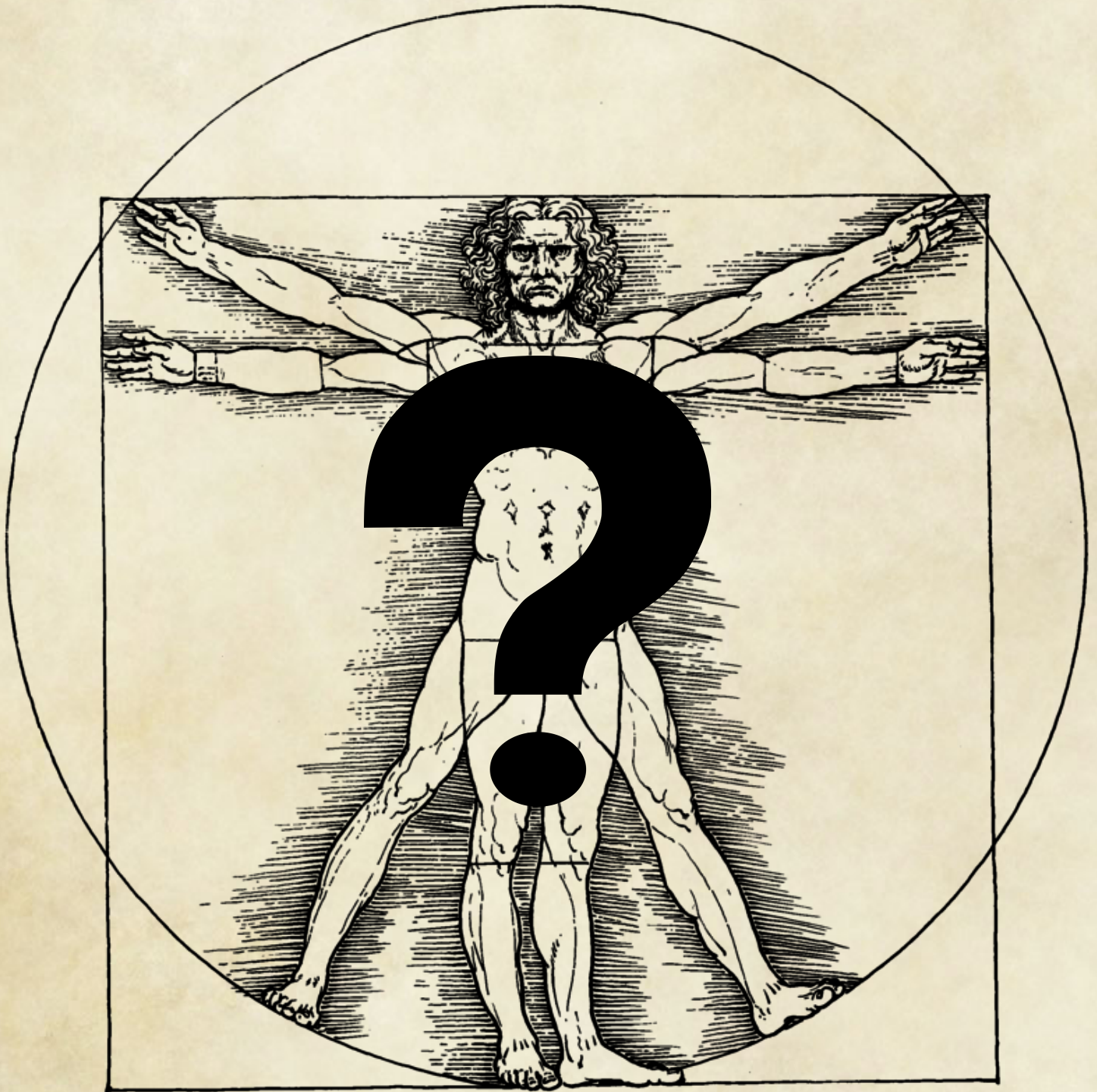


RANDOM CHARACTER WORKSHOP



WHAT IS THIS?

