

Character Generation Quick Reference

Adventuring in the Dawn State



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Introduction

The tables on the following pages present some of the high-level information for the race and class options available in the Player's Handbook. This document is intended to be a resource for both myself and for players creating new characters in this world. I find this useful to have handy at the table when, say, I need to know what saving throws a particular PC would be proficient in, or what I should be aware of when a character is a non-human race.

Also included here are the altered rules for the ability score point-buy system that I have for adventurers in the Dawn State. These can be used to provide a PC or an NPC with stats when necessary. Note that between the ability score rules and the table of default skill proficiencies by background, you have at hand almost all the information you need to create PCs and NPCs from a wide variety of professions.

Finally there is a broad overview of the Icons of the Dragon Empire, the northwest corner of the Dawn State and the location where the adventure begins, to give you an idea of which Icons you might want to affiliate yourself with.

I hope the information in this document is helpful to you, dear reader, that it saves you at least a little time leafing through rulebooks, and that it clarifies things a little, to see them laid out beside each other for easy comparison.

Happy gaming,
Anthony Wu

Race, Class, BG, Icons

Your first step in playing an adventurer in the Dungeons & Dragons game is to create that character.

The four primary tools used to craft your character will be race, class, background, and icon affiliation. Think about other elements as well, such as personality, appearance, and backstory, but these four will be the final step.

The **races** of the Dragon Empire listed in this document are Dwarves, Elves, Halflings, Humans, Dragonborn, Gnomes, Half-Elves, Half-Orcs, & Tieflings. You can look at the Player's Companion to see if you'd rather play an Entoma, Goblin, Saurian, or Therian.

The **classes** of the Dragon Empire are Barbarians, Bards, Clerics, Druids, Fighters, Monks, Paladins, Rangers, Rogues, Sorcerers, Warlocks, & Wizards.

The **backgrounds** are Acolyte, Charlatan, Criminal, Entertainer, Folk Hero, Guild Artisan, Hermit, Noble, Outlander, Sage, Sailor, Soldier, & Urchin.

The **icons** of the Dragon Empire are the Archmage, Crusader, Diabolist, Dwarf King, Elf Queen, Emperor, Great Gold Wyrms, High Druid, Lich King, Orc Lord, Priestess, Prince of Shadows, & The Three.

Ability Scores

The ability scores of Dungeons & Dragons are: Strength, Dexterity, Constitution, Intelligence, Wisdom, & Charisma.

In terms of tomatoes, this is what they represent:

- Strength is being able to crush a tomato.
- Dexterity is being able to dodge a tomato.
- Constitution is being able to eat a bad tomato.
- Intelligence is knowing a tomato is a fruit.
- Wisdom is knowing not to put a tomato in a fruit salad.
- Charisma is being able to sell a tomato-based fruit salad.

Save Proficiencies by Class

Class	Str	Dex	Con	Int	Wis	Cha
Barbarian	✓		✓			
Bard		✓				✓
Cleric					✓	
Druid				✓	✓	
Fighter	✓		✓			
Monk	✓	✓				
Paladin					✓	✓
Ranger	✓	✓				
Rogue		✓		✓		
Sorcerer			✓			✓
Warlock					✓	✓
Wizard				✓	✓	

Hit Dice by Class

Class	d6	d8	d10	d12
Barbarian				✓
Bard		✓		
Cleric		✓		
Druid		✓		
Fighter			✓	
Monk		✓		
Paladin			✓	
Ranger			✓	
Rogue		✓		
Sorcerer	✓			
Warlock		✓		
Wizard	✓			

Ability Score Adjustments by Race

Race	Str	Dex	Con	Int	Wis	Cha
Dwarf			+2			
-Hill					+1	
-Mountain	+2					
Elf		+2				
-High				+1		
-Wood					+1	
-Dark						+1
Halfling		+2				
-Lightfoot						+1
-Stout			+1			
Human*	+1	+1	+1	+1	+1	+1
Dragonborn	+2					+1
Gnome				+2		
-Forest		+1				
-Rock			+1			
Half-Elf**	?	?	?	?	?	+2
Half-Orc	+2		+1			
Tiefling ⁺	?	?	?	?	?	+2

*Variant Humans, instead of getting +1 to every Ability Score, gain a +1 in two Ability Scores of their choice, 1 skill proficiency, & 1 Feat

**Half-Elves pick two other Ability Scores to gain a +1 in.

⁺Tieflings are homebrewed: they pick one other Ability Score to gain a +1 in.

