

Character Creation Guide

Intro

You are from a world known as Solei. A sprawling city-state called Volee stretches from horizon to horizon. The city may well cover most of the known land in the realm. Most citizens have never laid eyes on the edges of Volee save for those who joined the Guard to fight on the Bloodborder.

The city is a dark, cold, and misty place. But inside, the fire is warm, and the whisky is strong. Volee is an old city with a strict hierarchy. Laws, regulations, order...rules upon rules. This is your home.

Your story began when you received a summons to appear before The Patrons, the rulers of Volee. After an unusual test (think bladerunner, voit- kampff style), you and a handful of other citizens were deemed enemies of the state. The same as any common criminal your sentence was banishment to the Hollow. The injustice was swift and carried out immediately.

You have heard mention of the Hollow. It is another realm created by the Patrons in which Voleesian criminals are exiled. You reasonably expect to find bandits, outlaws, and warlords. Though you know little else about the place, one thing you are sure of is that no one has ever returned. You will have to learn quick to survive.

Character Creation Notes

Your character should be designed with the mindset that they come from Volee even though they will be spending much of their time in a wild realm that they have never been to before. This could make for some interesting "fish out of water" character types. Or perhaps they never fit into their old life and find the prison realm to be more to their liking.

The pages below outline the steps for character creation. Item number 6, "background" talks a little more about the city that you are from. And don't miss the Character Details section on the last page.

Finally, know that this document may change before we begin the campaign. Though I don't expect it to be much different.

Character Creation

1. Leveling: You begin at lvl 1 as you enter the prison realm called the Hollow. No promises that we will get to level 20, but I will try to work it out that way.

Not Point Buy. Instead, you will be using an array:

17, 15, 13, 12, 10, 7

Put those numbers into the ability stats in any order you choose. Add racial modifiers as normal. Everything else as normal.

You will notice your high is better than point buy, but your low is garbage. A diverse party is key, even more so with stats like these. I like this because it can help emphasize character strengths and weaknesses which can help inform role play of the character.

2. Starting Equipment: No gold or standard equipment. Sorry, you were sent to a prison realm by your oppressive government...it really sucks to be you. Thankfully, as per the law, you are given a bright red prisoner's uniform and a dagger. Wow, what? That's nuts. What exactly do they expect you to do once you get there...right?
3. Race Restrictions: **You must be a Variant Human.** What?!? This just keeps getting worse. I know, I know...how could I do this? There are only humans living in Volee, the city / realm that you are from, so you must be human.

But hear me out...my art teacher used to say, "limitations breed creativity." Also, he would say, "everyone, stop talking." He was just filled with wisdom.

But wait, there's more! Humans in Solei vary slightly more than humans in IRL, both in looks and mechanically. Additionally, you can **CHOOSE TWO** of the following racial traits to add to your variant human:

Dark Vision. 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.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Damage Resistance. You have resistance to one of the following damage types: cold, fire, lightning, Acid, Poison, psychic, necrotic, or radiant.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Brave. You have advantage on saving throws against being frightened.

Skill Versatility. You gain proficiency in two skills of your choice, **or** two tools of your choice, **or** four weapons of your choice.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. 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.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Fleet of Foot. Your base walking speed increases to 35 feet.

Hard Head. Your head is a natural melee weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d6 + your Strength modifier.

Speed Burst. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

OR, instead of choosing from the options above you can **CHOOSE ONE** of the following racial traits to add to your human:

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Martial Prodigy. You are proficient with light and medium armor and with 3 weapons of your choice.

Natural Armor. You have tough skin or something. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

See, not so bad, is it? Oh, I almost forgot, **you only know only one language: Common.** So even though a standard Variant human gets another language, you do not. Hahaha, I'm drunk with DM power...and also beer.

4. Class Restrictions: No restrictions...

But there are certain classes that would be a better fit for this campaign. There are no active gods in my world and magical abilities are kind of rare where you are from, non-casting classes or rangers make the most narrative sense. Even multiclassing martial / caster mix fits better than full caster.

Hell, I will even entertain, and work with you on, well thought out homebrew classes or subclasses if it helps you avoid full caster classes. Plus there's tons of new cool shit in Tasha's.

