

CHARISMA**STRENGTH****INTELLIGENCE****CONSTITUTION****DEXTERITY****WISDOM**

Measures:
 - Confidence
 - Eloquence
 - Leadership

Measures:
 - Natural
 Athleticism
 - Power

Measures:
 - Mental Acuity
 - Analytical
 Skill

Measures:
 - Health
 - Stamina
 - Vital Force

Measures:
 - Agility
 - Reflexes
 - Poise

Measures:
 - Awareness
 - Intuition
 - Insight

Good for:
 - Bard
 - Sorcerer
 - Warlock

Good for:
 - Barbarian
 - Fighter
 - Paladin

Good for:
 - Wizard

Good for:
 - Everyone

Good for:
 - Monk
 - Ranger
 - Rogue

Good for:
 - Cleric
 - Druid

ABILITY SCORES AND MODIFIERS

Score	Modifier
1	-5
2–3	-4
4–5	-3
6–7	-2
8–9	-1
10–11	+0
12–13	+1
14–15	+2

Score	Modifier
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30	+10

Dice Roll:

$$20 + 3 = 23$$



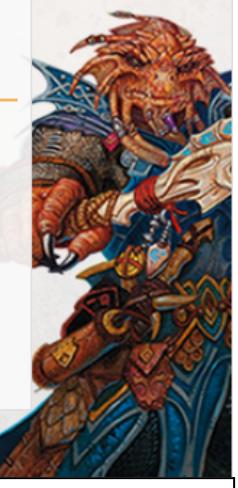
Dragonborn

Basic Rules

Dragonborn look very much like dragons standing erect in humanoid form, though they lack wings or a tail.

Racial Traits

- +2 Strength, +1 Charisma, Draconic Ancestry, Breath Weapon, Damage Resistance



Dwarf

Basic Rules

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal.

Racial Traits

- +2 Constitution, Darkvision, Dwarven Resilience, Dwarven Combat Training, Stonecunning



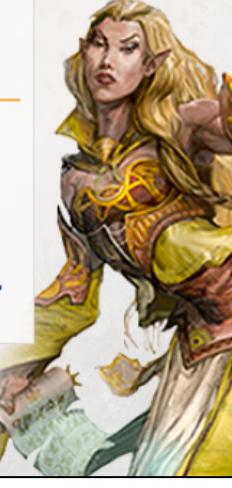
Elf

Basic Rules

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it.

Racial Traits

- +2 Dexterity, Darkvision, Keen Senses, Fey Ancestry, Trance



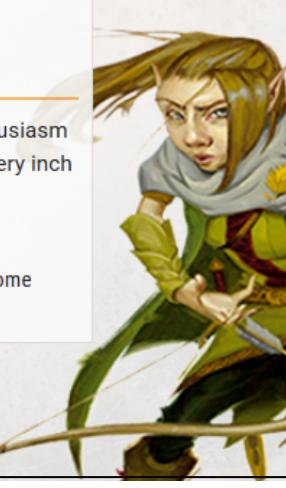
Gnome

Basic Rules

A gnome's energy and enthusiasm for living shines through every inch of his or her tiny body.

Racial Traits

- +2 Intelligence, Darkvision, Gnome Cunning



Half-Elf

Basic Rules

Half-elves combine what some say are the best qualities of their elf and human parents.

Racial Traits

- +2 Charisma, +1 to Two Other Ability Scores, Darkvision, Fey Ancestry, Skill Versatility



Sub Races:

- None

Physical Characteristics:

- Speed:** 30 ft
- Average Age:** 15-80
- Average Height/Weight:** 183 - 215cm / 115kg

Social Characteristics:

- Languages:** Common, Draconic
- Dragonborn are very rare in the world most races view them as monsters.