This is a collection of almost 100 tables to roll on to create a random character. Every detail along the way—race, class, background, ability scores, spell selection, equipment, feats, alignment, skills, and more—can each be determined with a throw of the dice.

WHY SO MANY TABLES? THAT'S A LOT!

It sure is! That's because every tiny detail of your character is randomly determined. For example, if you roll for race and get an elf, the table will prompt you to roll for a subrace. And if you roll high elf, the table will prompt you to roll for a wizard cantrip, since high elves get one as a racial trait. If you get a ranger, you then roll randomly for a favored enemy, a favored terrain, starting equipment, archetype, and three skills.

WAIT. THAT'S TOO RANDOM FOR ME

Look, the random police aren't going to show up, read you your random rights, and take you to random jail. These tables are tools in your character workshop. You can use all the tables and make someone truly random or just one table because you can't decide on a subclass. Or try anything in between. The goal is to fuel your imagination, especially when you're stuck between character options.

WHY IS THIS 26-PAGE PRODUCT FREE?

Because this is one of my many love letters to the fans of DUNGEONS & DRAGONS. My goal has always been to make it easy for new players to pick up this game we all love. If this, or my Choose Your Own Adventurer: A Salt Subclass Survey inspires a new player to create a character they absolutely love, that's reward in and of itself.

WHAT IF I REALLY WANT TO PAY YOU?

Aw, shucks, man. That's nice of you. No need. But if you really, really want to pay me, you can check out some of my not-free products. My bestseller is the *Complete Visual Guide to the Core Classes*. My one-shot adventure is *The Boneyard*. And I have two campaign-specific products: *Fellowship of Phandalin* for Lost Mine of Phandelver or *A Motley Crew* for Out of the Abyss.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

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STEP 1

Choose a Race

Roll two ten-sided dice (d100) on one of the two tables on this page. Choose the table on the left if you want any type of character, including monstrous races. Choose the table on the right if you want more conventional races only. Results are weighted for rarity with a d100 roll, unweighted with a d20 roll.

TABLE 1: RACES, INCLUDING MONSTERS
d100 Race

01-02 Aarakocra	<i>go on to table 20</i>
03-04 Aasimar	<i>go on to table 3</i>
05 Bugbear	<i>go on to table 20</i>
06-09 Dragonborn	<i>go on to table 4</i>
10-16 Dwarf	<i>go on to table 5</i>
17-23 Elf	<i>go on to table 7</i>
24-25 Firbolg	<i>go on to table 20</i>
26-27 Genasi	<i>go on to table 8</i>
28-29 Gith	<i>go on to table 9</i>
30-33 Gnome	<i>go on to table 10</i>
34 Goblin	<i>go on to table 20</i>
35-36 Goliath	<i>go on to table 20</i>
37-40 Half-Elf	<i>go on to table 11</i>
41-47 Halfling	<i>go on to table 14</i>
48-51 Half-Orc	<i>go on to table 20</i>
52 Hobgoblin	<i>roll two weapons on table K, go on to table 20</i>
53-83 Human	<i>go on to table 15</i>
84-85 Kenku	<i>go on to table 16</i>
86 Kobold	<i>go on to table 20</i>
87-88 Lizardfolk	<i>go on to table 17</i>
89 Orc	<i>go on to table 20</i>
90-91 Tabaxi	<i>roll a language on table I, then go on to table 20</i>
92-95 Tiefling	<i>go on to table 18</i>
96-97 Turtle	<i>go on to table 20</i>
98-99 Triton	<i>go on to table 20</i>
00 Yuan-ti pureblood	<i>go on to table 20</i>

