

Stat	Summary
Strength	Measures: Natural athleticism, bodily power Important for: Barbarian, fighter, paladin Used for attacks with melee weapons and 'throwing' weapons
Dexterity	Measures: Physical agility, reflexes, balance, poise Important for: Monk, ranger, rogue Used for attacks with ranged weapons and 'finesse' weapons Contributes to Armour Class (AC)
Constitution	Measures: Health, stamina, vital force Important for: Everyone!
Intelligence	Measures: Mental Acuity, information recall, analytical skill Important for: Wizard
Wisdom	Measures: Awareness, intuition, insight Important for: Cleric, druid
Charisma	Measures: Confidence, eloquence, leadership Important for: Bard, sorcerer, warlock.

To create your stats use the following numbers: 15 (+2), 14 (+2), 13 (+1), 12 (+1), 10 (+0), 9 (-1)

Misc Stats	Summary
Weight Limit	Your weight limit (how much you carry) is limited to 15 times your strength stat If you carry 5x your strength stat you lose 10 feet to movement If you carry 10x your strength stat you lose 20 feet to movement (disadvantage on saving throws involving Str, Dex, Con)
Armour Class	This is from the armour you wear, the shield you carry and your Dexterity. Without armour or shield your AC is 10 + Dexterity A shield will add +2 to your AC.

Race	Summary
Dwarf	Constitution: +2 Size: Medium (4ft – 5ft) Alignment: Mostly lawful, strong sense of fair play Speed: 25 feet base, not reduced by heavy armour Darkvision: See in the dark, Dim like bright within 60ft, darkness as dim within 60ft Dwarven Resilience: Advantage on saving throws against poison and resistance against poison. Proficiencies: Battleaxe, handaxe, throwing hammer, and Warhammer. Proficient with artisan tools of choice (smith, brewers or masons) Stonecunning: Intelligence (History) check on stonework, add double proficiency bonus Languages: Read and Write in common and Dwarvish Sub Race: Hill Dwarf Wisdom: +1 Dwarven Toughness: Hits points +1, and +1 for every level Sub Race: Mountain Dwarf Strength: +2 Dwarven Armour Training: Proficiency with light and medium armour.
Elf	Dexterity: +2 Size: Medium (5ft to 6ft) Alignment: Leans towards gentler aspects of Chaos, mostly good. Drow mostly evil Speed: 30 feet base. Darkvision: See in the dark, Dim like bright within 60ft, darkness as dim within 60ft Keen senses: Proficiency in the Perception Skill Fey Ancestry: Advantage on saving throws against charm, immune to sleep magic. Trance: Don't need to sleep. Only 4 hours needed instead of 8 (human)

	<p>Languages: Read and write common and Elvish</p> <p>Sub Race: High Elf Intelligence: +1</p> <p>Elf Weapon Training: Proficiency with longsword, shortsword, shortbow and longbow.</p> <p>Cantrip: You know 1 cantrip from the wizard spell list. Intelligence is your spellcasting ability</p> <p>Extra Language: You can speak, read, and write one extra language.</p> <p>Sub Race: Wood Elf Wisdom: +1</p> <p>Elf Weapon Training: You have proficiency with longsword, shortsword, shortbow and longbow.</p> <p>Fleet of Foot: Speed is 35 feet</p> <p>Mark of the Wild: You can attempt to hide even when lightly obscured.</p> <p>Sub Race: Dark Elf (Drow) Charisma: +1</p> <p>Superior Dark Vision: Darkvision increased to 120 feet</p> <p>Sunlight Sensitivity: Disadvantage on attack rolls and Wisdom (perception) checks when you or target are in direct sunlight</p> <p>Drow Magic: You know the dancing lights cantrip. At level 3 you can cast faerie fire once per day. At level 5 you can cast darkness once per day. Charisma is the stat used.</p> <p>Drow Weapon Training: You have proficiency with rapiers, shortsword, and hand crossbows.</p>
Halfling	<p>Dexterity: +2</p> <p>Size: Small (~3 feet tall)</p> <p>Alignment: Most lawful good</p> <p>Speed: 25 feet</p> <p>Lucky: When you roll 1 on attack roll, ability check, or saving throw you can reroll the dice, but must use the new roll</p> <p>Brave: Advantage on saving throws against being frightened</p> <p>Halfling Nimbleness: You can move through the space of any creature larger than you</p> <p>Languages: You can speak, read and write Common and Halfling</p> <p>Sub Race: Halfling Charisma: +1</p> <p>Naturally Stealthy: You can hide when obscured by creature one size larger</p> <p>Sub Race: Stout Constitution: +1</p> <p>Stout Resilience: Advantage on saving throws against poison, immune to poison.</p>
Human	<p>All Abilities: +1</p> <p>Size: Medium (5feet to 6feet)</p> <p>Alignment: No preference</p> <p>Speed: 30 feet</p> <p>Languages: You can speak, read and write Common and one extra language</p> <p>Ethnicities:</p> <p>Calishite (Shorter and slight, dark skin)</p> <p>Chondathan (Slender, tawny-skinned, tall)</p> <p>Damaran (Moderate height and build, tawny to fair skin)</p> <p>Illuskan (Tall, fair skinned)</p> <p>Mulan (Tall, slim and amber skinned)</p> <p>Rashemi (Short, stout and muscular. Dusky skin)</p> <p>Shou (Yellowish-bronze hue, black hair, dark eyes)</p> <p>Tethyrian (Medium build and height, dusky skin to fair)</p> <p>Turami (Tall and muscular with dark mahogany skin)</p>