Sub Races:

- Mountain Dwarf:** +1 Wisdom, Dwarven Armor training
- Hill Dwarf:** +2 Strength, Dwarven Toughness

Physical Characteristics:

- Speed:** 25 ft
- Average Age:** 50-350
- Average Height/Weight:** 121 - 152cm / 70kg

Social Characteristics:

- Languages:** Common, Dwarvish
- Dislikes:** Elves, Halflings, Humans

Sub Races:

- High Elf:** +1 Intelligence, Elf Weapon Training, Cantrip, Extra Language
- Wood Elf:** +1 Wisdom, Elf Weapon Training, Fleet of Foot, Mask of the Wild
- Dark Elf:** +1 Charisma, Superior Darkvision, Sunlight Sensitivity, Drow Magic, Drow Weapon Training

Physical Characteristics:

- Speed:** 30 ft
- Average Age:** 100-750
- Average Height/Weight:** 175 - 210cm / 75kg

Social Characteristics:

- Languages:** Common, Elvish
- Dislikes:** Dwarves, Halflings, Humans

Sub Races:

- Forest Gnome:** +1 Dexterity, Age, Alignment, Size, Superior Darkvision, Stone Camouflage, Languages
- Rock Gnome:** +1 Constitution, Artificer's Lore, Tinker

Physical Characteristics:

- Speed:** 25 ft
- Average Age:** 40-450
- Average Height/Weight:** 90 - 120cm / 20kg

Social Characteristics:

- Languages:** Common, Gnomish
- Rare but social

Sub Races:

- Half-Elf Variant:** Trade Skill Versatility for elf trait

Physical Characteristics:

- Speed:** 30 ft
- Average Age:** 20-180
- Average Height/Weight:** 175 - 210cm / 77kg

Social Characteristics:

- Languages:** Common, Elvish, Language of choice
- "Excellent Ambassadors"

Halfling

Basic Rules

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense.

Racial Traits

- +2 Dexterity, Lucky, Brave, Halfling Nimbleness



Half-Orc

Basic Rules

Some half-orcs rise to become proud leaders of orc communities. Some venture into the world to prove their worth. Many of these become adventurers, achieving greatness for their mighty deeds.

Racial Traits

- +2 Strength, +1 Constitution, Darkvision, Menacing, Relentless Endurance, Savage Attacks



Human

Basic Rules

Humans are the most adaptable and ambitious people among the common races. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the worlds.

Racial Traits

- +1 to All Ability Scores, Extra Language



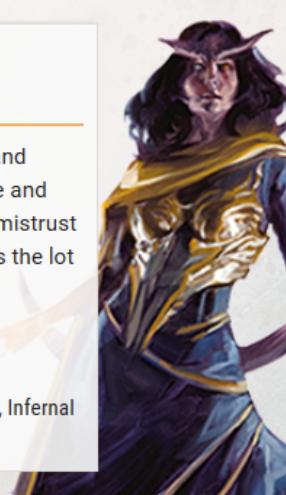
Tiefling

Basic Rules

To be greeted with stares and whispers, to suffer violence and insult on the street, to see mistrust and fear in every eye: this is the lot of the tiefling.

Racial Traits

- +2 Charisma, +1 Intelligence, Darkvision, Hellish Resistance, Infernal Legacy



Sub Races:

- Lightfoot Halfling:** +1 Charisma, Naturally Stealthy
- Stout Halfling:** +1 Constitution, Stout Resilience

Physical Characteristics:

- Speed:** 25 ft
- Average Age:** 20-150
- Average Height/Weight:** 80 - 100cm / 20kg

Social Characteristics:

- Languages:** Common, Halfling
- Liked by everyone

Sub Races:

- None

Physical Characteristics:

- Speed:** 30 ft
- Average Age:** 14-75
- Average Height/Weight:** 183 - 215cm / 85kg

Social Characteristics:

- Languages:** Common, Orc
- Hated by most.

Sub Races:

- Variant Human:** Ability Score Increase, Skills, Feat

Physical Characteristics:

- Speed:** 30 ft
- Average Age:** 18-90
- Average Height/Weight:** 162 - 210cm / 80kg

Social Characteristics:

- Languages:** Common, language of choice
- Everyone's "Second Best-Friend"

Sub Races:

- None

Physical Characteristics:

- Speed:** 30 ft
- Average Age:** 18-110
- Average Height/Weight:** 162 - 210cm / 80kg

Social Characteristics:

- Languages:** Common, Infernal
- "Mutual Mistrust"

