# Introduction

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Hello! I’m aware that this guide is quite long and may be overwhelming, but there are really only four steps to creating a character in the new system I have designed.

Please **print out (or fill out electronically)** the BLANK character sheet I have included in this folder.

The REFERENCE character sheet will almost certainly help if you are new - each color is correlated to one of the steps.

* Pick a race.
  + Please try to pick something not based on optimizing your character’s statistics, but rather what you want to play.
  + These are the red areas on the reference sheet.
* Pick a class.
  + Immediately after the page on picking a race is a [short summary of all the classes](#_lb2z5c2tgp0w), followed by the basic level-up pages of each of those classes. To start, you **only gain things from level 1.** Once you pick a class, print only that page out. It will tell you what to do at each level and should be everything you need, minus things from your subclass.
  + Each class also has a subclass. This makes you more specialized- instructions on filling out your subclass are included in the folder on Google Drive to minimize this document. Feel free to browse the subclasses before committing to one.
  + These are the blue areas on the reference sheet.
* Roll your dice to determine ability scores.
  + This is the least complicated- [instructions to this are included in Step 3.](#_t4530ptp0096) Then, fill out most of the rest of your character sheet.
  + These are the green areas on your character sheet.
* Pick a background.
  + This one is up to you! Most of this is you creating the character and choosing, but [I’ve listed the starting equipment you can get based on various difficulty levels](#_dckttay11rkq). The difficulty won’t really matter after level 5 or so, but if you want to challenge yourself.... :)

Do this before our first session, and you’ll show up ready to play! Have fun customizing your character.... and good luck!

# Step 1: Pick a Race

Add your base HP in the “Hit Points Maximum” section - the bonuses will make more sense later.

Human: Elf:

+1 to Any (Player’s Choice) +1 to Wisdom

Base HP: 7 +1 to Intelligence

-1 to Constitution

Cold Weakness

Base HP: 7

Dwarf: Demon:

+1 to Constitution +2 to Charisma

+1 to Dexterity -1 to Strength

-2 to Wisdom Radiance Weakness

Base HP: 8 Base HP: 6

Hobbit: Reptilian:

+1 to Charisma +1 Armor

Lucky +1 to Intelligence

-2 to Constitution -2 to Charisma

Base HP: 6 Base HP: 8

Orc: Elemental:

+1 to Strength +1 to Constitution

+1 to Constitution Special Move

-2 to Intelligence -1 Dexterity

Base HP: 10 Special Weakness

Base HP: 7

# Step 2: Pick a Class

[Wizard](#_y7badqbk65tt): Become a powerful channel of the magical elements. Use spells primarily, cast using Intelligence. + 1 to Wisdom.

Subclasses:

* Storm Wizard
* Radiance Wizard
* Fire Wizard

[Sorcerer](#_k72jjmz3rdz9): Manipulate the world around you in a manner of your choosing. Use spells primarily, cast using Wisdom. + 1 to Intelligence.

Subclasses:

* Order Sorcerer
* Chaos Sorcerer
* Psychic Sorcerer

[Druid](#_dwn6ci4vow0q): Work with the forces of nature to pursue your goals. Use alchemy primarily, cast using Charisma. + 1 to Wisdom

Subclasses:

* Plant Druid
* Animal Druid
* Cosmic Druid
* Stone Druid
* Swamp Druid
* Life Druid

[Warlock](#_gcwnpc3gj1eq): Work contrary to the forces of nature to pursue your goals. Use alchemy primarily, cast using Charisma. + 1 to Intelligence

Subclasses:

* Summoner Warlock
* Conjurer Warlock
* Death Warlock
* Pain Warlock
* Fear Warlock
* Strange Warlock

[Monk](#_4xcj9vgvqbws): Mix everything together, trusting in the laws of the universe to achieve your goals. Use weapons and unarmed strikes primarily. +1 to Constitution.

Subclasses:

* Acolyte
* Hermit
* Wanderer

[Warrior](#_ku6oqpsaglbl): Hack, slash, pummel, and dominate your way to victory. Use weapons primarily. + 1 to Dexterity.

Subclasses:

* Soldier
* Rebel
* Holy Knight
* Brute

[Rogue](#_vf2fcps4wfat): Sneak, steal, assassinate, and betray your way to victory. Use weapons primarily. + 1 to Strength.