OK, now that all of you are definitely going to be a full caster anyway because they are too much fun, the ones that fit the best are, Artificer or Sorcerer. Then maybe a wizard or druid. And I don't know if bards fit well, but I love them. But for sure Cleric is the least preferred class that totally doesn't fit the vibe with all of its magical, god worshiping nonsense. Also I secretly hate them. But even a damn cleric could work (if you absolutely must) with re-flavoring of all their fluff. Similar re-flavoring will be needed with any "Divine" classes or subclasses, or anything having to do with gods.

And know that I reserve the right to re-flavor / change / or outright ban spells or abilities that are too god(s) centric. I mean, it says you can create a godless world on like the 1st page of the 1st chapter DMG, but then every other thing in this game has to do with the god(s). Why they make it so hard for me? Punk ass bitches.

5. Multiclassing & Feats: Yes. Standard multiclassing rules apply. Racial feats that don't work for humans are not an option. **Lucky Feat is banned from the game (but not from my heart.)** You are not that lucky...you were just sent to a prison realm for the rest of your life. You may, however, be awarded luck

points for doing various things that please the DM. This would be instead of Inspiration which is weak sauce.

6. Background: Whatever your background is, it should be in the context of living in an enormous city. **To play in this campaign your character must be from the city Volee...born there, grown up there, never left there.** Volee, however, is as big as a continent. It is like a fantasy version of Chicago or New York City stretching across the entire united states or some shit like that.

Things like parks and farms exist on roof tops or in court yards, or even stretch for miles in designated areas, but everything is surrounded by buildings. So, an Outlander, for example, might come from a distant part of the city than everyone else and people think your culture and customs are weird.

There may be huge parts of the city that are abandoned and overgrown, if that helps you create anything. Besides regular plants and animals, the only creatures in Volee are humans. Well, unless you count the spectral demons that plague the edges of the city on the bloodborder. But they aren't counted in the official census.

This city is old. The guild and governmental bureaucracy are entrenched in it. The top of the pyramid, so to speak, lies at the feet of a small oligarchy calling themselves The Patrons. They may be corrupt, but the city has lasted a long time under their rule.

There are no gods. Worship is much more limited to superstition or the small amount of nature you might find. Even the skies are usually covered by a grey fog (like winter where we live).

Magical talent is rare. Magical items are more plentiful, but still uncommon. All magical items are tracked and regulated. And although magic is not outright banned, it is not viewed in high regard. Or, at least is something you would keep more private / on the down low...like hiring a prostitute IRL. Much of this stigma surrounding magic seems to have more to do with government propaganda than anything else.

Feel free to create places, people, situations, or whatever inside of this giant city to help flesh out your character.

Finally, as you are all playing human characters, think about your connection to the other PCs too. You don't all have to be strangers to each other. Maybe you are triplets with names that start with the same letter. (Please don't do that.) Ok, new rule, **you must all have very distinct names that do not start with the same letter.** And you can't have a twin or more identical siblings. But, you could all be friends, grown up together or work together...whatever you like.

Character Details

Additionally, please provide the following stuff:

(The below was mostly stolen from a guy I know.)

- 1) As per the regular D&D rules, create your traits, ideal, bond, & flaw.
- 2) Create one or two interests for your character Ex...collects animal teeth, trying to grow the longest beard, obsessed with different poison varieties...you know, something that doesn't come up all the time, but is there in the background informing your role play or whatever. It can be weird, but not obnoxious, please.
- 3) Give some connections I can use to manipulate your P.C. ...er... interweave their backstory into the campaign. Saved it.

Please provide a handful of these so I can pick and choose what works for the story. Forget D&D stereotypes and edgelord stuff...**In fact, new rule, your parents were not murdered. You were not an orphan.** Now what are you going to do? Gonna have to create something original, that's what.

Here are some examples:

- A named person your character cares about, living or dead (e.g. sibling, spouse, childhood friend)
- A phobia or trauma your character has experienced
- A mystery in your character's life (e.g. unknown parents, unexplained powers)
- An enemy your character has
- Any ongoing obligation or loyalty your character has
- An obligation your character has failed
- A serious crime your character has committed
- A crime your character is falsely accused of
- Any discrimination experienced (e.g. fantasy racism)
- A favored item/heirloom
- Secret your character is keeping
- A personal goal your character has accomplished or failed
- An internal struggle your character has wrestled with (religion, race, sexuality, identity, class struggles)