<p>Dragonborn</p>	<p>Strength: +2, Charisma: +1 Size: Medium (6feet+) Alignment: Tend to extremes, most good Speed: 30 feet</p> <p>Draconic Ancestry: Determines breath weapon and damage resistance</p> <p>Black Dragon: Breath (5 by 30ft line, Dex. Save) Damage (Acid) Blue Dragon: Breath (5 by 30ft line, Dex. Save) Damage (Lightning) Brass Dragon: Breath (5 by 30ft line, Dex. Save) Damage (Fire) Bronze Dragon: Breath (5 by 30ft line, Dex. Save) Damage (Lightning) Copper Dragon: Breath (5 by 30ft Line, Dex. Save) Damage (Acid) Gold Dragon: Breath (15ft cone, Dex. Save) Damage (Fire) Green Dragon: Breath (15ft cone, Con. Save) Damage (Poison) Red Dragon: Breath (15ft cone, Dex. Save) Damage (Fire) Silver Dragon: Breath (15ft cone, Con. Save) Damage (Cold) White Dragon: Breath (15ft. Cone, Con. Save) Damage (Cold)</p> <p>Breath Weapon: Each creature in area must make saving throw, the DC for this is 8 + your Con. Modifier + proficiency bonus. 2d6 on failed save, and half as much on successful one. 3d6 at level 6. 4d6 at 11 and 5d6 at 16.</p> <p>Damage Resistance: You resist the damage type of your breath</p> <p>Languages: You can speak, read and write Common and Draconic</p>
<p>Gnome:</p>	<p>Intelligence: +2 Size: Small (3feet – 4feet) Alignment: Most often good. Speed: 25 feet</p> <p>Dark Vision: See in the dark, Dim like bright within 60ft, darkness as dim within 60ft</p> <p>Gnome Cunning: You have advantage on all Int. Wis. And Cha saving throws against magic</p> <p>Languages: You can speak, read and write Common and Gnomish.</p> <p>Sub Race: Forest Gnome Dexterity: +1</p> <p>Natural Illusionist: You know the minor illusion cantrip. Uses Int. Speak with Small Beasts: Can communicate simply with Small or smaller beasts</p> <p>Sub Race: Rock Gnome Constitution: +1</p> <p>Artificer's Lore: When making an Int. (History) check on magic items, alchemical objects, or technological devices you add twice your proficiency bonus</p> <p>Tinker: You have proficiency with artisans tools. You can spend 1 hour and 10gp to construct a tiny clockwork device (AC 5, 1hp).</p> <p>Clockwork toy: Moves 5 feet in random direction. Makes noise.</p> <p>Fire Starter: Lights torch, candles. Uses action.</p> <p>Music Box: Plays song at moderate volume</p>
<p>Half-Elf</p>	<p>Charisma: +2, Two others: +1 Size: Medium (5feet to 6 feet) Alignment: Chaotic tendencies Speed: 30 feet</p> <p>Dark Vision: See in the dark, Dim like bright within 60ft, darkness as dim within 60ft</p> <p>Fey Ancestry: Advantage against saving throws against charm, immune to sleep magic</p> <p>Skill Versatility: You gain proficiency in two skills of your choice</p> <p>Languages: You can speak, read and write Common, Elvish and one other language</p>

Half-Orc	<p>Strength: +2, Constitution: +1 Size: Medium (5feet to 6feet+) Alignment: Chaotic tendency Speed: 30 feet</p> <p>Dark Vision: See in the dark, Dim like bright within 60ft, darkness as dim within 60ft Menacing: You gain proficiency in the Intimidation skill Relentless Endurance: When you drop to 0hp, but not killed, you can drop to 1hp instead. Need long rest to use again Savage Attacks: When you crit with melle, you can roll one weapon dice again and add it to the crit bonus Languages: You can speak, read and write Common and Orc</p>
Tiefling	<p>Intelligence: +1, Charisma: +2 Size: Medium (5feet to 6feet) Alignment: Mostly end up evil, chaotic tendency Speed: 30 feet</p> <p>Darkvision: See in the dark, Dim like bright within 60ft, darkness as dim within 60ft Hellish Resistance: Resistance to fire damage Infernal Legacy: You know the thaumaturgy catnip. At level 3 you can cast hellish rebuke one per day at 2nd level. At level 5 you can cast darkness once per day. Charisma is the ability used. Languages: You can speak, read and write Common and Infernal</p>

Sub races have the benefits of the parent race as well.

