**Ability Score Point Cost**

Score / Cost

8/0

9/1

10/2

11/3

12/4

13/5

14/7

15/9

**Ability Scores / Modifiers**

1 / -5

2-3 / -4

4-5 / -3

6-7 / -2

8-9 / -1

10-11 / 0

12-13 / +1

14-15 / +2

16-17 / +3

18-19 / +4

20-21 / +5

22-23 / +6

24-25 / +7

26-27 / +8

28-29 / +9

30 / +10

**Character Advancement**

Exp / LvL / Prof. Bonus

0 / 1 / +2

300 / 2 / +2

900 / 3 / +2

2700 / 4 / +2

Ect...

**Alignment List**

{ Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, Chaotic Evil}

**Languages List**

{ Common, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Orc, Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, Sylvan, Undercommon }

**Backgrounds**

Acolyte

SkillPro: Insight, Religion

Lang: Two of Player Choice

Equipment: Holy Symbol, Prayer Book, 5 Sticks of Incense, Vestments, Common Clothes, 15gp

charBGFeat: Shelter of the Faithful { PHB pg 127 }

Charlatan

SkillPro: Deception, Sleight of Hand

ToolPro: Disguise kit, Forgery kit

Equipment: Fine Clothes, Disguise kit, tools for the con of player’s choice, 15gp

CharBGFeat: False Identity { PHB pg 128 }

Criminal

SkillPro: Deception, Stealth

ToolPro: One type Gaming Set, Thieves’ Tools

Equipment: Crowbar, Dark Common Clothes, 15g

CharBGFeat: Criminal Contact { PHB pg 129

Entertainer

SkillPro: Acrobatics, Performance

ToolPro: Disguise kit, one type of musical instrument

Equipment: a musical instrument, the favor of an admirer, costume, 15gp

CharBGFeat: By Popular Demand { PHB pg 130 }

Folk Hero

SkillPro: Animal Handling, Survival

ToolPro: One type of Artisan’s tools, vehicles (land)

Equipment: A set of Artisan’s tools, a shovel, an iron pot, Common Clothes, 10gp

CharBGFeat: Rustic Hospitality { PHB pg 131 }

Guild Artisan

SkillPro: Insight, Persuasion

ToolPro: One type of artisan’s tools

Lang: +1 language

Equipment: Set of Artisan’s tools, letter of introduction from the Guild, traveler’s clothes, 15gp

CharBGFeat: Guild Memebership { PHB pg 133 }

Hermit

SkillPro: Medicine, Religion

ToolPro: Herbalism Kit

Lang: +1 language

Equipment: Scroll Case of Notes, Winter Blanket, Common Clothes, Herbalism Kit, 5gp

CharBGFeat: Discovery { PHB pg 134 }

Noble

SkillPro: History, Persuasion

ToolPro: One type of gaming set

Lang: +1 language

Equipment: Fine Clothes, signet ring, scroll of pedigree, 25gp

CharBGFeat: Position of Privilege { PHB pg 135 }

Outlander

SkillPro: Athletics, Survival

ToolPro: +1 musical instrument

Lang: +1 language

Equipment: Staff, hunting trap, animal trophy, traveler’s clothes, 10gp

CharBGFeat: Wanderer { PHB pg 136 }

Sage

SkillPro: Arcana, History

Lang: +2 languages

Equipment: Bottle of Ink, Quill, Small Knife, Common Clothes, 10gp

CharBGFeat: Researcher { PHB pg 138 }

Sailor

SkillPro: Athletics, Perception

ToolPro: Navigator’s Tools, Vehicles(water)

Equipment: Belaying pin, 50 ft of silk rope, lucky charm, common clothes, 10gp

CharBGFeat: Ship’s Passage { PHB pg 139 }

Soldier

SkillPro: Athletics, Intimidation

ToolPro: +1 gaming set, vehicles(land)

Equipment: insignia of rank, trophy from fallen enemy, set of dice or deck of cards, Common Clothes, 10gp

CharBGFeat: Military Rank { PHB pg 140 }

Urchin

SkillPro: Sleight of Hand, Stealth

ToolPro: Disguise Kit, Theives’ Tools

Equipment: small knife, map of city, pet mouse, common clothes, 10gp

CharBGFeat: City Secrets { PHB pg 141}