TABLE 2: RACES, EXCLUDING MONSTERS
d100 d20 Race

01-02	1	Aarakocra	<i>go on to table 20</i>
03-04	2	Aasimar	<i>go on to table 3</i>
05-08	3	Dragonborn	<i>go on to table 4</i>
09-16	4	Dwarf	<i>go on to table 5</i>
17-24	5	Elf	<i>go on to table 7</i>
25-26	6	Firbolg	<i>go on to table 20</i>
27-28	7	Genasi	<i>go on to table 8</i>
29-30	8	Gith	<i>go on to table 9</i>
31-34	9	Gnome	<i>go on to table 10</i>
35-36	10	Goliath	<i>go on to table 20</i>
37-40	11	Half-Elf	<i>go on to table 11</i>
41-48	12	Halfling	<i>go on to table 14</i>
49-52	13	Half-Orc	<i>go on to table 20</i>
53-86	14	Human	<i>go on to table 15</i>
87-88	15	Kenku	<i>go on to table 16</i>
89-90	16	Lizardfolk	<i>go on to table 17</i>
91-92	17	Tabaxi	<i>roll a language on table I, then go on to table 20</i>
93-96	18	Tiefling	<i>go on to table 18</i>
97-98	19	Turtle	<i>go on to table 20</i>
99-00	20	Triton	<i>go on to table 20</i>

TABLE 3: AASIMAR SUBRACE
d100 Subrace

01-33	Fallen aasimar	<i>go on to table 20</i>
34-67	Protector aasimar	<i>go on to table 20</i>
68-00	Scourge aasimar	<i>go on to table 20</i>

TABLE 4: DRACONIC ANCESTRY
d100 d10 Dragon

01-10	1	Black dragonborn	<i>go on to table 20</i>
11-20	2	Blue dragonborn	<i>go on to table 20</i>
21-30	3	Brass dragonborn	<i>go on to table 20</i>
31-40	4	Bronze dragonborn	<i>go on to table 20</i>
41-50	5	Copper dragonborn	<i>go on to table 20</i>
51-60	6	Gold dragonborn	<i>go on to table 20</i>
61-70	7	Green dragonborn	<i>go on to table 20</i>
71-80	8	Red dragonborn	<i>go on to table 20</i>
81-90	9	Silver dragonborn	<i>go on to table 20</i>
91-00	10	White dragonborn	<i>go on to table 20</i>

TABLE 5: DWARF SUBRACE
d100 Subrace

01-10	Gray dwarf	<i>go on to table 6</i>
11-55	Hill dwarf	<i>go on to table 6</i>
56-00	Mountain dwarf	<i>go on to table 6</i>

TABLE 6: TOOL PROFICIENCY
d100 Proficiency

01-33	brewer's supplies	<i>go on to table 20</i>
34-67	mason's tools	<i>go on to table 20</i>
68-00	smith's tools	<i>go on to table 20</i>

TABLE 7: ELF SUBRACE
d100 d6 Subrace

01-10	1	Dark elf	<i>go on to table 20</i>
11-20	2	Eladrin	<i>go on to table 20</i>
21-50	3	High elf	<i>roll a cantrip on table XXX, roll a language on table I, then go on to table 20</i>
51-60	4	Sea elf	<i>go on to table 20</i>
61-70	5	Shadar-kai	<i>go on to table 20</i>
71-00	6	Wood elf	<i>go on to table 20</i>

TABLE 8: GENASI SUBRACE
d100 d4 Subrace

01-25	1	Air genasi	<i>go on to table 20</i>
26-50	2	Earth genasi	<i>go on to table 20</i>
51-75	3	Fire genasi	<i>go on to table 20</i>
76-00	4	Water genasi	<i>go on to table 20</i>

TABLE 9: GITH SUBRACE
d100 d4 Subrace

01-50	1-2	Githyanki	<i>roll a language on table I, and roll a skill on table N or a tool on table O, then go on to table 20</i>
51-00	3-4	Githzerai	<i>go on to table 20</i>

TABLE 10: GNOME SUBRACE
d100 Subrace

01-10	Deep gnome	<i>go on to table 20</i>
11-55	Forest gnome	<i>go on to table 20</i>
56-00	Rock gnome	<i>go on to table 20</i>