Starting Wealth by Class	
Barbarian	2d4 x 10gp
Bard	5d4 x 10gp
Cleric	5d4 x 10gp
Druid	2d4 x 10gp
Fighter	5d4 x 10gp
Monk	5d4gp
Paladin	5d4 x 10gp
Ranger	5d4 x 10gp
Rogue	4d4 x 10gp
Sorcerer	3d4 x 10gp
Warlock	4d4 x 10gp
Wizard	4d4 x 10gp

Standard Exchange Rates					
Coin	Cp	Sp	Ep	Gp	Pp
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	½	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1000	100	20	10	1

Score	Modifier	Score	Modifier	Score	Modifier
1	-5	10-11	+0	20-21	+5
2-3	-4	12-13	+1	22-23	+6
4-5	-3	14-15	+2	24-25	+7
6-7	-2	16-17	+3	26-27	+8
8-9	-1	18-19	+4	28-29	+9

30 (+10)

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armour and Weapon Proficiencies
Barbarian	A fierce warrior, of primitive background who can enter a battle rage	D12	Strength	Strength & Constitution	Light and medium armour, shields, simple and martial weapons
Bard	An inspiring magician whose power echoes the music of creation	D8	Charisma	Dexterity & Charisma	Light armour, simple weapons, hand crossbows, longswords, rapiers, shortswords
Cleric	A priestly champion who wields divine magic in service of a higher power	D8	Wisdom	Wisdom & Charisma	Light and medium armour, shields, simple weapons
Druid	A priest of the Old Faith, wielding the powers of nature – moonlight and plant growth, fire and lightning – and adopting animal forms	D8	Wisdom	Intelligence & Wisdom	Light and medium armour (non metal), shields (non metal), clubs, daggers, darts, javelins, maces, quarter staffs, scimitars, sickles, slings, spears
Fighter	A master of martial combat, skilled with a variety of weapons and armour	D10	Strength or Dexterity	Strength & Constitution	All armour, shields, simple and martial weapons
Monk	A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection	D8	Dexterity & Wisdom	Strength & Dexterity	Simple weapons, shortswords
Paladin	A holy warrior bound to a sacred oath	D10	Strength & Charisma	Wisdom & Charisma	All armour, shields, simple and martial weapons
Ranger	A warrior who uses martial prowess and nature magic to combat threats on the edges of civilization	D10	Dexterity & Wisdom	Strength & Dexterity	Light and medium armour, shields, simple and martial weapons
Rogue	A scoundrel who uses stealth and trickery to overcome obstacles and enemies	D8	Dexterity	Dexterity & Intelligence	Light armour, simple weapons, hand crossbows, long swords, rapiers, shortswords
Sorcerer	A spellcaster who draws on inherent magic from a gift of bloodline	D6	Charisma	Constitution & Charisma	Daggers, darts, slings, quarters staffs, light crossbows
Warlock	A wielder of magic that is derived from a bargain with an extraplanar entity	D8	Charisma	Wisdom & Charisma	Light armour, simple weapons
Wizard	A scholarly magic-user capable of manipulating the structures of reality	D6	Intelligence	Intelligence & Wisdom	Daggers, darts, slings, quarter staffs, light crossbows

If you want to learn more about your chosen class, see the players guide Chapter 3.

Class	Features Summary
Barbarian	<p>Level 1: Proficiency Bonus +2, Rage, Unarmoured Defence, Rages (2), Rage Damage (+2)</p> <p>Hit Dice: 1d12 per barbarian level</p> <p>Hit Points: 12 + your constitution modifier for each barbarian level</p> <p>Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons.</p> <p>Saving throws: Strength, Constitution</p> <p>Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception and Survival</p> <p>Equipment: a.) A greataxe or any martial melee weapon b.) two handaxes or any simple weapons c.) an explorers pack and four javelins.</p>
Bard	<p>Level 1: Proficiency bonus +2, Spell Casting, Bardic Inspiration (d6), 2 cantrips, 4 spells known, 2 1st level slots</p> <p>Hit Dice: 1d8 per bard level</p> <p>Hit Points: 8 + constitution modifier per bard level</p> <p>Proficiencies: Light armour, simple weapons, hand crossbows, longswords, rapiers, shortsword, three musical instruments.</p> <p>Saving Throws: Dexterity, Charisma</p> <p>Skills: Choose any three</p> <p>Equipment: a.) A rapier, longsword or any simple weapon b.) a diplomats pack or entertainers pack c.) a lute or any musical instrument d.) Leather armour and a dagger</p> <p>Spell Casting: Charisma is used.</p>
Cleric	<p>Level 1: Proficiency Bonus +2, Spell casting, Divine Domain, 3 contrips, 2 1st level spells</p> <p>Hit Dice: 1d8 per cleric level</p> <p>Hit Points: 8 + constitution modifier per cleric level</p> <p>Proficiencies: Light armour, medium armour, shields, all simple weapons</p> <p>Saving Throws: Wisdom, Charisma</p> <p>Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion</p> <p>Equipment: a.) A mace or a warhammer (if proficient) b.) Scale mail, leather armour, or chain mail (if proficient) c.) A light crossbow and 20 bolts or any simple weapon d.) A priests pack or an explorers pack d.) A shield and a holy symbol</p> <p>Spell Casting: Wisdom is used</p> <p>Divine Domain: Choose one domain related to your deity, grants you domain spells. (See chapter 3)</p>
Druid	<p>Level 1: Proficiency bonus +2, Druidic, Spellcasting, 2 cantrips, 2 1st level spells</p> <p>Hit Dice: 1d8 per druid level</p> <p>Hit Points: 8 + Constitution modifier per druid level</p> <p>Proficiencies: Light armour, medium armour, shields (no armour or shields made of metal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, sling, spears, herbalism kit</p> <p>Saving Throws: Intelligence, Wisdom</p> <p>Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival</p>

