                   |
| Ability Scores | <i>Defining what you are good at, and not</i>       |
| Class          | <i>Where your training has led you</i>              |

## ANCESTRY

No matter what you've learnt and done, the gifts of your parents are always with you. The ancestries below define certain physical traits and features unique to your ancestry.

### DWARF

Solid and resilient, dwarves gain have a natural endurance that is the envy of many.

Dwarves:

- Have a base speed of 25 feet and their speed is not reduced by wearing heavy armor
- Have Darkvision out to 60 feet
- Gain advantage on saving throws against poison
- Have Resistance to poison damage

### ELF

Elves are both blessed and cursed with a long life, their fey blood line confers certain benefits.

Elves:

- Have Darkvision out to 60 feet
- Gain Advantage on saving throws against being charmed and magic cannot put them to sleep
- Do not need to sleep. Instead they can enter a trance for 4 hours which confers the same benefit as 8 hours of sleep

## HUMAN

Humans are characterized by their adaptability and drive.

Humans:

- Gain a feat of their choice. If feats are not used, they instead gain 4 lots of +1 to ability scores of their choice. These must all be to different ability scores

## HALFLING

Halflings are naturally nimble, small and surprisingly stout.

Halflings:

- Have a base speed of 25 feet
- Are naturally lucky and can reroll a 1 on an attack roll, ability check or saving throw (you must use the new roll and cannot reroll this, even if it is another 1)
- Can move through the space of any creature that is medium or larger
- Have advantage on saving throws on poison and resistance to poison damage

## GNOME

Gnomes are diminutive and slight, causing them to often be underestimated. Their innate magic resistance makes them quite well suited to becoming adventurers.

Gnomes:

- Have a base speed of 25 feet
- Gain advantage on INT, WIS and CHA saving throws against magic

## HALF-ORC

Half-Orcs are possess a natural physical toughness and ability to see well in dark places that make them ideal adventurers.

Half-Orcs:

- Regain 1 hit point the first time they are dropped to 0 hit points in a day. A long rest must be completed to use this feature again
- Have Darkvision out to 60 feet

## TIEFLING

Born of the fire Tieflings are fire resistant due to their inheritance.

Tieflings:

- Have Darkvision out to 60 feet
- Have resistance to fire damage



## DRAGONBORN

Dragonborn are a stout and sturdy physical species descended from the dragons. Their heritage provides their abilities as per the table below.

Dragonborn:

- Gain resistance to the damage type associated with their lineage
- Gain a breath weapon associated with their lineage. This can be used once per short or long rest. The DC for this equals 8+CON+proficiency. Damage is 2d6 increasing to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level

| Dragon | Damage Type | Breath Weapon           |
|--------|-------------|-------------------------|
| Black  | Acid        | 5 x 30' line (DEX save) |
| Blue   | Lightning   | 5 x 30' line (DEX save) |
| Brass  | Fire        | 5 x 30' line (DEX save) |
| Bronze | Lightning   | 5 x 30' line (DEX save) |
| Copper | Acid        | 5 x 30' line (DEX save) |
| Gold   | Fire        | 15' cone (DEX save)     |
| Green  | Poison      | 15' cone (CON save)     |
| Red    | Fire        | 15' cone (DEX save)     |
| Silver | Cold        | 15' cone (CON save)     |
| White  | Cold        | 15' cone (CON save)     |

## LANGUAGES

Choose a language for the place that you grew up in. You are fluent in this language. This will normally be whatever the majority ancestry is, but this may not necessarily be the case.

## CULTURE

Where you were raised impacts many of the fundamental skills you originally learnt amongst your people. Many of the cultures below are usually populated by a certain ancestry. However, this may not be the case for you. Work with your GM for the details.

### BARBARIAN TRIBE

**Usual population:** Half-Orcs, Orcs, Humans

Growing up in a Barbarian camp is a challenge that not all survive. Those who do strengthen the tribe and become valuable warriors.

All people who are raised in a barbarian tribe:

- Gain proficiency in spears, javelins, and handaxes

- Gain proficiency in intimidation
- Gain an additional weapon die when they score a critical hit with a melee weapon

## BORDERLAND

**Usual population:** Halflings, Humans

Living in the edges of society is full of danger and not for the faint hearted. Fortunately those raised in these lands have wills of iron.

All people raised in borderlands:

- Gain proficiency in light armor & shields
- Gain proficiency in battleaxes and handaxes
- Gain advantage on saving throws against being frightened

## COVEN

Secret covens travel the lands raising all manner of children, not all who are willing.

All people who are raised in a covenant:

- Learn the thaumaturgy cantrip. At 3rd level they can cast hellish rebuke once per day. At 5th level they can cast darkness once per day. Charisma is the spellcasting ability for these

## DRACONIC NEST

**Usual population:** Dragonborn

While rare for those without draconic blood, all those who can demonstrate allegiance and provide strength to the nest have value.

