

Why create a new method?

Although there are several methods for character creation outlined in the Player's Handbook, one thing they all fall short on is explaining how the character gained the ability scores they were blessed with. Does Balfor, the fighter, have a 17 strength because he was born ripped or did he spend time working as a lumberjack? Usually, these questions are left up to the players to answer; and sometimes they do. However, most character histories are filled with wonderful backstories that never really explain how the character's abilities were developed. The method provided here fills in those gaps.

What is in this guide?

This guide will provide you with all the tools needed to create a D&D 5E character using Hornbook's Life Path Method. A character worksheet included in this guide, which will make the process of rolling up a character easier. There is also a "one leaf" character sheet. Players can attach the worksheet with the character's history to the character sheet. Feel free to make copies.

What is The Life Path Method?

The Life Path Method assumes that all characters were once, not heroic adventures. No matter race or creed, most people that populate this fantasy world are commoners. That is where we start. Upon reaching the age of accountability for each race, it is logical that a character will choose one of three paths to start in life.

The Paths

The Academic Path involves study, attending a University or other place of education, and learning from others in your field. This path set upon when the character wishes to become a Wizard, Cleric, or Druid.

The Military Path involves serving in an organized military unit. It could be a Navy, an Army, or even a roving pirate ship. This path leads to classes of Fighters, Paladins, or Barbarians.

The Life Experience Path is the middle ground. It is the path of the common man. It is full of odd jobs and varied experiences. It is also, where you end up when you are tossed from another path. The skills earned here are very useful to the Rouge, Ranger, Monk, Bard, Sorcerer, and Warlock.

Any class can come from any path, but the experiences on each table favor the given classes. For example a character may start on the military path and get thrown out of the army only to become a strong rouge or a charismatic Bard. Each character spends one-year, gaining experience and improving their abilities, before they choose a class and become an adventurer.

How it works.

You will need 2d10, a writing instrument, and a worksheet for each character to be created. All characters start out with abilities scores of 10 across the board. This is the given stats in the 5E Monster Manual for commoners.

(DM discretion: You may start characters out with 9's if you feel this system is producing over powered characters.) Next, the players will either choose or roll for a race. Racial modifiers are then applied to the abilities. They player will choose a path for their character. Once on this path, the character cannot change unless directed by a roll. They players will roll a 1d100 or percentage dice (2d10) and write down the results. This is done 12 times, once for each month of the year before embarking upon their adventuring career. A step-by-step guide is included on the next page.

Hornbook's Life Path Method for character creation:

Step 1: Choose or roll for a race on Table 1.

Step 2: Apply any racial modifiers on Table 1.

Step 3: Choose a path to start upon using Table 2, 3, or 4.

Step 4: Roll 2d10, designating one die as the 10's and the other as the 1's.

Or roll a pair of standard d10 percentage dice.

Or roll a 1d100 die.

Step 5: Consult the table and write down the experience in the space provided on the worksheet. Adjust your ability by the stated amount, and roll again. Do this 12 times.

Step 6: *(optional)* After scores have been tallied and history written down, consult Table 5 for preferred classes. If the character's two highest scores match with a given class, that character may choose that class and start at Level 2. If they do not match any of the favored classes, they may choose any class and start at Level 1.

Step 7: Fill out the character sheet and calculate needed scores. Background, Ideal, Bond, Flaw, and Trait can be created from the 12 listed experiences.

Limitations and rules:

A player may not change paths unless a roll instructs them to.

A player may only use a number once per table. If the same number is rolled again, transpose the number and use.

If the transposed number has also been used, discard result and reroll.

If a player rolls an experience that alters the path he or she is on, they do not adjust an ability score off that roll.

This method is at the DM's discretion. As a DM, you may change or tweak an experience to make it better fit your world.

Standard practice is 12 rolls, however, a DM may allow for additional rolls if a higher-powered character is needed.