Subclasses:

* Ninja
* Con Man

[Bard](#_gdahe68ykgjc): Support the rest of the party through your talents. Uses unique abilities and spells. + 2 to Charisma.

Subclasses:

* Shaman
* Muse
* Craftsman
* Actor

[Special Classes](#_s8malijqxtyx): Receive a special goal that dictates the way you approach the world. Unique playstyles. +3 to Health.

Classes:

* Ranger
* Samurai
* Merchant
* Prophet

Examine the classes carefully. After picking a class, go to the folder in the Google Drive called “subclasses” to look further. Feel free to browse before making a decision.

## Wizard

To begin playing as a wizard, first choose an element: Fire, Storm, or Radiance.

These elements give you special abilities as you get stronger, and a few distinct advantages right off the bat. When gaining a new elemental spell, you may only choose from your selected element (unless Ascend is chosen at level 10).

Generic and Wizard Spells can be found in the “Spell Index” document in the folder. Elemental spells and traits can be found in the Wizard document of the Subclass folder.

Roll 1d6 and add it to your base HP. 1d6 is your hit dice.

Spells are cast using INT + PROF (Intelligence modifier + Proficiency modifier).

Spell Save DC: 8 + INT + PROF

In addition, you gain 1 crafting skill.

As you level, you get the following abilities:

1. Pick one generic spell, one wizard spell, and one elemental spell (look in subclasses). You begin the game with three level one spell slots. All three reset on every long rest.
2. Add one generic spell and one wizard spell to your spell list. Roll 1d6 and add to your health.
3. Add one elemental spell and 1d6 health. Add one level one spell slot (Total: 4).
4. Gain Recast Recharge and add 1d6 health.
5. Add +1 INT and +1 of Any, as well as one level two spell slot. You are now able to learn level two spells (Total: 4,1).
6. Add one generic spell, one wizard spell, and 1d6 health.
7. Add one elemental spell, one level two spell slot, and 1d6 health (Total: 4, 2).
8. Add one elemental trait and 1d6 health.
9. Add +1 of Any.
10. Become an Archmage: Evolve, Mutate, or Ascend.
11. You are now able to learn level three spells. Add two generic spells, one level three spell slot, and 1d6 health. (Total: 4, 2, 1)
12. Add one wizard spell and 1d6 health (Total: 4, 2, 1)
13. Add one elemental spell.
14. Add +1 of Any and 1d6 health and one level two spell slot..
15. Add one elemental trait, one level three spell slot, and 1d6 health (Total: 4, 3, 2).
16. You are now able to learn level four spells. Add one level four spell slot. (Total: 4, 3, 2, 1).
17. Add one generic spell and 1d6 health.
18. Add one wizard spell and 1d6 health.
19. Add one elemental spell and 1d6 health. Become a Transcendent Archmage.
20. Multiclass

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## Sorcerer

To begin playing as a sorcerer, first choose a sorcery: Order, Chaos, or Psychic.

Sorcery gives you special abilities as you get stronger, and a few distinct advantages right off the bat. When gaining a new sorcerer’s ability, you may only choose from your selected sorcery (unless Ascend is chosen at level 10). Please look at the “subclass index” at the end of this document to pick your spells.

Generic and Sorcerer Spells can be found in the “Spell Index” document in the folder. Elemental spells and traits can be found in the Sorcerer document of the Subclass folder.

Roll 1d6 and add it to your base HP. 1d6 is your hit dice.

Spells are cast using WIS + PROF (Wisdom modifier + Proficiency modifier).

Spell Save DC: 8 + WIS + PROF

In addition, you gain 1 crafting skill.

As you level, you get the following abilities:

1. Pick one generic spell, one sorcerer spell, and one sorcery (look in subclasses). You begin the game with three level one spell slots. All three reset on every long rest.
2. Add one generic spell and one sorcerer spell to your spell list. Roll 1d6 and add to your health.
3. Add one sorcery and 1d6 health. Add one level one spell slot (Total: 4).
4. Gain Recast Recharge and add 1d6 health.
5. You are now able to learn level two spells. Add +1 WIS and +1 of Any, as well as one level two spell slot. (Total: 4,1).
6. Add one generic spell, one sorcerer spell, and 1d6 health.
7. Add one sorcery, one level two spell slot, and 1d6 health (Total: 4, 2).
8. Add one sorcerer trait and 1d6 health.
9. Add +1 of Any.
10. Become an Archsorcerer: Evolve, Mutate, or Ascend.
11. You are now able to learn level three spells. Add two generic spells, one level three spell slot, and 1d6 health. (Total: 4, 2, 1)
12. Add one sorcerer spell and 1d6 health
13. Add one sorcery.
14. Add +1 of Any, 1d6 health, and one level two spell slot. (Total: 4, 3, 1)
15. Add one sorcerer trait, one level three spell slot, and 1d6 health (Total: 4, 3, 2).
16. You are now able to learn level four spells. Add one level four spell slot. (Total: 4, 3, 2, 1).
17. Add one generic spell and 1d6 health.
18. Add one sorcerer spell and 1d6 health.
19. Add one sorcery and 1d6 health. Become a Transcendent Archsorcerer.
20. Multiclass

## Druid

To begin playing as a druid, first choose a school of alchemy: Plant, Stone, or Life. (Cosmic, Swamp, and Animal coming soon).

Alchemy gives you special abilities as you get stronger, and a few distinct advantages right off the bat.

Then, roll 1d6 and add it to your base HP. 1d6 is your hit dice.

Spells are cast using CHA + PROF (Charisma modifier + Proficiency modifier).

Spell Save DC: 8 + CHA + PROF

In addition, you gain a companion animal of small size that you may command. It cannot fly. It deals 1d4 piercing damage on hit (always + PROF to hit)

As you level, you get the following abilities:

1. Learn Basic Alchemy.
2. Gain a Psychedelic of your choosing. Add 1d6 health.
3. Your animal companion now deals 1d8 damage on hit. Add 1d6 health.
4. Learn Druid Alchemy.
5. You may now choose a flying animal companion. Add 1d6 health.
6. Add +1 of Charisma and +1 of Any. Add 1d6 health.
7. Upgrade your animal companion to an animal or medium size. Add 1d6 health.
8. Choose 2 Grade C Alchemy Abilities from your alchemical school.
9. Your animal companion now deals 2d6 damage on hit. Add 1d6 health.
10. If desired, you can rework everything about your druidic nature. In addition, you join another alchemical school without having to use a Psychedelic. (must be from the druid list).
11. Add your Wisdom modifier to your animal companion’s attack roll. Add 1d6 health.
12. Choose 2 Grade B Alchemy Abilities from either of your alchemical schools. You may mix and match to your heart’s content.
13. Your animal companion now deals 2d10 damage on hit. Add 1d6 health.
14. Add +1 of Any. Add 1d6 health.
15. Upgrade your animal companion to an animal of large size. Add 1d6 health.
16. Choose 1 Grade A Alchemy Ability from either alchemical school.
17. Add +1 of Wisdom and +1 of Charisma. Add 1d6 health.
18. Choose 1 Grade A Alchemy Ability from your other alchemical school.
19. Join a third alchemical school (must be from the druid list) and/or rework everything about your druidic nature. Gain 1 more Grade B Alchemy Ability and 1 Grade A Alchemy Ability from the school you joined. Add 1d6 health.
20. Multiclass

## Warlock

To begin playing as a warlock, first choose a school of alchemy: Summoning, Conjuring, or Enchanting (Pain, Fear, and Strange coming soon).

Alchemy gives you special abilities as you get stronger, and a few distinct advantages right off the bat.

Then, roll 1d6 and add it to your base HP. 1d6 is your hit dice.

Spells are cast using CHA + PROF (Charisma modifier + Proficiency modifier).

Spell Save DC: 8 + CHA + PROF

In addition, you gain a companion demon of small size that you may command. It deals 1d4 damage on hit (always +PROF to hit).