TABLE 11: HALF-ELF VARIANT
d100 Variant

01-60	Half-elf	<i>roll two scores on table A, roll two skills on table N, roll a language on table I, then go on to table 20</i>
61-70	Aquatic half-elf	<i>roll two scores on table A, roll a language on table I, then go on to table 20</i>
71-80	Drow half-elf	<i>roll two scores on table A, roll a language on table I, then go on to table 20</i>
81-90	High half-elf	<i>roll two scores on table A, roll a language on table I, then go on to table 12</i>
91-00	Wood half-elf	<i>roll two scores on table A, roll a language on table I, then go on to table 13</i>

TABLE 12: HIGH HALF-ELF TRAIT
d100 Trait

01-50	Cantrip	<i>roll a cantrip on table XXX, then go on to table 20</i>
51-00	Elf Weapon Training	<i>go on to table 20</i>

TABLE 13: WOOD HALF-ELF TRAIT
d100 Trait

01-33	Elf Weapon Training	<i>go on to table 20</i>
34-67	Fleet of Foot	<i>go on to table 20</i>
68-00	Mask of the Wild	<i>go on to table 20</i>

TABLE 14: HALFLING SUBRACE
d100 Subrace

01-20	Ghostwise halfling	<i>go on to table 20</i>
21-59	Lightfoot halfling	<i>go on to table 20</i>
60-00	Stout halfling	<i>go on to table 20</i>

TABLE 15: HUMAN VARIANTS
d100 Variant

01-50	Human	<i>roll a language on table I, then go on to table 20</i>
51-00	Human Variant	<i>roll a language on table I, roll two scores on table A, roll a skill on table N, roll a feat on table F, then go on to table 20</i>

TABLE 16: KENKU TRAINING

Roll on this table twice, rerolling duplicate results.

d100 d4 Skill

01-25	1 Acrobatics	<i>go on to table 20</i>
26-50	2 Deception	<i>go on to table 20</i>
51-75	3 Stealth	<i>go on to table 20</i>
76-00	4 Sleight of Hand	<i>go on to table 20</i>

TABLE 17: HUNTER'S LORE

Roll on this table twice, rerolling duplicate results.

d100 Skill

01-20	Animal Handling	<i>go on to table 20</i>
21-40	Nature	<i>go on to table 20</i>
41-60	Perception	<i>go on to table 20</i>
61-80	Stealth	<i>go on to table 20</i>
81-00	Survival	<i>go on to table 20</i>

TABLE 18: TIEFLING VARIANT
d100 Variant

01-50	Asmodeus tiefling	<i>go on to table 20</i>
51-55	Baalzebul tiefling	<i>go on to table 20</i>
56-60	Dispater tiefling	<i>go on to table 20</i>
61-65	Feral tiefling	<i>go on to table 20</i>
66-70	Fierna tiefling	<i>go on to table 20</i>
71-75	Glasya tiefling	<i>go on to table 20</i>
76-80	Levistus tiefling	<i>go on to table 20</i>
81-85	Mammon tiefling	<i>go on to table 20</i>
86-90	Mephistopheles tiefling	<i>go on to table 20</i>
91-95	Variant tiefling	<i>go on to table 19</i>
96-00	Zariel tiefling	<i>go on to table 20</i>

TABLE 19: VARIANT TIEFLING
d100 Trait

01-33	Devil's tongue	<i>go on to table 20</i>
34-67	Hellfire	<i>go on to table 20</i>
68-00	Winged	<i>go on to table 20</i>



STEP 2

Choose a Class

Roll two ten-sided dice (d100) or a twelve-sided die (d12) on the first table on this page.