Table 1: Races and Racial Bonuses								
1d100	Race	STR	INT	DEX	CON	CHA	WIS	ANY 2
1 to 5	Tiefling		(+1)			(+2)		
6 to 10	Half-Orc	(+2)			(+1)			
11 to 15	Half-Elf					(+2)		(+1)
16 to 20	Hill Dwarf				(+2)		(+1)	
21 to 25	Mountain Dwarf	(+1)			(+2)			
26 to 30	Lightfoot Halfling			(+2)		(+1)		
31 to 35	Stout Halfling			(+2)	(+1)			
36 to 70	Human	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	
71 to 75	High Elf		(+1)	(+2)				
76 to 80	Wood Elf			(+2)			(+1)	
81 to 85	Drow Elf			(+2)		(+1)		
86 to 90	Forest Gnome		(+2)		(+1)			
91 to 95	Rock Gnome		(+2)	(+1)				
96 to 100	Dragonborn	(+2)				(+1)		

Hornbook's Academic Path Table 2

1	Caught with banned books. Expelled. Move to Life Experience Table.	51	Developed a drug habit. WIS -1
2	Joined scientific expedition for month. STR +1	52	Discovered two new species of plants. Useful in Alchemy. INT +2
3	Poisoned by large spider in Library. Recover. CON +1	53	Helped elderly cleric minister to the poor. WIS +1
4	Took job as delivery boy for campus mail system. DEX +1	54	Helped create constructs for head wizard. INT +1
5	Spent month studying nature. WIS +1	55	Forecasted a major flood and saved numerous lives. WIS +1
6	Discovered rare tome of obscure subject. INT +1	56	Contract major illness. Unable to study or attend classes. INT -1
7	Took a month to rally for workers rights under a brutal leader. CHA +1	57	Robbed at knife point. Talked thugs out of it. CHA +1
8	Forced to avoid crazy Ex while attending classes DEX +1	58	Tamed a small bear with treats and soft words. WIS +2
9	Roomed with a student from another realm. CHA +1	59	Out ran a supposedly tamed bear when it attacked a crowd. DEX +1
10	Shanghaied. Forced to serve on pirate ship. Move to Military Table.	60	You find a ship wreck, in the desert. Copied strange symbols. INT +1
11	Earned money transcribing spell books for a month. INT +1	61	Joined the choir to impress the opposite sex. CHA +1
12	Death of a close friend brings meaning to your life. WIS +2	62	Researched venomous snakes. Wrote a paper. WIS +1
13	Spent month studying Architecture of nearby castle. INT +1	63	You take a month off to find yourself. CHA +1, WIS -1
14	Omens become more clear and meaningful to you. WIS +1	64	Repaired fishing nets for room and board. DEX +1
15	Hiked across realm collecting insect samples. CON +1	65	Elected Academic body president. CHA +1
16	Worked in a mine as a mineral identifier. STR +1	66	Shortest route to class was across roof tops. DEX +1
17	Ran for local political office. CHA +1	67	Successfully brew homemade healing potion. WIS +1
18	Grew up hunting with a bow. DEX +1	68	Received a "first" in cantrips. INT +1
19	Father instilled love of books. Didn't play outside much. INT +2, CON -1	69	Introduced to mysticism. WIS +1
20	Cared for elderly relative. WIS +1	70	Created overly elaborate mechanism to turn book pages. INT +2
21	Raised by low level noble parents. Best of all things. Educated. INT +1	71	Was assigned a dorm on the 8th floor. STR +1
22	First Aid course turns real when goblins attack. WIS +1	72	Went without sleep for three days while exams were given. CON +1