Starting Languages by Race

Race	Languages
Dwarf	Common, Dwarvish
Elf	Common, Elvish
-High	Common, Elvish, 1 other
Halfling	Common, Halfling
Human	Common, 1 other
Dragonborn	Common, Draconic
Gnome	Common, Gnomish
Half-Elf	Common, Elvish, 1 other
Half-Orc	Common, Orc
Tiefling	Common, Infernal or Abyssal (Devils or Demons)

Special Abilities by Race* | Speed is 30 ft. unless **otherwise specified**

Race	Abilities	Proficiencies
Dwarf (25 ft.)	-Infravision 60' -Advantage on saving throws vs. poison; resistant to poison damage - <i>Speak with Small Beasts</i>	-Dwarven Combat Training -Choice of smith's tools, brewer's supplies, or mason's tools -History of stones & stonework
-Hill	-HP maximum increases by 1 per level	
-Mountain		-Dwarven Armor Training
Elf	-Infravision 60' -Advantage on saving throws vs. charm; immune to sleep magic -Trance: 4 hours instead of 6-8 hour sleep	-Perception
-High	-Spellcasting (Int): 1 cantrip from the wizard spell list	-Elf Weapon Training
-Wood (35 ft.)	-Faster speed of 35' -Hide even when lightly obscured by nature	-Elf Weapon Training
-Dark	-True Darkvision 120' -Disadvantage on attacks and vision-based Perception checks in direct sunlight -Spellcasting (Cha): <i>dancing lights</i> cantrip, <i>faerie fire</i> at 3 rd Level, <i>darkness</i> at 5 th level	-Drow Weapon Training
Halfling (25 ft.)	- <i>Good Luck Charm: reroll 1s for you & allies in 10'</i> -Advantage on saving throws vs. fear -Slip by Medium or larger creatures	
-Lightfoot	-Hide even when obscured by Medium or larger creatures	
-Stout	-Advantage on saving throws vs. poison; resistant to poison damage	
Human	-Optional variant to ability score adjustments: 2 ability scores at +1, 1 skill proficiency, 1 feat	
Dragonborn	- <i>Breath Weapon using a bonus action for damage, damage type per draconic ancestry</i> -Resistance to damage type per draconic ancestry	
Gnome (25 ft.)	-Infravision 60' -Advantage on Int, Wis, & Cha saving throws as long as it is against magic - <i>Spellcasting (Int): minor illusion cantrip</i>	
-Forest	- <i>Spellcasting (Int): druidcraft cantrip</i> - <i>Speak of Beast & Leaf</i>	
-Rock	-Clockwork tinkering (1 hour, 10 gp of materials) to make devices (AC 5, 1 HP)	-History of magical or technological items
Half-Elf	-Infravision 60' -Advantage on saving throws vs. charm; immune to sleep magic	-Choice of 2 skill proficiencies
Half-Orc	-Infravision 60' -When reduced to 0 HP, drop to 1 HP instead (once/long rest) - <i>Extra damage die on a critical hit with any weapon</i>	-Intimidation
Tiefling	- <i>True Darkvision 120'</i> -Resistance to fire damage -Spellcasting (Cha): <i>thaumaturgy</i> cantrip, <i>hellish rebuke</i> at 3 rd level, <i>darkness</i> at 5 th level	

*Italicized abilities are added, with the modifications listed in the Player's Companion.

Ability Score Point-Buy System

Build a character with a set of ability scores that you choose individually using the following rules:

You have 33 points to spend on your ability scores. The cost of each score is shown on the table below. For example, a score of 14 costs 7 points. Using this method, 16 is the highest ability score you can end up with, before applying racial increases. You can't have a score lower than 7.

Score	Cost	Score	Cost
7	0	12	5
8	1	13	6
9	2	14	7
10	3	15	9
11	4	16	11

On the right side of this page you can see example Ability Score Point-Buy Arrays for starting characters that were created using the system described above.

The arrays listed are not exhaustive, but are included for the reader's convenience. The original point costs (using a 27-point buy) from PHB p. 13 are below.

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

16	16	16	7	7	7
16	16	15	8	8	7
16	16	14	10	8	7
16	16	12	10	10	7
16	16	10	10	10	9
16	15	14	12	8	7
16	15	14	10	10	7
16	15	12	12	10	7
16	15	11	10	10	10
16	14	13	12	10	8
16	14	12	12	12	7
16	14	12	12	10	9
16	13	13	11	10	10
16	13	12	12	10	10
15	15	15	12	8	7
15	15	14	12	10	7
15	15	13	12	10	8
15	14	14	14	10	7
15	14	14	13	10	8
15	14	13	12	10	10
15	13	13	12	12	9
15	13	12	12	12	10
14	14	14	14	12	7
14	14	14	13	10	10
13	13	13	12	12	12