TABLE 20: CLASSES

d100	d12	Class	
01-08	1	Barbarian	<i>go on to table 21</i>
09-16	2	Bard	<i>go on to table 23</i>
17-25	3	Cleric	<i>go on to table 25</i>
26-33	4	Druid	<i>go on to table 30</i>
34-42	5	Fighter	<i>go on to table 32</i>
43-50	6	Monk	<i>go on to Table 35</i>
51-58	7	Paladin	<i>go on to table 38</i>
59-66	8	Ranger	<i>go on to table 40</i>
67-75	9	Rogue	<i>go on to table 44</i>
76-83	10	Sorcerer	<i>go on to table 46</i>
84-91	11	Warlock	<i>go on to table 48</i>
92-00	12	Wizard	<i>go on to table 50</i>

TABLE 21: PRIMAL PATHS

d100	d6	Path	
01-10	1	Ancestral Guardian	<i>go on to table 22</i>
11-15	2	Battlerager	<i>go on to table 22</i>
16-60	3	Berserker	<i>go on to table 22</i>
61-70	4	Storm Herald	<i>go on to table 22</i>
71-90	5	Totem Warrior	<i>go on to table 22</i>
91-00	6	Zealot	<i>go on to table 22</i>

TABLE 22: BARBARIAN SKILLS

Roll on this table twice, rerolling duplicate results.

d100	d6	Skill	
01-16	1	Animal Handling	<i>go on to table 52</i>
17-33	2	Athletics	<i>go on to table 52</i>
34-50	3	Intimidation	<i>go on to table 52</i>
51-66	4	Nature	<i>go on to table 52</i>
67-83	5	Perception	<i>go on to table 52</i>
84-00	6	Survival	<i>go on to table 52</i>

TABLE 23: BARD COLLEGES

d100	College	
01-11	College of Glamour	<i>go on to table 24</i>
12-56	College of Lore	<i>go on to table 24</i>
57-67	College of Swords	<i>go on to table 24</i>
68-89	College of Valor	<i>go on to table 24</i>
90-00	College of Whispers	<i>go on to table 24</i>

TABLE 24: BARD TOOLS

Roll on this table three times, rerolling duplicate results.

d100	d10	Instrument	
01-10	1	bagpipes	<i>roll three skills on table N, then go on to table 52</i>
11-20	2	drum	<i>roll three skills on table N, then go on to table 52</i>
21-30	3	dulcimer	<i>roll three skills on table N, then go on to table 52</i>
31-40	4	flute	<i>roll three skills on table N, then go on to table 52</i>
41-50	7	horn	<i>roll three skills on table N, then go on to table 52</i>
51-60	5	lute	<i>roll three skills on table N, then go on to table 52</i>
61-70	6	lyre	<i>roll three skills on table N, then go on to table 52</i>
71-80	8	pan flute	<i>roll three skills on table N, then go on to table 52</i>
81-90	9	shawm	<i>roll three skills on table N, then go on to table 52</i>
91-00	10	viol	<i>roll three skills on table N, then go on to table 52</i>

TABLE 25: DIVINE DOMAINS
d100 d6 Domain

01-05	1	Arcana	roll two cantrips on table XXX, then go on to table 29
06-09	2	Death	go on to table 26
10-15	3	Forge	go on to table 29
16-20	4	Grave	go on to table 29
21-25	5	Knowledge	roll two languages on table I, then go on to table 27
26-43	6	Life	go on to table 29
44-53	7	Light	go on to table 29
54-63	8	Nature	roll one cantrip on table WWW, then go on to table 28
64-70	9	Order	go on to table 29
71-80	10	Tempest	go on to table 29
81-90	11	Trickery	go on to table 29
91-00	12	War	go on to table 29

TABLE 26: NECROMANCY CANTRIPS
d100 Cantrip

01-33	chill touch	go on to table 29
34-67	spare the dying	go on to table 29
68-00	toll the dead	go on to table 29

TABLE 27: KNOWLEDGE DOMAIN SKILLS
d100 d4 Skill

01-25	1	Arcana	go on to table 29
26-50	2	History	go on to table 29
51-75	3	Nature	go on to table 29
76-00	4	Religion	go on to table 29