23	Have a knack for Chess. Play constantly. INT +1	73	Started "filling out". Better late than never. CHA +1
24	Study animal tracks in the field. WIS +1	74	Lonely nights. You learned to roll coins on your fingers. DEX +1
25	Housekeeper is a horrible cook. Manage to survive. CON +1	75	Research trip to ancient ruins. Pack animals died. STR +1
26	Like to gamble. Lose regularly. Have to fight off bookies. STR +1	76	One month at a local monastery. CON +1
27	Hang head wizard's hat on flagpole. DEX +1	77	Sat in on inquest jury. WIS +1
28	Overcome your shyness and become more outgoing. CHA +1	78	Professor killed by bugbear. Visiting elven scholar fills in. INT +1
29	Scale the highest peak in the area in your free time. CON +1	79	Tamed Elementals for basics course. Rock drop on foot. WIS +2, DEX -1
30	Wizard creates spell to build muscle. He gets rich. You get stronger. STR +1	80	Conjured a devil, just to see if it actually worked. INT +1
31	Discovered extinct primitive cult. Wrote book on their lore. INT +2	81	Delivered a baby during a terrible storm. WIS +1
32	Close relative was a healer. Taught you many things. WIS +1	82	Translated ancient scroll into common INT +1
33	Solved riddle that barred entry to an ancient tomb. INT +1	83	Passed off transmuted copper as silver. Made 300GP CHA +1
34	Helped clear out an undead problem at local cemetery. WIS +1	84	Snuck into class late every day for a month. DEX +1
35	Alchemy experiment goes awry. You get faster. DEX +1, INT -1	85	Survived childhood sickness. CON +1
36	Crashed the Dean's Dinner uninvited. Blended in. CHA +1	86	Saved fellow student from a collapsing bookshelf. STR +1
37	Whittled small wooden animals for local children. DEX +1	87	Pranked the University with an illusionary Dragon. INT +1
38	Learned to dance. CHA +1	88	Lived with primitive people learned from their medicine man. WIS +1
39	Field trip to other planes of existence. INT +1	89	Enchanted a kobold that followed you around for a week. INT +1
40	Campus hit by worst ice storm in history. DEX +1	90	Blessed words from your deity fall on your ears. WIS+2
41	Preformed autopsies on several condemned prisoners. WIS +2	91	Disillusioned with academic system. Move to Life Experience Table.
42	Learned to play the flute. CHA +1	92	Talked your way into a class you were not qualified for. CHA +1
43	Spell backfires. Fries your frontal lobe. INT -1	93	Fireball training! DEX +1
44	Rebound books for extra money. DEX +1	94	Worked special effects for local theater. CHA +1
45	Sampling tree bark run into Treant. Exchange knowledge. WIS +1	95	Four weeks with a Master Diviner. INT +1
46	Study Astronomy and the movements of the moon. INT +1	96	One month crafting Holy Symbols WIS +1
47	Identified illness spreading through village. WIS +1	97	Locked yourself out of your own room. Picked the lock. DEX +1
48	Edited Professor's newly written book. INT +2	98	Climbed a cliff face to retrieve rare feather for spell. STR +1
49	One month tutelage under bad teacher. WIS -1	99	Completed a four week fast. CON +1
50	Mapped nearby river. INT +1	100	War breaks out. Drafted in military service. Move to Military Table.