	<p>Equipment: a.) Wooden shield or any simple weapon, b.) A scimitar or any simple melee weapon c.) Leather armour, an explorer pack and a druidic focus</p> <p>Spellcasting: Wisdom is used</p>
Fighter	<p>Level 1: Proficiency Bonus +2, Fighting Style, Second wind</p> <p>Hit Dice: 1d10 per fighting level</p> <p>Hit Points: 10 + Constitution modifier per fighter level</p> <p>Proficiencies: All armour, shields, simple weapons, martial weapons</p> <p>Saving Throws: Strength, Constitution</p> <p>Equipment: a.) Chain mail or leather, longbow and 20 arrows b.) a martial weapon and a shield, or two martial weapons c.) a light crossbow and 20 bolts or two handaxes d.) A dungeoneers pack or an explorer pack</p> <p>Fighting Style: Select a fighting style, more in chapter 3</p> <p>Alternate Eldritch Knight: Knows 2 cantrips, 3 spells, 2 1st level spell slots, uses Intelligence for spellcasting</p>
Monk	<p>Level 1: Proficiency Bonus +2, Martial Arts (1d4), 0 Ki Points, Unarmoured defense, Martial Arts</p> <p>Hit Dice: 1d8 per monk level</p> <p>Hit Points: 8 + Constitution Modifier per monk level</p> <p>Proficiencies: No armour, simple weapons, shortswords, choose one type of artisan's tools or musical instrument</p> <p>Saving Throws: Strength, Dexterity</p> <p>Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth</p> <p>Equipment: a.) A shortsword or any simple weapon, b.) A dungeoneer's pack or an explorer's pack c.) 10 darts</p> <p>Unarmoured Defense: When wearing no armour or shields your AC is 10 + Dexterity Modifier + Wisdom Modifier</p>
Paladin	<p>Level 1: Proficiency Bonus +2, Divine Sense, Lay on Hands</p> <p>Hit Dice: 1d10 per paladin level</p> <p>Hit Points: 10 + Constitution modifier per paladin level</p> <p>Proficiencies: All armour, shields, simple weapons, martial weapons</p> <p>Saving Throws: Wisdom, Charisma</p> <p>Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion</p> <p>Equipment: a.) A martial weapon and a shield, or two martial weapons b.) five javelins or any simple melee weapon, c.) a priests pack or an explorers pack, d.) chain mail and a holy symbol</p> <p>Spellcasting: Charisma is used</p>
Ranger	<p>Level 1: Proficiency Bonus 2, Favoured Enemy, Natural Explorer</p> <p>Hit Dice: 1d10 per ranger level</p> <p>Hit Points: 10 + constitution modifier per ranger level</p> <p>Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons</p> <p>Saving Throws: Strength, Dexterity</p> <p>Equipment: a.) scale mail or leather armour, b.) two shortswords or two simple melee weapons c.) a dungeoneers pack or an explorers pack, d.) A longbow and a quiver of 20 arrows</p> <p>Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival</p>