Lawful Good

Neutral Good

Chaotic Good

Lawful Neutral

Neutral

Chaotic Neutral

Lawful Evil

Neutral Evil

Chaotic Evil

	LAWFUL According to principle	NEUTRAL According to need	CHAOTIC According to impulse
GOOD	LAWFUL GOOD Obsessive selflessness, always sprinting to cries of distress. Ex: Superman	NEUTRAL GOOD Will calm the child, but will not get the cat out of the tree. Ex: Jon Snow	CHAOTIC GOOD Will use any means to save the day, if they want to save the day. Ex: The 11th Doctor
NEUTRAL	LAWFUL NEUTRAL Believes in justice and believes in the law. Does what they're told. Ex: Dwight K. Schrute	TRUE NEUTRAL Steers clear of moral tests and doesn't take sides. Ex: The Cheshire Cat	CHAOTIC NEUTRAL Follows whimsy, takes care of themselves. Very spontaneous. Ex: Jack Sparrow
EVIL	LAWFUL EVIL The bad guy, but the bad guy with sense and reason. Ex: Darth Vader	NEUTRAL EVIL Do what they want with only them in mind. Predictable but dangerous. Ex: Voldemort	CHAOTIC EVIL Run. Just run. Assume they're psychopaths. Violent for no reason. Ex: James Moriarty

ALIGNMENT CHART



Barbarian

Basic Rules

A fierce warrior who can enter a battle rage

Hit Die: d12

Primary Ability: Strength

Saves: Strength & Constitution



Bard

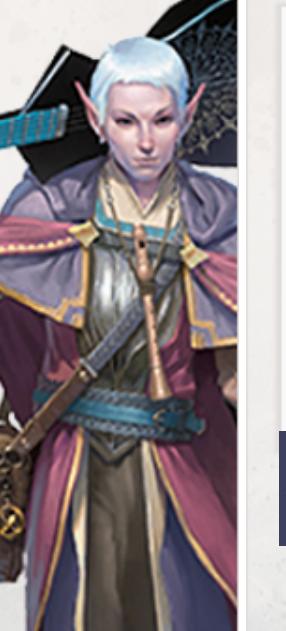
Basic Rules

An inspiring magician whose power echoes the music of creation

Hit Die: d8

Primary Ability: Charisma

Saves: Dexterity & Charisma



Cleric

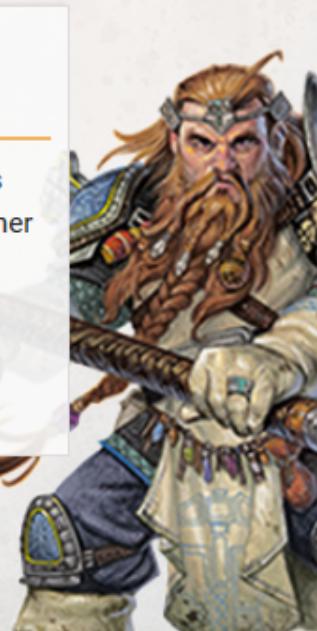
Basic Rules

A priestly champion who wields divine magic in service of a higher power

Hit Die: d8

Primary Ability: Wisdom

Saves: Wisdom & Charisma



Druid

Basic Rules

A priest of the Old Faith, wielding the powers of nature and adopting animal forms