Those with an insatiable thirst for knowledge follow the Academic Path. This path can run through the hallways of a large University, the dusty tables of a forgotten library, or even a monastery for the pious. Characters that start this path usually have the goal of becoming a Wizard, Cleric, or Druid. Studies can range from Arcana to Wildlife. The life experiences above will shape your character's history and their abilities.

Hornbook's Life Experience Path Table 3

1	Arrested. Sentence, infantry service. Move to Military Table	51	Failed to pay debts. Leg broken. DEX -1
2	Dusty hovel you moved into had three books left behind. INT +1	52	Born leader. CHA +1
3	Tracked an animal for two weeks across snow and ice. CON +1	53	Your people are renowned for their archery skills. DEX +1
4	Dock worker. Loading and unloading. STR +1	54	You are a liar. You lie all the time. You could be lying right now. CHA +1
5	Learned to juggle. DEX +1	55	Captured live birds and sold them to travelers. DEX +1
6	Born with great looks. CHA +1	56	Body odor is unbearable. CHA -1
7	Stable work. Worked with many horses. WIS +1	57	On a dare, you did find a needle in a haystack. WIS +1
8	Arrested. One month hard labor. STR +1	58	Crossed a 300 foot rope bridge in a wind storm. DEX +2
9	Studied the philosophy of nothingness. WIS +1	59	You made a chunk of money arm wrestling in pubs. STR +1
10	Scholarship awarded. Enroll at local Academy. Move to Academic Table	60	Youngest person elected to the Towne Council. CHA +1
11	Sold snake oil until the Towne Council shut you down. CHA +1	61	Studied under an enlightened monk. WIS +1
12	Made ends meet by doing street magic. Sleight of hand. DEX +2	62	Worked as a guard. Tied up prisoners. DEX +1
13	Owned a pub for a month. CHA +1	63	Manual Labor job. STR +1, DEX -1
14	Worked the shell game in a large city. DEX +1	64	Chopped wood for days at a time after your last breakup. STR +1
15	Survived a fever that killed many. CON +1	65	Survived in the wild for a month after a natural disaster. WIS +1
16	Sailed a ship using the stars for guidance. INT +1	66	Part time blacksmith. STR +1
17	Family home attacked by bandits. Rendered first aid to those injured. WIS +1	67	Escaped a prison after you were wrongly arrested. DEX +1
18	Built a log cabin by hand. STR +1	68	You are a talented Tenor. CHA +1
19	Natural with a musical instrument. Not fond of reading. CHA +2, INT -1	69	Spent some time as a snaked handler. DEX +1
20	Traveled with a carnival. Worked with the knife thrower. DEX +1	70	Gamble frequently. Great bluffer. CHA +2
21	Played in a band. CHA +1	71	You have an affinity for the law, but have never gone to school. INT +1
22	Escaped capture when guards were out to arrest you. DEX +1	72	When you were born, you were left to die. You survived. CON +1
23	Come from a noble background. CHA +1	73	Lived with a native tribe for a while. Learned to forage berries. WIS +1
24	Avid bird hunter. Crossbow is weapon of choice. DEX +1	74	Competed in a strong man event. Came in third. STR +1
25	Survived merchant ship sinking. CON +1	75	You are one of those annoying people full of trivia. INT +1
26	Worked as an appraiser for several clients. INT +1	76	Tortured to reveal a partner's location. CON +1
27	Part-time grave digging work. STR +1	77	Circus work. Tight-rope walker. DEX +1
28	Discovered a cave network behind a waterfall. WIS +1	78	Worked undercover as a spy for rival nobles. CHA +1
29	Farm job pays the bills. CON+1	79	Make a meager living picking pockets. DEX +2, CON -1
30	Got drunk and passed out on a stack of books. INT +1	80	You are a rabble rouser. You alone have started five riots. CHA +1
31	Have a natural talent for negotiating. CHA +2	81	Apprenticed as a sculptor. DEX +1
32	Grew up as an orphan on the streets. DEX +1	82	You are wonderful with children. They love you. CHA +1
33	You were groomed to be the village story teller.	83	Your people were persecuted. The clergy hid and cared for you. WIS +1
34	You are greedy. If you see something you want, you just lift it. DEX +1	84	Carried a broken wagon four miles to the nearest town. STR +1
35	Cut across the face in a bar fight. CHA -1, CON +1	85	You survived a demonic possession as a child. CON +1
36	You track and hunted creatures opposed to your morality. WIS +1	86	You collect rare books. INT +1
37	Your village was attack when you were a child. You harbor urges for revenge. STR +1	87	Self-taught on the flute. CHA +1
38	After a string of defeats, you learned humility. WIS +1	88	You have great hand-eye coordination. Enjoy sport. DEX +1
39	You are a seducer. You manipulate the opposite sex with your charm. CHA +1	89	You know every pub song ever sung. CHA +1
40	Trained as the village bell ringer. STR +1	90	Worked the ropes on a ship for a month. DEX +2
41	Allowed to train with monks. DEX +2	91	Local Militia offer signing bonus. Move to Military Table.
42	You murdered someone over something minor. Feel guilty. WIS +1	92	Attended to the injured after earthquake. WIS +1
43	Voice cracks every time you try to speak. CHA -1	93	Manned the gong for the royal court. STR +1
44	You swam a great lake near your hometown. STR +1	94	Forgave an enemy on his death bed. WIS +1
45	Your people have a tradition of walking on hot coals. DEX +1	95	Leader of a highway bandit crew. CHA +1
46	Supervised a trade caravan on a long dangerous trek. CHA +1	96	Worked as the town animal catcher. DEX +1
47	Assisted a clock maker for many weeks. DEX +1	97	Construction work at a nearby Keep. STR +1
48	Eloquent speaker with a huge vocabulary. CHA +1	98	Traded in scrolls for a brief time. INT +1
49	Suffered hand injury while loading crates. DEX -1	99	You can hold your breath for five minutes. CON +1
50	Worked as a bouncer at a local pub. CHA +1	100	A Higher Power calls. Move to Academic Table.