Rogue	<p>Level 1: Proficiency bonus +2, Sneak attack (1d6), Expertise, Sneak Attack, Thieves' Cant</p> <p>Hit Dice: 1d8 per rogue level</p> <p>Hit Points: 8 + Constitution modifier per rogue level</p> <p>Proficiencies: Light armour, simple weapons, hand crossbows, longswords, rapiers, shortswords, Thieves' tools</p> <p>Saving Throws: Dexterity, Intelligence</p> <p>Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth</p> <p>Alternate Arcane Trickster: At level 3, 3 cantrips, 3 spells known, 2 1st level slots, Intelligence is used</p>
Sorcerer	<p>Level 1: Proficiency Bonus +2, Sorcery Points 0, Spellcasting, Sorcerous Origin, 4 cantrips known, 2 spells known, 2 1st level slots</p> <p>Hit Dice: 1d6 per sorcerer level</p> <p>Hit Points: 6 + Constitution modifier per level</p> <p>Proficiencies: Daggers, darts, slings, quarterstaves, light crossbows</p> <p>Saving Throws: Constitution, Charisma</p> <p>Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion</p> <p>Equipment: a.) A light crossbow and 20 bolts, or any simple weapon b.) a component pouch or an arcane focus, c.) a dungeoneers pack or an explorers pack, d.) two daggers</p> <p>Spellcasting: Charisma is used</p>
Warlock	<p>Level 1: Proficiency Bonus +2, Otherworldly patron, Pact Magic, 2 cantrips, 2 spells known, 1 1st level slot</p> <p>Hit Dice: 1d8 per warlock level</p> <p>Hit Point: 8 + Constitution Modifier per level</p> <p>Proficiencies: Light armour, simple weapons</p> <p>Saving Throws: Wisdom, Charisma</p> <p>Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion</p> <p>Equipment: a.) A light crossbow and 20 bolts or any simple weapon, b.) a component pouch or an arcane focus, c.) a scholar's pack or a dungeoneers pack d.) leather armour, any simple weapon and two daggers</p> <p>Spellcasting: Charisma is used</p>
Wizard	<p>Level 1: Proficiency Bonus +2, Spellcasting, Arcane Recovery, 3 cantrips, 2 1st level slots</p> <p>Hit Dice: 1d6 per wizard level</p> <p>Hit Points: 6 + Constitution Modifier per level</p> <p>Proficiencies: Daggers, darts, slings, quarterstaves, light crossbows</p> <p>Saving Throws: Intelligence, Wisdom</p> <p>Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion</p> <p>Equipment: a.) A quarterstaff or a dagger, b.) a component pouch, or an arcane focus, c.) a scholar's pack or an explorers pack, d.) A spellbook</p> <p>Spellcasting: Your spellbook contains 6 1st level spells or your choice, Intelligence is used.</p>

Alignment	Description
Lawful Good (LG)	Can be counted on to do the right thing. Gold dragons, paladins and most dwarves are lawful good
Neutral Good (NG)	Folk do the best they can to help others according to their needs. Many celestials, cloud giants, and most gnomes are neutral good
Chaotic Good (CG)	Creatures act as their conscience directs with little regard to others expectations. Copper dragons, many elves and unicorns are chaotic good
Lawful Neutral (LN)	Individuals act in accordance with law, tradition and personal needs. Many monks and some wizards are lawful neutral
Neutral (N)	People who don't take sides. Lizard folk, most druids and many humans are neutral
Chaotic Neutral (CN)	Creatures follow their whims, holding their personal freedom above all. Many barbarians, rogues, some bards are chaotic neutral
Lawful Evil (LE)	Creatures methodically take what they want within the limits of a code of tradition, loyalty, or order. Devils, blue dragons, and hobgoblins are lawful evil
Neutral Evil (NE)	Those who do what they can get away with, without compassion or qualms. Many drow, some cloud giants and yugoloths are neutral evil
Chaotic Evil (CE)	Creatures act with arbitrary violence, spurred by their greed, hatred or bloodlust. Demons, red dragons, and orcs are chaotic evil.

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogres, Giant	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orc	Orcs	Dwarvish
Exotic Languages		
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons, dragonborn	Draconic
Deep Speech	Mind flayers, beholders	-
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underdark traders	Elvish

DM can give permission to choose exotic languages

The following section looks are customizing the background of your character and their general personality. If you want to look at customizing your background more, chapter 4 in the players hand book has more customization options. There are several main options

You select two personality traits, one ideal, one bond, and one flaw.

You can customise a background by replacing one feature with any other, choosing any two skills, and choosing a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment provided by your background or spend coin on gear (Chapter 5). If you spend coin you can't also have the equipment packages suggested for your class.

Background	Summary	Suggested Characteristics
Acolyte	<p>Skill Proficiencies: Insight, Religion</p> <p>Languages: Two of your choice</p> <p>Equipment: A holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes and a belt pouch with 15gp.</p> <p>Feature Shelter of the Faithful: Commands respect of shared faith, can perform religious ceremonies of deity. Free healing at temples and shrines. Must provide materials though. When near your temple you can call upon priests for aid</p>	<p>Acolytes are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy</p>
Charlatan	<p>Skill Proficiencies: Deception, Sleight of Hand</p> <p>Tool Proficiencies: Disguise kit, forgery kit</p> <p>Equipment: A set of fine clothes, a disguise kit, tools of the con or your choice (ten bottles filled with coloured liquid, a set of weighted dice, a deck of marked cards, or signet ring of an imaginary duke), and a belt pouch containing 15gp</p> <p>Feature False Identify: You have a second identity that includes documents, established acquaintances and disguises. You can forge documents including official papers and personal letters as long as you have seen an example of it or the handwriting.</p>	<p>Charlatans are colourful characters who conceal their true selves behind masks they construct. They reflect what people want to see, what they want to believe and how they see the world. But their true selves are sometimes plagued by an uneasy conscience, an old enemy, or deep-seated trust issues</p>
Criminal	<p>Skill Proficiencies: Deception, Stealth</p> <p>Tool Proficiencies: One type of gaming set, thieves' tools</p> <p>Equipment: A crossbar, a set of dark common clothes including a hood, and a belt pouch containing 15gp</p> <p>Criminal Speciality: One of the following; Blackmailer, Burglar, Enforcer, Fence, Highway robber, Hired Killer, Pickpocket, Smuggler</p> <p>Feature Criminal Contact: You have a trusted contact that acts as a liaison to a criminal network. You can get messages to them over short and long distances. You know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages</p>	<p>Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming characteristics. There might be honour among thieves, but criminals rarely show any respect for law or authority.</p>
Entertainer	<p>Skill Proficiencies: Acrobatics, Performance</p> <p>Tool Proficiencies: Disguise kit, one type of musical instrument</p> <p>Equipment: A musical instrument (one of your choice), the favour of an admirer (love letter, lock of hair, or trinket), a costume, and a belt pouch containing 15gp</p> <p>Entertainer Routines: Choose up to three; Actor, Dancer, Fire-eater, Jester, Juggler, Instrumentalist, Poet, singer, Storyteller, Tumbler</p> <p>Feature By Popular Demand: You always find places to perform. At these places you have free lodging and food of a modest or comfortable standard as long as you perform each night. You can become a local figure which can cause strangers in a town to take a liking to you.</p> <p>Alternative Gladiator: Can replace instrument with inexpensive, unusual weapon.</p>	<p>Successful entertainers have to be able to capture and hold an audience's attention, so they tend to have flamboyant or forceful personalities. They're inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.</p>