TABLE 28: NATURE DOMAIN SKILLS
d100 Skill

01-33	Animal Handling	go on to table 29
34-67	Nature	go on to table 29
68-00	Survival	go on to table 29

TABLE 29: CLERIC SKILLS

Roll on this table twice, rerolling duplicate results.

d100	Skill	
01-20	History	go on to table 52
21-40	Insight	go on to table 52
41-60	Medicine	go on to table 52
61-80	Persuasion	go on to table 52
81-00	Religion	go on to table 52

TABLE 30: DRUID CIRCLES
d100 Circle

01-11	Circle of Dreams	go on to table 31
12-56	Circle of the Land	go on to table 31
57-78	Circle of the Moon	go on to table 31
79-89	Circle of the Shepherd	go on to table 31
90-00	Circle of Spores	go on to table 31

TABLE 31: DRUID SKILLS

Roll on this table twice, rerolling duplicate results.

d100	d8 Skill	
01-13	1	Arcana go on to table 52
14-25	2	Animal Handling go on to table 52
26-38	3	Insight go on to table 52
39-50	4	Medicine go on to table 52
51-63	5	Nature go on to table 52
64-75	6	Perception go on to table 52
76-88	7	Religion go on to table 52
89-00	8	Survival go on to table 52

TABLE 32: MARTIAL ARCHETYPES
d100 Archetype

01-08	Arcane Archer	go on to table 33
09-16	Battle Master	go on to table 33
17-32	Banneret	go on to table 33
33-40	Cavalier	go on to table 33
41-76	Champion	go on to table 33
77-92	Eldritch Knight	go on to table 33
93-00	Samurai	go on to table 33

TABLE 33: FIGHTING STYLE
d100 Style

01-17	Archery	go on to table 34
18-33	Defense	go on to table 34
34-50	Dueling	go on to table 34
51-67	Great Weapon Fighting	go on to table 34
68-83	Protection	go on to table 34
84-00	Two-Weapon Fighting	go on to table 34

TABLE 34: FIGHTER SKILLS

Roll on this table twice, rerolling duplicate results.

d100	d8	Skill	
01-13	1	Acrobatics	<i>go on to table 52</i>
14-25	2	Animal Handling	<i>go on to table 52</i>
26-38	3	Athletics	<i>go on to table 52</i>
39-50	4	History	<i>go on to table 52</i>
51-63	5	Insight	<i>go on to table 52</i>
64-75	6	Intimidation	<i>go on to table 52</i>
76-88	7	Perception	<i>go on to table 52</i>
89-00	8	Survival	<i>go on to table 52</i>

TABLE 35: MONASTIC TRADITIONS

d100	Tradition	
01-08	Way of the Drunken Master	<i>go on to table 36</i>
09-24	Way of the Four Elements	<i>go on to table 36</i>
25-32	Way of the Kensei	<i>go on to table 36</i>
33-40	Way of the Long Death	<i>go on to table 36</i>
41-76	Way of the Open Hand	<i>go on to table 36</i>
77-92	Way of Shadow	<i>go on to table 36</i>
93-00	Way of the Sun Soul	<i>go on to table 36</i>

TABLE 36: MONK SKILLS

Roll on this table twice, rerolling duplicate results.

d100	d6	Skill	
01-16	1	Acrobatics	<i>go on to table 37</i>
17-33	2	Athletics	<i>go on to table 37</i>
34-50	3	History	<i>go on to table 37</i>
51-66	4	Insight	<i>go on to table 37</i>
67-83	5	Religion	<i>go on to table 37</i>
84-00	6	Stealth	<i>go on to table 37</i>