The Life Experience Path offers characters a diverse collection of experiences. Those that follow this path are not gifted with a keen intellect or the discipline required of a soldier. This path can lead through a large metropolis or wander around a small hamlet. Players that start this path may be unsure of what they want to do. Other know that this is the path that leads to classes such as Rouge, Ranger, Monk, Bard, Sorcerer, and Warlock.

Hornbook's Military Path Table 4

1	Insubordination. Relieved from duty. Move to Life Experience Table.	51	Punctured a lung in a battle. CON -1
2	Studied historical battles. INT +1	52	Captured and used as slave labor. STR +1
3	Mediated military disputes between soldiers. WIS +1	53	Completed a 300 mile crusade in the name of King and God. CON +1
4	Joined the Archer corps. DEX +1	54	Forage patrol. Looted a ten mile swath along the main line. STR +1
5	Marched barefoot for twenty miles. CON +1	55	Rode out a famine while pinned down at a fort. CON +1
6	In charge of placing the horses in armor. STR +1	56	Tore shoulder muscle in a duel. STR -1
7	Lead your men on an assault. CHA +1	57	Conscripted peasants for large offensive.
8	Dodged every arrow during an ambush. DEX +1	58	Stranded on deserted island after shipwreck. CON +2
9	Rallied your troops when the odds were against you. CHA +1	59	Repaired saddles for the mounted division. DEX +1
10	Master Tactician. Promoted to Officer School. Move to Academic Table.	60	Cut timber and helped build a barracks. STR +1
11	Built a bridge during a campaign against enemy forces. STR +1	61	Negotiated a surrender from an enemy. CHA +1
12	Channeled your inner rage. CON +2	62	Received forty lashes for punching an officer. CON +1
13	Weapon training with heavy arms. STR +1	63	Talked your way out of Physical Training. CHA +1, STR -1
14	Served on a ship. Learned to drink like a sailor. CON +1	64	Learned dozens of knots while working on ship. DEX +1
15	Assistant to the General. Worked with battle maps. WIS +1	65	Swore vengeance against a foe that wiped out your company. CHA +1
16	Integrated magic into an assault. INT +1	66	Functioned as a sniper. DEX +1
17	Lead a mounted division. CHA +1	67	Stood guard duty in the worst weather possible. CON +1
18	Crossbow practice. Placed first. DEX +1	68	Lifted a horse off a comrade that was cut down. STR +1
19	Wrestled bears to show off and prove strength. STR +1, INT -1	69	You often boxed fellow soldiers for cash and rations. CON +1
20	Bitter winter during a tour of duty. CON +1	70	Was assigned oar duty on a warship. STR +2
21	Naturally athletic. STR +1	71	Calculated trajectories for siege weapons. INT +1
22	Jungle mission. Withstood thousands of insect bites. CON +1	72	Served as a scout. WIS +1
23	Deck Duty on a Navy Ship. Riggings and sails. STR +1	73	Inspired a dying soldier. CHA +1
24	Food poisoning spreads through camp. Your mom cooks worse. CON +1	74	Assassinated a commander of enemy troops with one shot. DEX +1
25	Successfully tracked enemy troops through mountains. WIS +1	75	Created a logistical system to supply the main army.
26	Planned a perfect ambush. Lost no men. INT +1	76	Helped out in the medical camp. Tended to the injured.
27	Infiltrated enemy headquarters. Extracted information. DEX +1	77	Had an arrow pushed through and snapped off. CON +1
28	Turned a double agent. CHA +1	78	Nine kills during hand to hand combat. STR +1
29	Identified a spy in your ranks. WIS +1	79	Arm was caught in the main ropes of a war machine. CON +2, DEX -1
30	Got a ship to port after the death of your captain. INT +1	80	Appointed executioner of prisoners. Beheading with an axe. STR +1
31	Loaded the catapult during a siege. STR +2	81	Endured hot iron branding. CON +1
32	Survived several battles with numerous injuries. CON +1	82	Holy words inspired your bravery and made you stronger. STR +1
33	Carried two injured soldiers to safety. STR +1	83	Impressed the General and received a promotion. CHA +1
34	Ate the heart of your enemy. CAN +1	84	Snuck onto an enemy ship and sabotaged it. DEX +1
35	Fought a giant scorpion. Only got stung once. DEX +1, CON -1	85	Saw a deity on the battlefield. WIS +1
36	Instigated a successful mutiny. CHA +1	86	Managed supply lines for a battalion. INT +1
37	Worked the crow's nest during rough seas. DEX +1	87	Carried your regimental colors. STR +1
38	Appointed liaison for an occupied town. CHA +1	88	Went without sleep for days while observing enemy positions. CON +1
39	Hoisted up the anchor on a ship. STR +1	89	Cranked back a ballista by yourself. STR +1
40	Deserted a battle and escaped while being pursued. DEX +1	90	Your whole body is tattooed. CON +2
41	Worked the war-forge making weapons. CON+2	91	Angered a group of officers. Discharged. Move to Life Experience Table.
42	Gambled with the officers. Took them for two months wages. CHA +1	92	Bestowed honors of bravery by the King of the realm. CHA +1
43	Kicked by a Calvary horse. In coma for a month. STR -1	93	Ran a message through the battlefield to the Lord in charge. DEX +1
44	Screwed up. Got put on potato peeling duty. DEX +1	94	Honorably disarmed and faced an enemy with fists. CHA +1
45	Stuck out a one month siege of your keep. CON +1	95	Fought off a pack of war dog while defending a fallen soldier. STR +1
46	Buried the fallen. STR +1	96	Continued fighting while you were on fire. CON +1
47	Had four arrows removed from your leg. CON +1	97	Disarmed an enemy trap. DEX +1
48	Worked the battering ram. STR +1	98	Made money dealing in contraband. Economic of war. INT +1
49	Contracted disease while serving abroad. CON-1	99	Saw the true face of evil and swore to destroy it. WIS +1
50	Dug latrines for entire company STR +1	100	Military cuts. The brightest are sent to College. Move to Academic Table.