<p>Folk Hero</p>	<p>Skill Proficiencies: Animal Handling, Survival Tool Proficiencies: One type of artisan's tools, vehicles (land) Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10gp Defining Events: See Chapter 4 for a list of defining events. Feature Rustic Hospitality: You can find a place to hide, rest or recuperate among other commoners unless you have shown yourself to be a danger. They will shield you from the law or anyone else searching for you. They won't risk their lives.</p>	<p>A folk hero is one of the common people, for better or for worse. Most folk heroes look on their humble origins as a virtue, not a shortcoming, and their home communities remain very important to them.</p>
<p>Guild Artisan</p>	<p>Skill Proficiencies: Insight, Persuasion Tool Proficiencies: One type of artisan's tools Languages: One of your choice Equipment: A set of artisan's tools (one of your choice), a letter of introduction from your guild, a set of travellers clothes, and a belt pouch containing 15gp Guild Businesses: See chapter 4 for a list of guild businesses (20 in total) Feature Guild Membership: Your fellow guild members will provide lodging and food if needed and pay for your funeral if needed. In some towns you can meet other members of your profession and meet potential patrons, allies or hirelings. Your guild will support you if you are accused of crime if a good case can be made. You also have access to powerful political figures. Such connections require a donation of money or magic items to the guild coffers. You must pay 5gp per month to the guild. Variant Guild Merchant: You may belong to a guild of traders who buy and sell others good for profit by land or sea. You can be proficient in navigator's tools or an additional language. Instead of artisan's tools you can start with a mule and a cart</p>	<p>Guild artisans are among the most ordinary people in the world – until they set down their tools and take up an adventuring career. They understand the value of hard work and the importance of community, but they're vulnerable to sins of greed and covetousness.</p>
<p>Hermit</p>	<p>Skill Proficiencies: Medicine, Religion Tool Proficiencies: Herbalism Kit Language: One of your choice Equipment: A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, and 5gp Life of Seclusion: See chapter 4 for a list of reasons for your seclusion Feature Discovery: Being secluded gave you access to a unique and powerful discovery which depends on the nature of your seclusion. You can discuss with your DM about the details of this discovery.</p>	<p>Some hermits are well suited to a life of seclusion whereas others chafe against it and long for company. Whether they embrace solitude or long to escape it, the solitary life shapes their attitudes and ideals. A few are driven slightly mad by their years apart from society.</p>
<p>Noble</p>	<p>Skill Proficiencies: History, Persuasion Tool Proficiencies: One type of gaming set Languages: One of your choice Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25gp</p>	<p>Nobles are born and raised to a very different lifestyle than most people every experience, and their personalities reflect that upbringing. A noble title comes with a plethora of bonds – responsibilities to a family, to other nobles (including the</p>