As you level, you get the following abilities:

1. Learn Basic Alchemy.
2. Gain a Psychedelic of your choosing and 1d6 health.
3. Your demonic companion now deals 1d8 damage on hit.
4. Learn Warlock Alchemy and add 1d6 health.
5. You may now choose a flying companion demon. Add 1d6 health.
6. Add +1 of Charisma and +1 of Any.
7. Upgrade your demonic companion to a demon of medium size. Add 1d6 health.
8. Gain your Grade C Alchemy Ability from your alchemical school.
9. Your demonic companion now deals 2d6 damage on hit. Add 1d6 health.
10. If desired, you can rework everything about your warlock nature. In addition, you join another alchemical school (must be from the warlock list). You gain the Basic Spell and Grade C alchemy from this school.
11. Add your Intelligence modifier to your animal companion’s attack roll. Add 1d6 health.
12. Gain your Grade B abilities from both alchemical schools you belong to. You may mix and match to your heart’s content.
13. Your demonic companion now deals 2d10 damage on hit. Add 1d6 health.
14. Add +1 of Any. Add 1d6 health.
15. Upgrade your demonic companion to a demon of large size. Add 1d6 health.
16. Gain Grade A Alchemy Ability from either (but not both) of your alchemical schools.
17. Add +1 of Intelligence and +1 of Charisma. Add 1d6 health.
18. Gain Grade A Alchemy from the other school you have joined.
19. Join a third alchemical school (must be from the warlock list) and/or rework everything about your warlock nature. Gain All Alchemy from this school. Add 1d6 health.
20. Multiclass

## Monk

To begin playing as a Monk, first choose a subclass: Acolyte, Hermit, or Wanderer.

These classes give you special traits that increase in power as you get stronger, and a few distinct advantages right off the bat.

Then, roll 1d8 and add it to your base HP. 1d8 is your hit dice.

In addition, you gain 1 talisman.

As you level, you get the following abilities:

1. Subclass feature
2. Learn the reaction Dodge. Every time someone attacks you with a weapon, roll to avoid it. You have a -3 modifier to dodge, and must equal or surpass their roll to dodge the attack. Add 1d8 health.
3. Gain an extra unarmed attack as a bonus action. Attack roll is DEX + PROF, deals 1d4 + STR bludgeoning damage on hit.
4. Subclass feature. Add 1d8 health.
5. Learn Meditation. Out of combat, you may concentrate for 30 minutes to heal half of your missing health without taking a long rest.
6. Add +1 to Any. Add 1d8 health.
7. Subclass feature. Add 1d8 health.
8. Unarmed attacks now deal 1d8 + STR damage.
9. You may now unarmed attack twice as a bonus action.
10. Subclass feature. Add 1d8 health.
11. Skill learning now takes half the time it normally would.
12. Subclass feature. Add 1d8 health.
13. Add +1 to Any. Add 1d8 health.
14. Unarmed attacks now deal 1d12 + STR damage. Add 1d8 health.
15. Subclass feature
16. You may now unarmed attack three times as a bonus action. Add 1d8 health.
17. Meditation becomes instant, but takes up the entirety of your turn.
18. You may now learn two skills at once. Add 1d8 health.
19. Subclass feature. Add 1d8 health.
20. Multiclass

## Warrior

To begin playing as a Warrior, first choose a subclass: Soldier, Rebel, Brute, or Holy Knight.

These classes give you special traits that increase in power as you get stronger, and a few distinct advantages right off the bat.

Then, roll 1d8 and add it to your base HP. 1d8 is your hit dice.

In addition, you gain 1 talisman.

As you level, you get the following abilities:

1. Gain Warrior Reactions: Parry and Block. Success of parrying increases with lower damages (1% of your health = 98% parry change, 50% of health = 0% parry chance). Block reduces damage in accordance with the Warrior Shield chart on passing a constitution save. Unsuccessful parries prevent parrying on the next turn.
2. Subclass Feature. Add 1d8 health.
3. Become proficient with a new class of weapon. Add 1d8 health.
4. Your Athletics and Acrobatics modifiers increase by 1. Your Strength score increases by 1.
5. Gain an extra attack.
6. You gain Last Stand. The first attack that knocks you unconscious instead reduces you to 1 health. Add 1d8 health.
7. Subclass Feature. Add 1d8 health.
8. Block is now upgraded- add Constitution + Proficiency.
9. Your Athletics and Acrobatics modifiers increase by 1. Your Strength modifier increases by 1.
10. Gain Duel. When fighting a one-on-one battle, deal 1.5x damage to your opponent.
11. Gain Rampage. When you have taken damage from more than one enemy on the last turn, become able to attack every enemy in a thirty-foot radius with one of your actions.
12. Unsuccessful parries no longer prevent parrying on the next turn. Add 1d8 health.
13. Subclass Feature
14. Become proficient with a new class of weapon. Add 1d8 health.
15. Gain an extra attack.
16. Your Athletics and Acrobatics modifiers increase by 1. Your Strength score increases by 1. Add 1d8 health.
17. Gain Weapon Throw. You may now throw any melee weapon you have at an enemy within 100 feet to deal 5x damage. Subtract 4 on rolls to hit. Add 1d8 health.
18. Become proficient with the rest of the weapon classes.
19. Subclass Feature. Add 1d8 health.
20. Multiclass

