

Summer Home

D&D Fifth Edition Campaign Setting

Character Creation

Starting Level

See the GM for the starting level for your party.

Races

Standard races are available (Human, Elf, Half-Elf, Dwarf, Halfling, Gnome, Dragonborn, Tiefling, Half-Orc). Optional races from Volo's Guide to Monsters are also available.

Other races may be considered pending GM approval.

Classes

Standard PHB classes are available. Classes from supplements may be considered with GM approval. Characters may multi-class.

Ability Scores

Ability scores will be rolled and assigned. Six values will be rolled and assigned as desired. Then racial adjustments will be added.

Rolling process is roll 4d6, drop lowest die. Re-roll any "1"s until they are no longer 1.

After assigning base abilities adjustments for gains in levels will be applied. (Note: ability improvements and/or feats vary from class to class)

Spell-Casting

Spell-Casting will be "quantum manna" system: character can cast ANY known spell of a particular level (i.e., Sorcerer style).

For spell-casters that have a limited number of known spells, use the books' levels.

For Wizards - Starting known spells:

Highest Level Character Can Cast	Number of initial spells known
4	<ul style="list-style-type: none">• 4 + d4 4th level• 6 + d6 3rd level• 8 + d8 2nd level• 10 + d10 1st level
3	<ul style="list-style-type: none">• 4 + d4 3rd level• 6 + d6 2nd level• 8 + d8 1st level
2	<ul style="list-style-type: none">• 4 + d4 2nd level• 6 + d6 1st level
1	<ul style="list-style-type: none">• 4 + d4 1st level

Starting Equipment

- Standard equipment for the class(es)
- If campaign starts higher than 1st level, see GM for additional money/items.

Hit Points

All hit points are figured as the maximum of each hit die, plus CON bonus.

Other

Backgrounds and Personality Traits are optional, but advised.