	<p>Feature Position of Privilege: People think the best of you due to your noble birth. You are welcome in high society and people assume you have the right to be wherever you are. The common folk will make every effort to accommodate you and avoid displeasing you. Other members of high birth treat you as a member of the same social sphere. You can secure an audience with the local noble if you need to.</p> <p>Variant Knight: Among the lowest of the noble titles. If you wish to be a knight, choose the retainers feature instead. One of your commoner retainers is replaced by a noble who serves as your squire, aiding you in exchange in their path to knighthood. Your two remaining retainers might include servants to help you groom or polish armour. You might include a banner amongst your equipment or other tokens from noble lords or ladies.</p> <p>Variant Feature Retainers: If your character has a noble background, you may select this feature instead of position of privilege. You have 3 retainers loyal to your family which are commoners and can perform mundane tasks. They will not follow you to dangerous areas and will leave if they are frequently endangered or abused.</p>	<p>sovereign), to the people entrusted to the families care, or even to the title itself. But this responsibility is often a good way to undermine a noble.</p>
<p>Outlander</p>	<p>Skill Proficiencies: Athletics, Survival</p> <p>Tool Proficiencies: One type of musical instrument</p> <p>Languages: One of your choice</p> <p>Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of travellers clothes, and a belt pouch containing 10gp</p> <p>Origin: See chapter 4 for a list of origins.</p> <p>Feature Wanderer: You have excellent memory for maps and geography and can always recall terrain layouts including terrain features. You can find food and fresh water for yourself and up to 5 others per day, provided the land offers berries, small game, water and so forth.</p>	<p>Often considered rude and uncouth among the civilized folk, outlanders have little respect for the niceties of life in the cities. They ties of tribe, clan, family, and the natural world of which they are a part are the most important bonds to most outlanders.</p>
<p>Sage</p>	<p>Skill Proficiencies: Arcana, History</p> <p>Languages: Two of your choice</p> <p>Equipment: A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a belt pouch containing 10gp</p> <p>Speciality: Choose 1; Alchemist, Astronomer, Discredited academic, Librarian, Professor, Researcher, Wizard's apprentice, Scribe.</p> <p>Feature Researcher: When you attempt to learn or recall a piece of lore, if you do not know it, you often know where you can find out. Usually from a library, scriptorium, university or sage.</p>	<p>Sages are defined by their extensive studies, and their characteristics reflect this life of study. Devoted to scholarly pursuits, a sage values knowledge highly – sometimes in its own right, sometimes as a means towards other ideals.</p>

<p>Sailor</p>	<p>Skill Proficiencies: Athletics, Perception Tool Proficiencies: Navigator's tools, Vehicles (water) Equipment: A belaying pin (club), 50 feet of silk rope, a lucky charm (may roll for a random trinket), a set of common clothes and a belt pouch with 10gp. Feature Ship's Passage: When needed you can secure free passage on a sailing ship for you and your party. Since you are calling on a favour the route or schedule may not meet your needs. Your DM controls how long it takes. You and your party are expected to assist the crew of the ship Variant Pirate: You spent your youth as a pirate. You have indulged in larceny and murdered. You must choose the bad reputation feature instead Variant Feature Bad Reputation: People are always afraid of you. You can get away with minor criminal offenses in small settlements.</p>	<p>Sailors can be a rough lot, but the responsibilities of life on a ship make them generally reliable as well. Life aboard a ship shapes their outlook and forms their most important attachments.</p>
<p>Soldier</p>	<p>Skill Proficiencies: Athletics, Intimidation Tool Proficiencies: One type of gaming set, vehicles (land) Equipment: Insignia of rank, a trophy take from a fallen enemy (a dagger, broke blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10gp. Speciality: Choose one; Officer, Scout, Infantry, Cavalry, Healer, Quartermaster, Standard Bearer, Support Staff (cook, blacksmith, etc) Feature Military Rank: Soldiers loyal to your former military still recognise your authority and they defer to you if you are of lower rank. You can invoke your rank to exert influence over other soldiers, requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognised.</p>	<p>The horrors of war combined with the rigid discipline of military service leave their mark on all soldiers, shaping their ideals, creating strong bonds, and often leaving them scarred and vulnerable to fear, shame, and hatred.</p>
<p>Urchin</p>	<p>Skill Proficiencies: Sleight of Hand, Stealth Tool Proficiencies: Disguise kit, thieves' tools Equipment: A small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by, a set of common clothes, and a belt pouch containing 10gp. Feature City Secrets: You know secret patterns and flow to cities and can find passages through the urban sprawl others would miss. When not in combat you and your party can travel between any two locations in a city twice as fast.</p>	<p>Urchins are shaped by lives of desperate poverty, for good and for ill. They tend to be driven either by a commitment to the people with whom they shared life on the street or by a burning desire to find a better life – and maybe get some payback on all the rich people who treated them badly.</p>

Armour					
Armour	Cost	Armour Class (AC)	Strength	Stealth	Weight
Light Armour					
Padded	5gp	11 + Dex Modifier	-	Disadvantage	8lb
Leather	10gp	11 + Dex Modifier	-	-	10lb
Studded Leather	45gp	12 + Dex Modifier	-	-	13lb
Medium Armour					
Hide	10gp	12 + Dex Modifier (max 2)	-	-	12lb
Chain Shirt	50gp	13 + Dex Modifier (max 2)	-	-	20lb
Scale mail	50gp	14 + Dex Modifier (max 2)	-	Disadvantage	45lb
Breastplate	400gp	14 + Dex Modifier (max 2)	-	-	20lb
Half Plate	750gp	15 + Dex Modifier (max 2)	-	Disadvantage	40lb
Heavy Armour					
Ring Mail	30gp	14	-	Disadvantage	40lb
Chain Mail	75gp	16	Str 13	Disadvantage	55lb
Splint	200gp	17	Str 15	Disadvantage	60lb
Plate	1500gp	18	Str 15	Disadvantage	65lb
Shield					
Shield	10gp	+2			