The Military Path is for those individuals that have the discipline and honor to serve with their fellow man in hopes of a greater good. Players that walk this path are looking to become Fighters, Paladins, or War Clerics. Some characters may be forced onto this path, while other readily volunteer. It is a dangerous, but rewarding path. The spoils of war are not always gold and land, sometimes they are honor and brotherhood.

Optional Rules: Class assignment and level advancement.

Optional Class Assignment Table 5		
CLASS	Highest ranking ability	Second Highest Ranking Ability
Barbarian	STR	CON
Bard	CHA	DEX
Cleric	WIS	STR
Druid	WIS	CON
Fighter	STR	DEX
Monk	DEX	WIS
Paladin	STR	CHA
Ranger	DEX	WIS
Rogue	DEX	INT
Sorcerer	CHA	CON
Warlock	CHA	CON
Wizard	INT	DEX

This table is only to be used if your DM is allowing class assignment and level advancement. When you have completed the character worksheet, you will have six ability scores. If the highest ranking and the second highest match any of the above classes you may choose that class for your character and start at level 2. The reasoning behind this advancement is that a character who has purposely followed a path has gained enough experience to skip the first level. The 5E Players Handbook sets a second level character at 300 XP. Any of the 12 experiences rolled for a character could be worth at least 300 XP. Therefore as a reward for taking a year and working toward a goal, the character is awarded Life Experience Points.

ON TO THE WORKSHEET



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Character Race

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WIS

Above experiences combined to create a Character History

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Classes	Specialization	Level	Hit Dice	XP	HIT DIE BANK	Pass	HP
				Prof Bon		Fail	
				NEXT LEVEL			
					Temp HP	Speed	AC

Points/Feats/Special	Class and Vitals																																																																																																																																																																					
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INT		SAVE		WIS		SAVE	
		Arcana				Animal Hand	
		History				Insight	
		Investigation				Medicine	
		Nature				Perception	
		Religion				Survival	

Backpack/Sack 30lbs max Pouch 6lbs max 50 coins = 1lb Full Quiver = 2lbs Full Case = 2.5 lbs

[illegible][illegible]

Bonus Actions (BA)

Dodge
Help
Hide
Ready
Search
Use Object
Grapple

Off Hand Strike

Reactions (R)

Attack of Opportunity