

# Random character creation

Choosing a random character quickens character creation and gives more interesting roleplaying options

-Starting characters are characters of **1st level** and they are **permitted to multiclass** if applicable. Additionally random characters gain one bonus feat from their options of Racial or Cultural in case there is no racial feat available that describes cultural background of the character (can be any feat by **DM's discretion**)

## d100 Race

**01 Aasimar** 01-33 Fallen 68-00 Scourge 34-67 Protector

**02-04 Dragonborn** 01-10 Black 11-20 Blue 21-30 Brass 31-40 Bronze 41-50 Copper 51-60 Gold 61-70 Green 71-80 Red 81-90 Silver 91-00 White

**05-19 Dwarf** 01-45 Hill 91-00 Duergar 46-90 Mountain

**20-29 Elf** 01-10 Drow 51-60 Sea 11-20 Eladrin 61-70 Shadar-kai 21-50 High 71-00 Wood

**30-31 Firbolg**

**32-33 Gith** 01-50 Githyanki 51-00 Githzerai

**34-39 Gnome** 01-45 Forest 91-00 Deep 46-90 Rock

**40-41 Goliath**

**42 Half-Elf**

**43 Half-Orc**

**44-50 Halfling** 01-50 Lightfoot 51-00 Stout

**51-90 Human**

**91 Kenku**

**92 Lizardfolk**

**93 Monstrous** 01-10 Bugbear 51-75 Kobold 11-35 Goblin 76-90 Orc 36-50 Hobgoblin 91-00 Yuan-ti

**94 Tabaxi**

**95-98 Tiefling** 01-12 Asmodeus 57-67 Levistus 13-23 Baalzebul 68-78 Mammon 24-34 Dispater 79-89 Mephistopheles 35-45 Fierna 90-00 Zariel 46-56 Glasya

## **99 Triton**

## **00 Choose**

You can forgo any bonus to your racial abilities or choose a shortcoming to gain an additional genetic benefit

## **GENETIC BENEFIT**

Roll or Choose Benefit

**1 Skill / Tool Proficiency:** You are adept at one thing since birth, a calling. You gain proficiency in one skill or tool of your choice.

**2 Enhanced Secondary Senses:** A connoisseur, you have advantage with any Wisdom (Perception) checks regarding taste or

**3 Night Eyes:** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**4 Disciplined Lungs:** You've always had the capacity to hold your breath longer than others. You can go without oxygen for as many minutes as twice your Constitution modifier.

**5 Extreme Fortitude.** You gain 2 additional hit points at 1st level, plus 1 additional hit point every additional level.

**6 Light Sleeper.** It's been a positive and a negative, but you cannot be surprised by sleeping. Alas, it can also be difficult to get a proper night's sleep.

**7 Short Sleeper.** You don't need much. You only require 3 hours of sleep per night to function, and a good night's sleep is only 4 hours.

**8 Eidetic Memory.** You remember nearly everything. You automatically pass any Intelligence checks to recall any information you have been exposed to.

**9 Empathy.** You've always been able to understand someone's emotional state, allowing for sympathy or manipulation. You gain a +2 bonus to Wisdom (Insight).

**10 Extra Fatigue.** You've always been running. You can ignore level 1 and 2 exhaustion effects.

**11 Fashion Sense.** You look good in anything, from haute couture to dollar store rejects. You have a +1 bonus to all Charisma ability checks.

**12 Quick Healer.** Very useful when you were a child—you regain 1 additional spent Hit Die when

you take a long rest.

**13 High Pain Threshold.** You can take a punch. When reduced to zero hit points, you do not fall unconscious until you fail your first death save.

**14 Disease Immunity.** You rarely get sick. You have advantage on saving throws against disease.

**15 Poison Immunity.** Tastes minty. You have advantage on saving throws against poison

**16 Speed Boost.** Limber. You gain a +5 foot bonus to speed.

**17 Strong Will.** Not easy to stare down. You have advantage with Wisdom saving throws; you also have proficiency with Wisdom (Intimidation).

**18 Toughness:** Each time you suffer damage from a piercing or slashing weapon, you suffer 2 fewer points of damage.

**19 Nimbleness:** You can move through the space of any creature that is of a size larger than yours.

**20 Ornery:** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

## SHORTCOMINGS

**1-2 Bad Eyes.** It happens to everyone. You need glasses. Without them, you have disadvantage with Wisdom (Perception) checks when using your eyes.

**3-4 Long Sleeper:** You get...headaches. You need to have at least 8 hours of sleep a night to qualify for having a long rest.

**5-6 Bad Hearing:** I said, you need hearing aids. Without them, you have disadvantage with Wisdom (Perception) checks with them.

**7-8 Hairless:** You have no hair. Anywhere. You have disadvantage with Charisma (Persuasion) checks.

**9-10 Dwarfism:** The accepted term is "little person"— and while rumors of short people having big tempers aren't necessarily true, people should think twice before testing it with you. You choose whether you are size Medium or Small, but your speed is reduced by 5 feet either way.

**11-12 Fat:** It's not big boned, you've accepted that. You are not slightly overweight. Your speed is reduced by 5 feet.