Weapons				
Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	1sp	1d4 Bludgeoning	2lb	Light
Dagger	2gp	1d4 Piercing	1lb	Finesse, light, thrown (range 20/60)
Greatclub	2sp	1d8 Bludgeoning	10lb	Two handed
Handaxe	5gp	1d6 Slashing	2lb	Light, thrown (range 20/60)
Javelin	5sp	1d6 Piercing	2lb	Thrown (range 30/120)
Light Hammer	2gp	1d4 Bludgeoning	2lb	Light, thrown (range 20/60)
Mace	5gp	1d6 Bludgeoning	4lb	-
Quarterstaff	2sp	1d6 Bludgeoning	4lb	Versatile (1d8)
Sickle	1gp	1d4 Slashing	2lb	Light
Unarmed Strike	-	1 Bludgeoning	-	-

Simple Ranged Weapons				
Crossbow, light	25gp	1d8 Piercing	5lb	Ammunition (range 80/320), loading, two handed
Dart	5cp	1d4 Piercing	¼ lb	Finesse, thrown (range 20/60)
Shortbow	25gp	1d6 Piercing	2lb	Ammunition (range 80/320), two handed
Sling	1sp	1d4 Bludgeoning	-	Ammunition (range 30/120)
Martial Melee Weapons				
Battleaxe	10gp	1d8 Slashing	4lb	Versatile (1d10)
Flail	10gp	1d8 Bludgeoning	2lb	-
Glaive	20gp	1d10 Slashing	6lb	Heavy, reach, two handed
Greataxe	30gp	1d12 Slashing	7lb	Heavy, two handed
Greatsword	50gp	2d6 Slashing	6lb	Heavy, two handed
Halberd	20gp	1d10 Slashing	6lb	Heavy, reach, two handed
Lance	10gp	1d12 Piercing	6lb	Reach, special
Longsword	15gp	1d8 Slashing	3lb	Versatile (1d10)
Maul	10gp	1d12 Bludgeoning	18lb	Heavy, reach, two handed
Morningstar	15gp	1d8 Piercing	4lb	-
Pike	5gp	1d10 Piercing	18lb	Heavy, reach, two handed
Rapier	25gp	1d8 Piercing	2lb	Finesse
Scimitar	25gp	1d6 Slashing	3lb	Finesse, light
Trident	5gp	1d6 Piercing	4lb	Thrown (range 20/60), Versatile (1d8)
War Pick	5gp	1d8 Piercing	2lb	-
Warhammer	15gp	1d8 Bludgeoning	2lb	Versatile (1d10)
Whip	2gp	1d4 Slashing	3lb	Finesse, Reach
Martial Ranged Weapons				
Blowgun	10gp	1 Piercing	1lb	Ammunition (range 25/100), loading
Crossbow, hand	75gp	1d6 Piercing	3lb	Ammunition (range 30/120), light, loading
Crossbow, heavy	50gp	1d10 Piercing	18lb	Ammunition (range 100/400), heavy, loading, two handed
Longbow	50gp	1d8 Piercing	2lb	Ammunition (range 150/600), heavy, two handed
Net	1gp	-	3lb	Special, thrown (range 5/15)

Most weapons have properties. These are explained in the table on the next page

Property	Description
Ammunition	You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition. Each time you attack you use one piece of ammo. Drawing the ammo is part of the attack. At the end of a battle you recover half your expended ammo by spending a minute to search. If you use the weapon for a melee attack it is treated as improvised. A sling must be loaded to deal damage this way Improvised: Weapons which resemble actual weapons can be treated as such. Those that don't deal 1d4 damage for melee and ranged attacks. Ranged has range (20/60)
Finesse	You can use either strength or dexterity modifier for the attack and damage rolls. You must use the same for both
Heavy	Small creatures have disadvantage on attack rolls.
Light	Can be used for dual wielding
Loading	You can only fire one piece of ammo when you use an action regardless of the number of attacks you usually make
Range	The range is shown as (normal/max). When you attack beyond normal range disadvantage on attack rolls.
Reach	Adds 5 feet to your reach on attack
Special	Has a special property, Lance: You have disadvantage when attacking a target within 5 feet. Requires 2 hands when not mounted Net: A Large or smaller creature is restrained until freed. No effect on formless creatures or huge and larger. A creature can make a DC10 Strength check to break free, or deal 5 slashing damage. You only make one attack when using the net
Thrown	Can be used for a ranged attack. You use the same ability modifier as you would use for a melee attack
Two handed	Needs two hands
Versatile	Can be used with 1 or 2 hands. The damage value in brackets is when it is used with 2 hands
Silvered Weapons	Some creatures are weak to silver. You can silver a single weapon or two pieces of ammo for 100gp.

Misc Info	Description
Advantage and Disadvantage	You roll a second d20. With a disadvantage you use the lower roll, for an advantage you use the higher roll. Advantage and Disadvantage can cancel.
Proficiency Bonus	Can only be added to a die roll once. Can be multiplied or divided by abilities and effects
Ability Checks	Called when a monster or players attempts an action. Very Easy (5), Easy (10), Medium (15), Hard (20), Very Hard (25), Nearly Impossible (30). To make a check, roll a d20 and add the relevant ability modifier.