## Rogue

To begin playing as a Rogue, first choose a subclass: Ninja or Con Man

These classes give you special traits that increase in power as you get stronger, and a few distinct advantages right off the bat.

Then, roll 1d6 and add it to your base HP. 1d6 is your hit dice.

In addition, you gain 1 toolkit.

Gain special rogue weapons (see subclasses for details)

As you level, you get the following abilities:

1. Gain the ability to Sneak Attack. If invisible or hidden, gain an extra 1d6 damage on the next attack.
2. Subclass Feature. Add 1d6 health.
3. Become proficient with a new class of weapon. Your next purchase of this class of weapon is discounted by 50%. Add 1d6 health.
4. You are now able to hide in plain sight upon passing a deception check that surpasses a perception check made by your enemy. Your modifier is your Deception - 7.
5. Your Deception, Stealth, and Sleight of Hand modifiers all increase by 1. Your Dexterity modifier increases by 1.
6. Sneak Attack’s damage increases to 2d6. Add 1d6 health.
7. Subclass Feature. Add 1d6 health.
8. Become proficient with a new class of weapon. Your next purchase of this class of weapon is discounted by 50%. Add 1d6 health.
9. Your Deception, Stealth, and Sleight of Hand modifiers all increase by 1. Your Dexterity score all increases by 1.
10. Gain Betrayal. If the creature you are attacking believes you to be their ally, you deal double damage.
11. Sneak Attack now applies to enemies who did not target you on their last turn. Add 1d6 health.
12. Sneak Attack’s damage increases to 3d6. Add 1d6 health.
13. Subclass Feature
14. Your modifier for Hide in Plain Sight is now Deception - 4. Add 1d6 health.
15. Gain Assassinate. If you are not sensed by your enemy before attacking, you deal triple damage on your first attack and no longer have to roll to hit.
16. Your Deception, Stealth, and Sleight of Hand modifiers all increase by 1. Your Dexterity score all increases by 1. Add 1d6 health.
17. Your modifier for Hide in Plain Sight is now Deception - 2. Add 1d6 health.
18. Sneak Attack’s damage increases to 4d6.
19. Subclass Feature. Add 1d6 health.
20. Multiclass

## Bard

To begin playing as a Bard, first choose a subclass: Actor, Muse, Craftsman, or Shaman.

These classes give you special traits that increase in power as you get stronger, and a few distinct advantages right off the bat. Make sure to apply your level 1 bonuses from your subclass.

Spell Attack Bonus: INT + PROF

Then, roll 1d6 and add it to your base HP. 1d6 is your hit dice.

In addition, you gain 1 talisman.

As you level, you get the following abilities:

1. Gain Life Force Manipulation. At any time, you may use your turn to deal 1d6 decay damage to an enemy or heal an ally for 1d6. This can only be used in combat, but you can use it once after combat to heal if necessary.
2. Subclass Feature. Gain 1d6 health.
3. Your Intelligence and Wisdom scores both increase by 1.
4. Gain Health Transfer. Twice per combat, you may transfer up to 10 health from yourself to an ally. Gain 2d6 health.
5. Subclass Feature. Gain 1d6 health.
6. Life Force Manipulation’s strength increases to 1d10.
7. Gain Transmutation. Learn about one of the following damage types of your choosing (Ice, Fire, Radiance, Energy, Force, Psychic). Once per round of combat, during an ally’s turn, you can change their damage dealt into damage of this type and add an additional 1d6 of this damage type. Gain 1d6 health.
8. Your Strength and Constitution scores both increase by 1.
9. Gain Bard Buff. Once per combat, grant one of your allies one of the bard buffs for the rest of combat (see subclasses for a list).
10. Subclass Feature. Gain 1d6 health.
11. Life Force Manipulation’s strength increases to 2d8.
12. Health Transfer’s strength increases to 20 health. Gain 1d6 health.
13. Learn Upgraded Transmutation - gain one more damage type, and when applying transmutation, the damage increases to 2d6.
14. Gain +1 of Any. Gain 1d6 health.
15. Subclass Feature.
16. You may now use Bard Buff twice per combat. Gain 1d6 health.
17. Life Force Manipulation’s strength increases to 2d12.
18. Gain +1 of Any and an additional +1 of Any (must be a different Ability Score than the first +1). Gain 1d6 health.
19. Subclass Feature.
20. Multiclass