Hit Die: d8

Primary Ability: Wisdom

Saves: Intelligence & Wisdom



Fighter

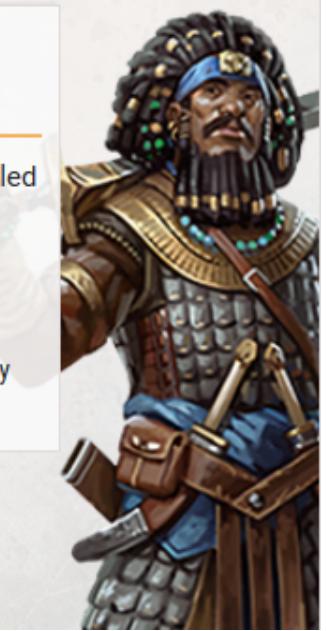
Basic Rules

A master of martial combat, skilled with a variety of weapons and armor

Hit Die: d10

Primary Ability: Strength or Dexterity

Saves: Strength & Constitution



Monk

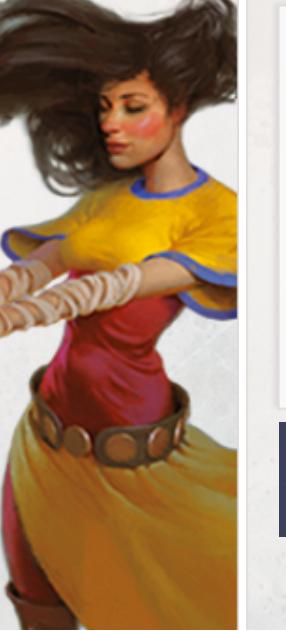
Basic Rules

A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection

Hit Die: d8

Primary Ability: Dexterity & Wisdom

Saves: Strength & Dexterity



Paladin

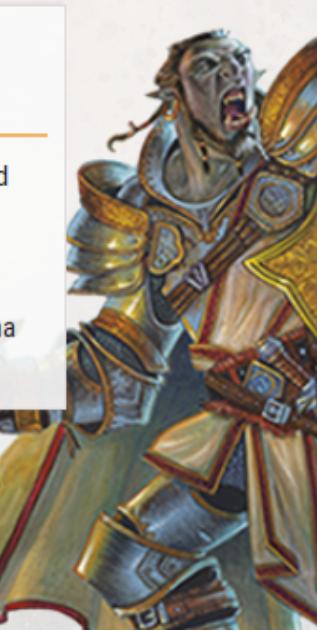
Basic Rules

A holy warrior bound to a sacred oath

Hit Die: d10

Primary Ability: Strength & Charisma

Saves: Wisdom & Charisma



Sorcerer

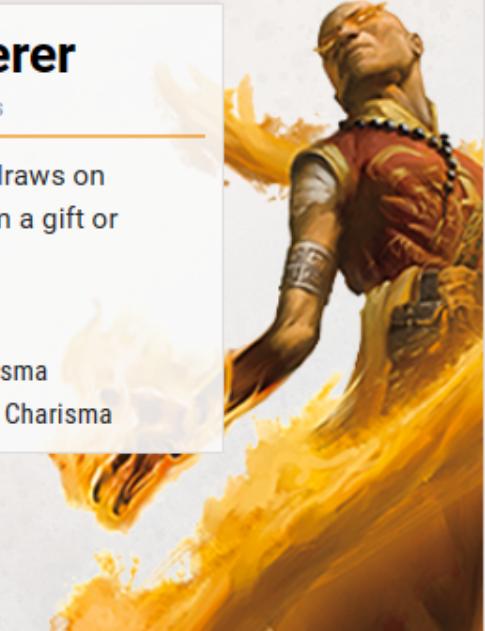
Basic Rules

A spellcaster who draws on inherent magic from a gift or bloodline

Hit Die: d6

Primary Ability: Charisma

Saves: Constitution & Charisma



Ranger

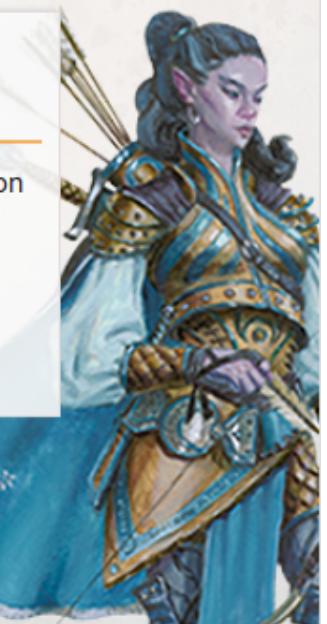
Basic Rules

A warrior who combats threats on the edges of civilization

Hit Die: d10

Primary Ability: Dexterity & Wisdom

Saves: Strength & Dexterity



Rogue

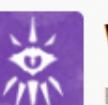
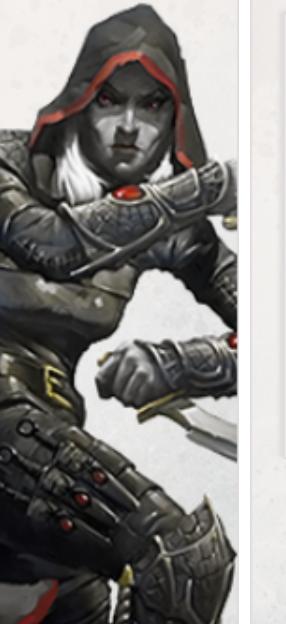
Basic Rules