**13-14 Frail Frame:** You do not handle pain very well. Each time you suffer damage, you lose 1 additional hit point.

**15-16 Albino:** You suffer from a condition resulting in a complete lack of melanin. When in direct

sunlight, you have disadvantage with Wisdom (Perception) checks when using your eyes.

**17-18 Dyslexia:** You have disadvantage on checks that involve reading or research unless you take double the usual time to perform them.

**19-20 Shyness:** You don't like being in public spaces. You have disadvantage with all Charisma ability checks

## d100 Background

**01-07** Acolyte

**08-14** Charlatan

**15-21** Criminal

**22-28** Entertainer

**29-35** Folk Hero

**36-42** Guild Artisan

**43-49** Hermit

**50-56** Noble

**57-63** Outlander

**64-70** Sage

**71-77** Sailor

**78-84** Soldier

**85-91** Urchin

**92-00** Choose

## d100 Class

**01-08** Barbarian

**09-16** Bard

**17-24** Cleric

**25-32** Druid

**33-40** Fighter

**41-48** Monk

**49-56** Paladin

**57-64** Ranger

**65-72** Rogue

**73-80** Sorcerer

**81-88** Warlock

**89-96** Wizard

**97-00** Choose

## Artisan's tools

**01-05** Alchemist's supplies

**06-10** Brewer's supplies

**11-15** Calligrapher's supplies

**16-20** Carpenter's tools

**21-25** Cartographer's tools

**26-30** Cobbler's tools

**31-35** Cook's utensils

**36-40** Glassblower's tools

**41-45** Jeweler's tools

**46-50** Leatherworker tools

**51-55** Mason's tools

**56-60** Painter's tools

**61-65** Potter's tools

**66-70** Smith's tools

**71-75** Tinker's tools

**76-80** Weaver's tools

**81-85** Woodcarver's tools

## Language, basic

**01-12** Common

**13-24** Dwarvish

**25-36** Elvish

**37-48** Giant

**49-60** Gnomish

**61-72** Goblin

**73-84** Halfling

**85-96** Orc

## Language, exotic

**01-12** Abyssal

**13-24** Celestial

**25-36** Draconic

**37-48** Deep Speech

**49-60** Infernal

**61-72** Primordial

**73-84** Sylvan

**85-96** Undercommon

## Instrument

**01-10** Bagpipes

**11-20** Drum

**21-30** Dulcimer

**31-40** Flute

**41-50** Lute

**51-60** Lyre

**61-70** Horn

**71-80** Pan Flute

**81-90** Shawm

**91-00** Viol

## Skills

**01-05** Acrobatics

**06-10** Animal Handling

**11-15** Arcana

**16-20** Athletics

**21-25** Deception Skills

**26-30** History

**31-35** Insight

**36-40** Intimidation

**41-45** Investigation

- 46-50** Medicine
- 51-55** Nature
- 56-60** Perception
- 61-65** Performance
- 66-70** Persuasion
- 71-75** Religion
- 76-80** Sleight of Hand
- 81-85** Stealth
- 86-90** Survival

## Barbarian class skills

- 01-16** Animal Handling
- 17-32** Athletics
- 33-48** Intimidation
- 49-64** Nature
- 65-80** Perception
- 81-96** Survival

## Cleric class skills

- 01-20** History
- 21-40** Insight
- 41-60** Medicine
- 61-80** Persuasion
- 81-00** Religion

## Druid class skills

- 01-12** Arcana
- 13-24** Animal Handling
- 25-36** Insight
- 37-48** Medicine
- 49-60** Nature
- 61-72** Perception
- 73-84** Religion
- 85-96** Survival

## Fighter class skills

**01-12** Acrobatics

**13-24** Animal Handling

**25-36** Athletics

**37-48** History

**49-60** Insight

**61-72** Intimidation

**73-84** Perception

**85-96** Survival

## Monk class skills

**01-16** Acrobatics

**17-32** Athletics

**33-48** History

**49-64** Insight

**65-80** Religion

**81-96** Stealth

## Paladin class skills

**01-16** Athletics

**17-32** Insight

**33-48** Intimidation

**49-64** Medicine

**65-80** Persuasion

**81-96** Religion

## Ranger class skills

**01-12** Animal Handling

**13-24** Athletics

**25-36** Insight

**37-48** Investigation

**49-60** Nature

**61-72** Perception

**73-84** Stealth

**85-96** Survival

## Rogue class skills

**01-09** Acrobatics

**10-18** Athletics

**19-27** Deception

**28-36** Insight

**37-45** Intimidation

**46-54** Investigation

**55-63** Perception

**64-72** Performance

**73-81** Persuasion

**82-90** Sleight of Hand

**91-99** Stealth

## Sorcerer class skills

**01-16** Arcana

**17-32** Deception

**33-48** Insight

**49-64** Intimidation

**65-80** Persuasion

**81-96** Religion

## Warlock class skills

**01-14** Arcana

**15-28** Deception

**29-42** History

**43-56** Intimidation

**57-70** Investigation

**71-84** Nature

**85-98** Religion

## Wizard class skills

**01-16** Arcana

**17-32** History

**33-48** Insight

**49-64** Investigation

**65-80** Medicine

**81-96** Religion

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