## Special Classes

To begin playing as a special class, first choose a subclass: Samurai, Merchant, Ranger, or Prophet.

These classes give you special traits that increase in power as you get stronger, and a few distinct advantages right off the bat. However, special classes have *distinct rules that must be followed. Otherwise, serious penalties will result.*

Samurai must follow a lawful code of conduct. Their abilities, stats, and overall performance are affected by their Obedience score, which fluctuates throughout the course of the game. A more detailed explanation can be found in the subclass index.

Merchants focus on acquiring money, making trades, and building a Reputation. Reputation is primarily gained in cities, and therefore, it is not recommended that a party contains both a ranger and a merchant. A more detailed explanation can be found in the subclass index.

Rangers focus on harmony with nature. They have a Harmony score that fluctuates throughout the course of the game, and is primarily gained in the wilderness. Taking actions destructive to nature will hurt a ranger’s performance. A more detailed explanation can be found in the subclass index.

Prophets are the chosen vessels of a particular god. However, *prophets do not know which god they channel at the beginning of the game.* The prophet’s primary mission is to discover what god they are allied with by learning about the religious system of the world, and use this to increase their holiness score.

Pick one of the above subclasses. Then, roll 1d8 and add it to your base HP.

As you level, you get the following abilities:

1. Gain your special modifier- Lawful, Reputable, Harmonious, or Holy. This modifier is added to the damage of every attack you perform. In addition, gain +1 to an attribute depending on what type of special class you have. Work with the DM to create a special weapon of your choosing (you may not use it until level 6).
2. Add 1d8 health.
3. You are now able to see your special modifier. Add 1d8 health.
4. Subclass Feature
5. Your AC increases by 1, your speed increases by 10, and you gain +1 of ANY. Add 1d8 health.
6. Become able to use your specialized weapon. Add +1 to any attack rolls made with this weapon.
7. Work with the DM to pick a special type of enemy. You now deal double damage to that enemy. Add 1d8 health.
8. Subclass Feature
9. You gain +2 of ANY, but you must put +1 in two separate ability scores.
10. Your AC increases by 1 and your speed increases by 10. You now have a 1d8 chance to reflect any attack made against you. This does not work on attacks that would take more than half your current health away. Add 1d8 health.
11. You get a special spell that you can cast. Work with the DM to determine it. Add 1d8 health.
12. Subclass Feature
13. Gain +1 of ANY. Add 1d8 health.
14. Your special spell becomes much stronger.
15. You can now enchant your weapon with your special modifier to deal even more damage. Add 1d8 health.
16. Subclass Feature
17. Your special modifier is now applied to ALL of your combat rolls.
18. Your special modifier is now applied to all of your rolls. Add 1d8 health.
19. Subclass Feature
20. Multiclass

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# Step 3: Roll Dice to Determine Ability Scores

On the left-hand side of your character sheet, there are six ability scores:

Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma

These are your most valuable attributes, and with a combination of luck and choice, you get to assign them.

Repeat the following six times:

1. Roll 4 six-sided dice
2. Pick out the highest three and add them together
3. Write down the sum somewhere convenient.

Then, with those six numbers, place one in the **smaller bubble** beneath each ability score. Weapon-based classes should focus on Strength & Dexterity, while spell-based classes should focus on Intelligence and Wisdom. Charisma provides a variety of benefits and constitution makes you harder to kill.

Then fill in the larger section of each ability score with the following:

| Raw Score | 3 | 4-5 | 6-7 | 8-9 | 10-11 | 12-13 | 14-15 | 16-17 | 18 |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bonus | -4 | -3 | -2 | -1 | +0 | +1 | +2 | +3 | +4 |

To the right and slightly lower than ability score are your skills. Pick two of them that you would like to specialize in and bubble those in. On the blank lines, write your **bonus** that corresponds to each ability score**.** Add two to each of the skills that you have bubbled in.