A scoundrel who uses stealth and trickery to overcome obstacles and enemies

Hit Die: d8

Primary Ability: Dexterity

Saves: Dexterity & Intelligence



Warlock

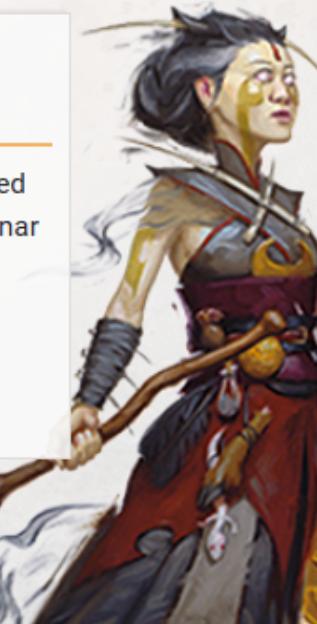
Basic Rules

A wielder of magic that is derived from a bargain with an extraplanar entity

Hit Die: d8

Primary Ability: Charisma

Saves: Wisdom & Charisma



Wizard

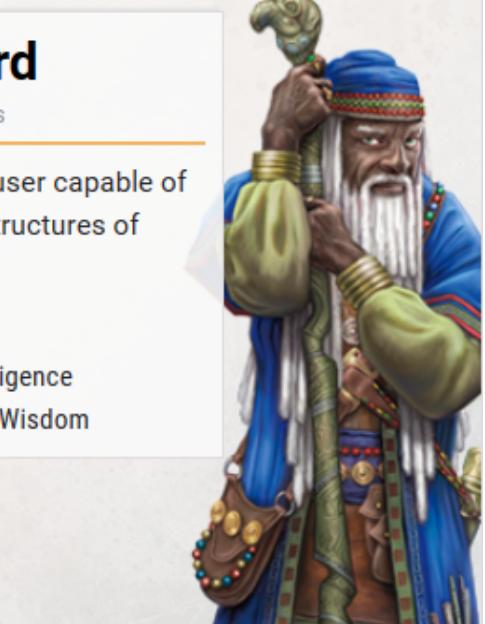
Basic Rules

A scholarly magic-user capable of manipulating the structures of reality

Hit Die: d6

Primary Ability: Intelligence

Saves: Intelligence & Wisdom



1

An ability score is determined by rolling 4d6 and discard the lowest score. This is repeated six times and each score is placed next to the ability where they are wanted by the player. This method tends to produce higher than average scores, which is more appropriate for a heroic character.

2

An ability score is determined by distributing the following scores 15,14,13,12,10,8.

3

POINT BUY VARIANT



At your Dungeon Master's discretion, you can use this variant in order to determine your ability scores. This method will allow you to build a character with a set of ability scores you choose individually.

ABILITY SCORE POINT COST

Score	Cost	Score	Cost
6	-5	12	2
7	-3	13	3
8	-2	14	5
9	-1	15	7
11	1	16	10





Criminal

They are experienced with a history of breaking the law. They are far closer than most people to the world of murder, theft and violence that pervades the underbelly of civilization, and they have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies: Deception, Stealth
Tool Proficiencies: Thieves' tools, One type of gaming set

- The Criminal background also includes a feature called "Criminal Contact," which represents a reliable and trustworthy contact who acts as a liaison to a network of other criminals. Additionally, there are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others.

Specialty:

- Blackmailer
- Burglar
- Highway Robber
- Hired Killer
- Enforcer
- Pickpocket
- Fence
- Smuggler



© CD PROJEKT S.A.



Character

They know what makes people tick, can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions can read them like they were children's books. It's a useful talent, and one that they're perfectly willing to use for their advantage.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Disguise kit, Forgery kit

- The Acolyte also has a feature called Shelter of the Faithful. As an acolyte, they command the respect of those who share their faith, and can perform the religious ceremonies of their deity.
- They and their adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of their faith

Favourite Scam:

- I cheat at games of chance.
- I shave coins and forge documents.
- I insinuate myself into people's lives to prey on their weakness and secure their fortunes.
- I put on new identities like clothes.
- I run sleight of hand cons on street corners.
- I convince people that worthless junk is worth their hard earned money.



Outlander

They grew up in the wilds, far from civilization and the comforts of town and technology. They have witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in their blood, whether they were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

- The Outlander also has a feature called Wanderer. They have an excellent memory for maps and geography and can always recall the general layout of terrain, settlements, and other features around them.
- They can find food and fresh water for themselves and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Origin:

- Forester
- Trapper
- Homesteader
- Guide
- Exile or outcast
- Bounty Hunter
- Pilgrim
- Tribal Nomad
- Hunter Gatherer
- Tribal Marauder



