

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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