Do the same with your saving throws (above skills), but do not bubble in any of your saving throws. Just write the bonuses there.

Your proficiency bonus is +2 to start.

Your speed (top center, above Current Hit Points) is 30 to start.

# Step 4: Pick a Background

You know Common + 1 additional language

Warrior / Monk / Samurai:

* Easy:
  + Studded Leather Armor (12 AC)
  + Fighter’s Longsword
    - Type - 1d8 /Slashing
    - Attack Bonus - Proficiency + Strength
  + [One set of tools](https://roll20.net/compendium/dnd5e/Tools#content)
* Recommended:
  + Basic Leather Armor (11 AC)
  + Bronze Spear
    - Type - 1d6 / Piercing
    - Attack Bonus - Proficiency + Dexterity
* Challenge:
  + No Armor (10 AC)
  + Dagger
    - Type - 1d4 / Piercing
    - Attack Bonus - Proficiency

Wizard / Sorcerer / Druid / Warlock:

* Easy:
  + Enchanted Robe (11 AC)
  + Bronze Shortsword
    - Type - 1d6 /Slashing
    - Attack Bonus - Proficiency + Strength
  + [One set of tools](https://roll20.net/compendium/dnd5e/Tools#content)
  + One Spell Slot Refill Potion
* Recommended:
  + Enchanted Robe (11 AC)
  + Dagger
    - Type - 1d4 / Piercing
    - Attack Bonus - Proficiency
  + One Spell Slot Refill Potion
* Challenge:
  + No Armor (10 AC)
  + One Spell Slot Refill Potion

Bard / Merchant / Prophet

* Easy:
  + Enchanted Robe (11 AC)
  + Bronze Shortsword
    - Type - 1d6 /Slashing
    - Attack Bonus - Proficiency + Strength
  + [Two sets of tools](https://roll20.net/compendium/dnd5e/Tools#content)
  + 1 Full Health Potion
  + 1 Half Health Potion
* Recommended:
  + Enchanted Robe (11 AC)
  + Dagger
    - Type - 1d4 / Piercing
    - Attack Bonus - Proficiency
  + [One set of tools](https://roll20.net/compendium/dnd5e/Tools#content)
  + 1 Full Health Potion
* Challenge:
  + No Armor (10 AC)
  + 1 Half Health Potion

Ranger

* Easy:
  + Basic Leather Armor (11 AC)
  + Bronze Shortsword
    - Type - 1d6 /Slashing
    - Attack Bonus - Proficiency + Strength
  + Wooden Longbow + 10 Wooden Arrows
    - Type - 1d6 / Piercing
    - Attack Bonus - Dexterity + Strength
* Recommended:
  + Basic Leather Armor (11 AC)
  + Wooden Longbow + 10 Wooden Arrows
    - Type - 1d6 / Piercing
    - Attack Bonus - Dexterity + Strength
* Challenge:
  + No Armor (10 AC)
  + 1 Wooden Longbow + 10 Wooden Arrows
    - Type - 1d6 / Piercing
    - Attack Bonus - Dexterity + Strength

Rogue:

* Easy:
  + Basic Leather Armor (11 AC)
  + Bronze Shortsword
    - Type - 1d6 /Slashing
    - Attack Bonus - Proficiency + Strength
  + Dagger
    - Type - 1d4 / Piercing
    - Attack Bonus - Dexterity + Strength
* Recommended:
  + Basic Leather Armor (11 AC)
  + You get a special rogue weapon stop complaining
* Challenge:
  + No Armor (10 AC)

# 

## Basic Alchemy

Gain the ability to craft Psychedelics. Psychedelics take you and your party on a short, customized adventure that is specific to an alchemical school. Upon completion of the adventure, both you and one player of your choosing gain 1 Grade C Alchemy Ability from the school belonging to your adventure. While this benefit does not seem to have much of an effect, it can be used extremely situationally to gain specific, important abilities. Psychedelics require materials to craft.

There is a secret bonus upon completing all twelve hallucination adventures.

This is the only time alchemy abilities can be gained from the other type of natural caster- ie, Druids can learn Warlock spells and vice versa, etc.

You also get a basic spell specified in your chosen school of alchemy.