Soldier

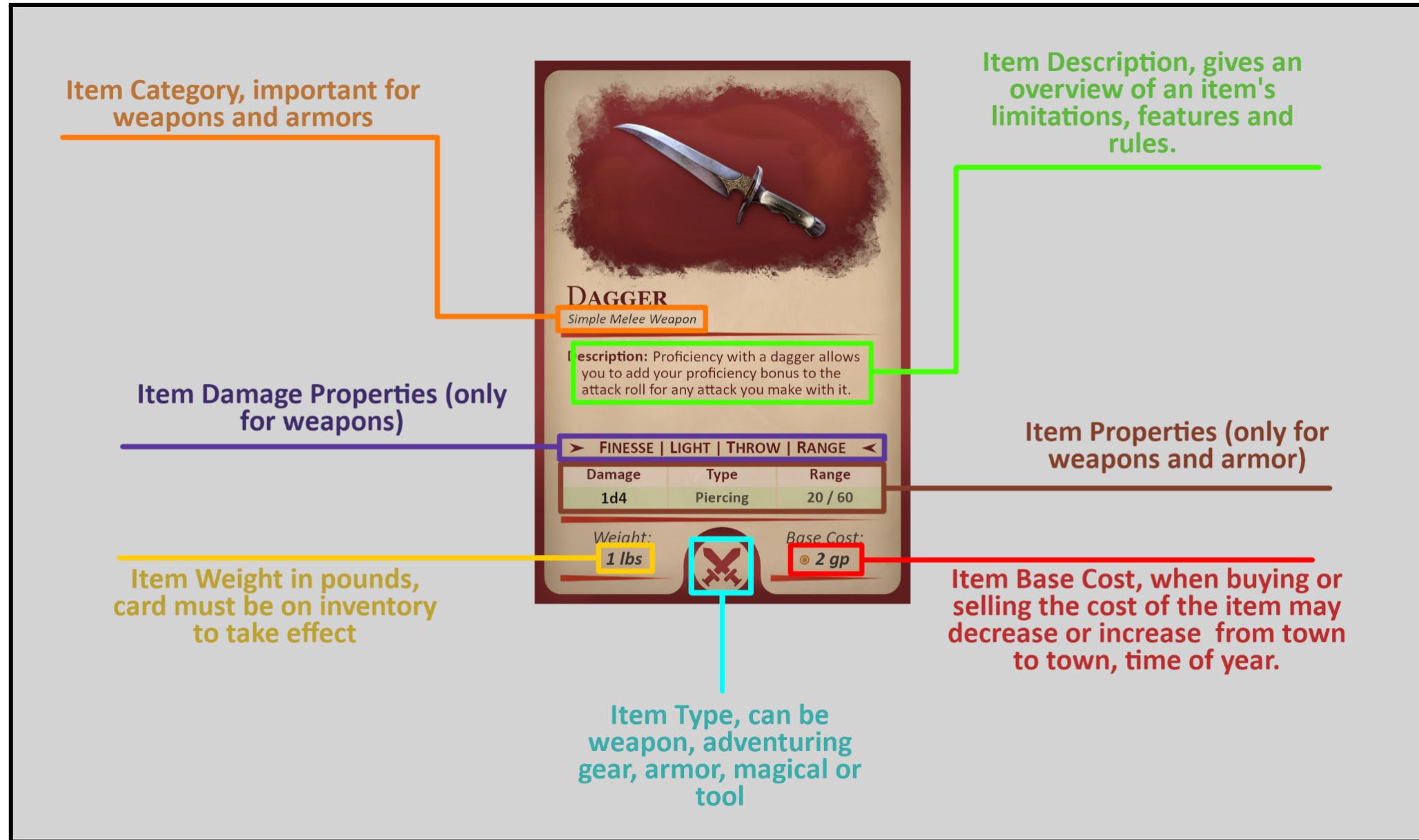
War has been their life for as long as they can remember. They might have been a member of a standing army or a member of a local militia who rose to prominence during a recent war.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One type of gaming set, vehicles (land)

- The Soldier background also has a feature called Military Rank. This feature allows the character to invoke their rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use.
- They can also usually gain access to friendly military encampments and fortresses where their rank is recognized.

Speciality:

- | | |
|------------|---|
| - Officer | - Quartermaster |
| - Scout | - Standard bearer |
| - Infantry | - Support staff (cook, blacksmith etc...) |
| - Cavalry | |
| - Healer | |



STANDARD EXCHANGE RATES					
Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

GOLD **SILVER** **COPPER**





• DUMMY TWINS •