All people raised in a Draconic Nest:

- Learn Draconic
- Learn one wizard cantrip and one level 1 spell from the damage type associated with the ancestry of the Dragon Nest they are raised in. Intelligence is your casting stat for these spells.

## EYRIE

**Usual population:** Elves

Beautiful spires of marble and fine metals stretch to the sky in seemingly impossible patterns. Those who are so blessed to grow up in an Eyrie are given a variety of training to develop their characters.

All people raised in an Eyrie:

- Gain proficiency with Perception
- Gain proficiency in longsword, shortsword, shortbow and longbow
- Gain one cantrip from the wizard list
- Gain one extra language

## FOUNDRY

**Usual population:** Gnomes

Foundries are villages and towns built around innovation and experimentation. Often a source of both chaos and wonder, many inhabitants wouldn't live anywhere else.



All people raised in a foundry:

- Use twice their proficiency bonus when making intelligence (History) checks relating to magic items, alchemical objects, or technological devices
- Gain Tinker as per PHB page 37

## GROVE

**Usual population:** Elves

Barely distinguishable from the trees itself, groves are built around the natural flora of forests and other landscapes and those that occupy them learn to live in harmony with their natural surroundings.

All people raised in a grove:

- Gain proficiency in longsword, shortsword, shortbow and longbow,
- Increase their base speed by 5 feet
- Can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist and other natural phenomena

## HILL FORT

**Usual population:** Dwarves

Self-contained and independent hill forts are often found in dangerous border lands. Growing up in a hill fort involves a keen understanding of building and repairing fortifications and military training for all citizens.

All people raised in a hill fort:

- Gain Stonecunning
- Gain proficiency with battleaxes, handaxes, and crossbows
- Increase their hit point maximum by 1, and gain an additional 1 hit point every time they level up

## MOUNTAIN HOLDING

**Usual population:** Dwarves

Deep within mountains many great civilizations thrive and slowly build their clan towards prosperous times. They build their defenses to hold what they have accumulated through hard work over such a long time.

All people raised in a mountain holding:

- Gain Stonecunning
- Gain proficiency with throwing hammers, warhammers and crossbows
- Gain proficiency with light and medium armor

## SANCTUARY

**Usual population:** Gnomes

Sanctuaries are small rare peaceful hamlets connected to the wonders of nature and magic.

All people raised in a sanctuary:

- Learn the minor illusion cantrip
- Can communicate simple ideas with small beasts through sounds and gestures

## STEADING

**Usual population:** Halflings

Steadings are peaceful places often concerned with little more than well-tended gardens and what will be for lunch. With little else to occupy the mind, gossip can be intense at a stading. Sneaking is a common defense mechanism to such intrusions.

All people raised in a stading:

- May reroll a stealth attempt once per day

## TOWN OR CITY

**Usual population:** Humans

Those raised in towns and cities are often given the freedom to choose from a variety of different paths in life.

All people raised in towns or cities:

- Gain two extra proficiencies in skills of their choice

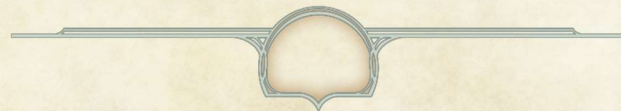
## UNDERDARK

**Usual population:** Elves

Living in the deep underground is not without its dangers and its wonders.

All people raised in the Underdark:

- Gain proficiency in rapier, shortsword, and hand crossbow
- Learn the dancing lights cantrip. At 3rd level they can cast faerie fire once per day and at 5th level can cast darkness once per day. Charisma is the spellcasting ability for these spells



## BACKGROUND

The choices you have made and the events you have been through to this point have shaped you. Customize your own background according to the below rules or choose from the available list.

## CREATING YOUR OWN

### BACKGROUND

You can create your own background by choosing:

- Two skill proficiencies
- A combination of two language and tool proficiencies
- A suitable feature that gives you one exploration and one social pillar benefit. Work with your GM or choose from one of the established features

## ACOLYTE

Trained in service to a god of your community. Acolytes:



- Gain proficiencies in Insight & Religion
- Learn Two additional languages
- Gain free healing for yourself and your party at temples, assuming they are not dedicated to a god who is the enemy of your god
- Gain information around demons, undead or abominations in the area

## CHARLATAN

A trickster in benevolent eyes, and an imposter in others. Charlatans make a living off deceiving others for personal gain. Charlatans:

- Gain proficiencies in Deception & Sleight of Hand
- Gain proficiencies in Disguise and Forgery Kits
- Have a second official identity with documentation and disguises. This can enable you to gain entrance to unusual places and make unlikely contacts. Work with your GM for details

## CRIMINAL

Smugglers, thieves, pickpockets and worse, criminals exist in every society in one form or another. Criminals:

- Gain proficiencies in Deception & Stealth
- Gain proficiencies in Thieves' tools and a gaming set
- Have a criminal contact you can send and receive messages from even over great distances. This contact may help you sell or buy questionable goods, and can potentially find information about people for you

## ENTERTAINER

From the smallest hamlet to the grandest of cities, entertainers are always a welcomed distraction from the dangers and boredoms of life. Entertainers:

- Gain proficiencies in Acrobatics & Performance
- Gain proficiencies in Disguise kits & one musical instrument
- Can make a name for yourself and find lodging for yourself and your friends if you perform each night
- Can often times find audience with wealthy patrons who may provide work opportunities or information

## FOLK HERO

A champion of the people from humble means. Folk Heroes:

- Gain proficiencies in Animal Handling & Survival
- Gain proficiencies in one type of Artisan's tools and land vehicles

- Can find people of poor means who are willing to hide you and your companions from the law or anyone else searching for you. They will tell you whatever they know about local rumors

## GUILD ARTISAN

Guild members are well connected, and often influential. Guild Artisans:

- Gain proficiencies in Insight & Persuasion
- Gain proficiencies in one type of artisans tools
- Learn an additional language
- Can obtain audiences with people of influence and power wherever your guild has a presence. Your membership may gain you access to certain locations such as guildhouses and markets that would be otherwise forbidden

## HERMIT

Hermits have renounced the place of their birth and have isolated themselves from the world. Hermits:

- Gain proficiencies in Medicine & Religion
- Gain proficiency in Herbalism Kits
- Gain advantage on rolls to survive extreme conditions (cold, heat, etc)
- Have a secret knowledge of the world that nobody else knows. Work with your GM to decide what.

## NOBLE

Others seek influence and power, you live it. A noble through birth or through appointment, you have absorbed the many lessons of the court. Nobles:

- Gain proficiencies in History & Persuasion
- Gain proficiency in a gaming kit
- Are often assumed to have the right to be wherever you are and can gain audience with local nobles both for information, potential work, and the opportunity to earn favors

## OUTLANDER

You have left your home to prove or lose yourself in the wild. Instead you found yourself more at home than ever. Outlanders:

- Gain proficiencies in Athletics & Survival
- Gain proficiency in a musical instrument
- Can recall in excellent detail the layout of terrain, settlements and other features around you. You have advantage on rolls to navigate in the wild and to find water and food
- You can easily make friends amongst other outlanders, hunters and any outcasts who typically do not fit in with society



## SAGE

The wisdom of a community is always passed down through a select group of people. You are part of this group. Sages:

- Gain proficiencies in Arcana & History
- Learn two languages of your choice
- Know where to find information on something if you do not know it
- Can gain access to libraries and knowledge societies to use the facilities and speak to the members

## SAILOR

Sailors come from many places and backgrounds. On the sea, the past fades away. Only the present matters. Sailors:

- Gain proficiencies in Athletics & Perception
- Gain proficiencies in Navigator's tools and water vehicles
- Can obtain free passage and news along ocean and river shipping lanes
- Can obtain stories from afar from fellow sailors and can ask for small favors such as the delivery of messages and small packages to distant locations

## SOLDIER

Most soldiers are involved in guard duty or other menial tasks. Many enjoy the quiet and mundanity. Others become adventurers. Soldiers:

- Gain proficiencies in Athletics & Intimidation
- Gain proficiencies in a gaming set and land vehicles
- Can gain entrance to low level military sites and can gain access to news from local soldiers. You may also have messages passed through official networks

## URCHIN

Life was not easy for you and you grew up how you could. Urchins:

- Gain proficiencies in Stealth & Sleight of Hand
- Gain proficiencies in Disguise kits and Thieves' tools
- Can make contact with local urchins and for food or a small price get information and have favors done for you. Furthermore, you never get lost in cities.

## PROFICIENCIES

Aside from your profession, you have learned three other proficiencies. Choose these now.

## ABILITY SCORES

Point buy, standard array or rolling as per PHB

## CLASS

In addition to the regular class benefits, you also gain increases to your ability score as per the table below

### ABILITY SCORE INCREASE PER CLASS

| Class     | Ability score increase |
|-----------|------------------------|
| Barbarian | +2 Con, +1 Str         |
| Bard      | +2 Cha, +1 Int         |
| Cleric    | +2 Wis,                |
| Druid     | +2 Wis, +1 Con         |
| Fighter   | +2 Dex OR Str, +1 Con  |
| Monk      | +2 Dex, +1 Wis         |
| Paladin   | +2 Cha, +1 Str         |
| Ranger    | +2 Wis, +1 Dex         |
| Rogue     | +2 Dex, +1 Int         |
| Sorcerer  | +2 Cha, +1 Con         |
| Warlock   | +2 Cha, +1 Wis         |
| Wizard    | +2 Int, +1 Wis         |

### CREDIT

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