

# The wild beyond the witchlight player package

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## Setting the stage

The traveling extravaganza known as the Witchlight Carnival visits your world once every eight years. You have a dim memory of sneaking into the carnival as a child without paying for a ticket. That memory has grown foggy over time, though it still conjures a weird admixture of emotions—wonder and awe mixed with loss and regret. During this childhood visit, your character lost something. You tried to find it, but the carnival owners—a pair of elves named Mister Witch and Mister Light—were decidedly unhelpful.

"Silly little screeching cricket," said Witch. "You forgot to buy a ticket."

"The carnival goes round and round," said Light. "The multiverse is our playground. Nothing's free and nothing's lost. Every visit has its cost."

As time passed, your heart became less heavy, and you gave less and less thought to those childhood events. Now, for reasons you can't explain, the longing to retrieve that which you have lost has resurfaced, as though an old spell has faded away, allowing you to feel the loss as sharply as if it happened yesterday.

The Witchlight Carnival has returned, and you find yourself standing near a ticket booth by the entrance at twilight, just as the carnival is about to open. There you meet others who look as troubled as you. Without knowing how or why, you sense that each of them has lost something as well. Perhaps fate has brought you together.

## Steps for creating a character

1. Select a race
2. Select a class
3. Select a background
4. Set level to 1
5. Determine hitpoints
6. Set Proficiency Bonus to +2
7. Determine Ability Scores
8. Choose Equipment
  - Choose armor
  - Choose weapons
9. Create a describe of your character
10. Determine what was lost

## Races

- Dragonborn
- Dwarf
- Elf
- Gnome
- Half-Elf
- Half-Orc

- Halfling
- Human
- Tiefling

## Classes

- Artificer
- Barbarian
- Bard
- Cleric
- Druid
- Fighter
- Monk
- Paladin
- Ranger
- Rogue
- Sorcerer
- Warlock
- Wizard

## Background

- Acolyte
- Charlatan
- Criminal
- Entertainer
- Folk hero
- Guild Artisan
- Hermit
- Noble
- Outlander
- Sage
- Sailor
- Soldier
- Urchin

## Hit Points and Hit Dice

Your character's hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice).

At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You start with hit points equal to the highest roll of that die, as indicated in your class description. (You also add your Constitution modifier, which you'll determine in step 3.) This is also your hit point maximum.

Record your character's hit points on your character sheet. Also record the type of Hit Die your character uses and the number of Hit Dice you have. After you rest, you can spend Hit Dice to regain hit points (see "Resting" in the Adventuring section).

## Proficiency Bonus

The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character. Your proficiency bonus applies to many of the numbers you'll be recording on your character sheet:

Attack rolls using weapons you're proficient with  
Attack rolls with spells you cast  
Ability checks using skills you're proficient in  
Ability checks using tools you're proficient with  
Saving throws you're proficient in  
Saving throw DCs for spells you cast (explained in each spellcasting class)

Your class determines your weapon proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies. (Skills are described in "Using Ability Scores", tools in "Equipment.") Your background gives you additional skill and tool proficiencies, and some races give you more proficiencies. Be sure to note all of these proficiencies, as well as your proficiency bonus, on your character sheet.

Your proficiency bonus can't be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once.

## Determine Ability Scores

Much of what your character does in the game depends on his or her six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your character sheet.

The six abilities and their use in the game are described in the Using Ability Scores section. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what races increases which abilities, and what classes consider each ability particularly important.

You generate your character's six ability scores by using the following scores: 15, 14, 13, 12, 10, 8.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race choice.

After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores. (This is done automatically in Roll20)

## Choose Equipment

Your class and background determine your character’s starting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in the Equipment section.

Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of gold pieces (gp) to spend based on your class, as shown in the Equipment section. Extensive lists of equipment, with prices, also appear in that section. If you wish, you can also have one trinket at no cost (see the "Trinkets" table at the end of the Equipment section).

Your Strength score limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15. "Using Ability Scores" has more information on carrying capacity.

Armor Class

Your Armor Class (AC) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the armor you wear, the shield you carry, and your Dexterity modifier. Not all characters wear armor or carry shields, however.

Without armor or a shield, your character’s AC equals 10 + his or her Dexterity modifier. If your character wears armor, carries a shield, or both, calculate your AC using the rules in the Equipment section. Record your AC on your character sheet.

Your character needs to be proficient with armor and shields to wear and use them effectively, and your armor and shield proficiencies are determined by your class. There are drawbacks to wearing armor or carrying a shield if you lack the required proficiency, as explained in the Equipment section.

Some spells and class features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

Weapons

For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit.

When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier.

For attacks with melee weapons, use your Strength modifier for attack and damage rolls. A weapon that has the finesse property, such as a rapier, can use your Dexterity modifier instead. For attacks with ranged weapons, use your Dexterity modifier for attack and damage rolls. A melee weapon that has the thrown property, such as a handaxe, can use your Strength modifier instead.

What was lost

You may roll or choose from the below list.

d8	Thing
1	Ability to keep secrets

d8	Thing
2	Ability to smile
3	Artistic creativity
4	Cherished doll or stuffed animal
5	Handwriting
6	Sense of direction
7	Sense of fashion
8	Three inches of height