Skill Proficiency Options by Class

#	Skill	Brb 2	Brd 3	Clc 2	Druid 2	Fgtr 2	Monk 2	Pldn 2	Rngr 3	Rogue 4	Src 2	Wick 2	Wzrd 2
Str	Athletics	✓	✓			✓	✓	✓	✓	✓			
Dex	Acrobatics		✓			✓	✓			✓			
	Sleight		✓							✓			
	Stealth		✓				✓		✓	✓			
Int	Arcana		✓		✓						✓	✓	✓
	History		✓	✓		✓	✓					✓	✓
	Investigation		✓						✓	✓		✓	✓
	Nature	✓	✓		✓				✓			✓	
	Religion		✓	✓	✓		✓	✓			✓	✓	✓
Wis	Animals	✓	✓		✓	✓			✓				
	Insight		✓	✓	✓	✓	✓	✓	✓	✓	✓		✓
	Medicine		✓	✓	✓								✓
	Perception	✓	✓		✓	✓			✓				
	Survival	✓	✓		✓	✓			✓				
Cha	Deception		✓							✓	✓	✓	
	Intimidation	✓	✓			✓		✓		✓	✓	✓	
	Performance		✓							✓			
	Persuasion		✓	✓				✓		✓	✓		

Default Skill Proficiencies by Background

	Skill	Aco	Cha	Cri	Ent	F.H.	G.A.	Hmt	Nob	Out	Sag	Sai	Sol	Urc
Str	Athletics									✓		✓	✓	
Dex	Acrobatics				✓									
	Sleight		✓											✓
	Stealth			✓										✓
Int	Arcana										✓			
	History								✓		✓			
	Investigation													
	Nature													
Wis	Religion	✓						✓						
	Animals					✓								
	Insight	✓					✓							
	Medicine							✓						
	Perception											✓		
Cha	Survival					✓				✓				
	Deception		✓	✓										
	Intimidation												✓	
	Performance				✓									
	Persuasion						✓		✓					

The Icons

You may choose to have a positive relationship, a conflicted relationship, or a negative relationship with any of the given icons, as you believe is suited to your backstory. Each Icon represents one of the 13 most powerful factions within the Dragon Empire, so affiliating yourself with them grants you their support, their allies, and their enemies.

You may also remain “Unaffiliated”, which on the one hand means the plot will be far less likely to revolve around you, but on the other keeps you somewhat safe from the squabbles of the elite.

Icon	Usual Location	Allies	Enemies	The True Danger
Archmage	Horizon	Emperor	High Druid	He is the lynchpin for disaster, as he single-handedly maintains many of the wards of the Empire.
Crusader	First Triumph, or Crusading	Emperor	Diabolist, Priestess	The Crusader's intense desire for conflict worries everyone – hopefully the demons keep him busy indefinitely.
Diabolist	Hell Marsh	Prince of Shadows	Crusader, Great Gold Wyrms	Everyone fears that she will eventually corrupt one of the other icons; it is no secret that this is one of her goals.
Dwarf King	Forge	Emperor, Elf Queen	Prince of Shadows	The vaults of Forge contain terrible weapons from ages past. Hopefully the Dwarf King keeps those vaults sealed.
Elf Queen	Queen's Wood or Concord	High Druid, Dwarf King	Orc Lord, The Three	Elves switch rulers more easily than most. If the dark elves gain favor at court, things could get ugly.
Emperor	Axis	Most of the Empire	Lich King, Orc Lord	The Dawn Emperor has not been seen in person for many years. Nobody dares to question this, not even the nobles.
Great Gold Wyrms	The Abyss	Most of the Empire	Diabolist, The Three	There are whispers that the Great Gold Wyrms is dying, and when he does, the Abyss will swallow the Empire.
High Druid	The Wild Wood	Elf Queen	Most of the Empire	The High Druid's extremism goes too far – but she has almost no political sway within the Empire. Is she a threat?
Lich King	Necropolis or Omen	Virtually none	Most of the Empire	Every corpse in existence has a chance of playing a part in the Lich King's insane plans. Especially yours.
Orc Lord	The Miasma	Virtually none	Most of the Empire	He is one big unknown. Few know what he is up to. Maybe he's a threat, but he could as easily be a peaceful lord...
Priestess	The Quantum Cathedral in Santa Cora	Emperor, Great Gold Wyrms	Crusader, Diabolist	Like the Archmage, the Priestess is a bit of a lynchpin for divine powers and protections. If she goes down...
Prince of Shadows	Anywhere he cares to be	Diabolist	Dwarf King, but also anyone he's stolen from	If the Prince ever ends up leading the forces of evil, everyone involved is going to have a terrible time of it.
The Three	Near Drakkenhall	Don't even get along themselves...	Lich King, Elf Queen, Great Gold Wyrms	The Three Dragons are older than even the Empire. It's hard to say what ancient terrors they might unleash.