TABLE 37: MONK TOOLS

d100	Tool	
01-03	alchemist's supplies	<i>go on to table 52</i>
04-06	bagpipes	<i>go on to table 52</i>
07-10	brewer's supplies	<i>go on to table 52</i>
11-13	calligrapher's supplies	<i>go on to table 52</i>
14-17	carpenter's tools	<i>go on to table 52</i>
18-21	cartographer's tools	<i>go on to table 52</i>
22-25	cobbler's tools	<i>go on to table 52</i>
26-29	cook's utensils	<i>go on to table 52</i>
30-33	drum	<i>go on to table 52</i>
34-36	dulcimer	<i>go on to table 52</i>
37-40	flute	<i>go on to table 52</i>
41-43	glassblower's tools	<i>go on to table 52</i>
44-47	horn	<i>go on to table 52</i>
48-50	jeweler's tools	<i>go on to table 52</i>
51-54	leatherworker's tools	<i>go on to table 52</i>
55-58	lute	<i>go on to table 52</i>
59-62	lyre	<i>go on to table 52</i>
63-66	mason's tools	<i>go on to table 52</i>
67-69	painter's supplies	<i>go on to table 52</i>
70-73	pan flute	<i>go on to table 52</i>
74-77	potter's tools	<i>go on to table 52</i>
78-80	shawm	<i>go on to table 52</i>
81-84	smith's tools	<i>go on to table 52</i>
85-88	tinker's tools	<i>go on to table 52</i>
89-92	viol	<i>go on to table 52</i>
93-96	weaver's tools	<i>go on to table 52</i>
97-00	woodcarver's tools	<i>go on to table 52</i>



TABLE 38: SACRED OATHS
d100 Oath

01-17	Oath of the Ancients	<i>go on to table 39</i>
18-26	Oath of Conquest	<i>go on to table 39</i>
27-35	Oath of the Crown	<i>go on to table 39</i>
36-69	Oath of Devotion	<i>go on to table 39</i>
70-78	Oath of Redemption	<i>go on to table 39</i>
79-95	Oath of Vengeance	<i>go on to table 39</i>
96-00	Oathbreaker	<i>go on to table 39</i>

TABLE 39: PALADIN SKILLS

Roll on this table twice, rerolling duplicate results.

d100	d6	Skill	
01-16	1	Athletics	<i>go on to table 52</i>
17-33	2	Insight	<i>go on to table 52</i>
34-50	3	Intimidation	<i>go on to table 52</i>
51-66	4	Medicine	<i>go on to table 52</i>
67-83	5	Persuasion	<i>go on to table 52</i>
84-00	6	Religion	<i>go on to table 52</i>

TABLE 40: RANGER ARCHETYPES

d100	Archetype	
01-22	Beast Master	<i>go on to table 41</i>
23-33	Gloom Stalker	<i>go on to table 41</i>
34-44	Horizon Walker	<i>go on to table 41</i>
45-89	Hunter	<i>go on to table 41</i>
90-00	Monster Slayer	<i>go on to table 41</i>

TABLE 41: RANGER SKILLS

Roll on this table three times, rerolling duplicate results.

d100	d8	Skill	
01-13	1	Animal Handling	<i>go on to table 42</i>
14-26	2	Athletics	<i>go on to table 42</i>
27-38	3	Insight	<i>go on to table 42</i>
39-50	4	Investigation	<i>go on to table 42</i>
51-62	5	Nature	<i>go on to table 42</i>
63-75	6	Perception	<i>go on to table 42</i>
76-87	7	Stealth	<i>go on to table 42</i>
88-00	8	Survival	<i>go on to table 42</i>

TABLE 42: FAVORED ENEMY
d100 Enemy

01-07	aberrations	<i>go on to table 43</i>
08-14	beasts	<i>go on to table 43</i>
15-21	celestials	<i>go on to table 43</i>
22-28	constructs	<i>go on to table 43</i>
29-35	dragons	<i>go on to table 43</i>
36-42	elementals	<i>go on to table 43</i>
43-49	fey	<i>go on to table 43</i>
50-56	fiends	<i>go on to table 43</i>
57-63	giants	<i>go on to table 43</i>
64-72	humanoids	<i>roll twice on table H, then go on to table 43</i>
73-79	monstrosities	<i>go on to table 43</i>
80-86	oozes	<i>go on to table 43</i>
87-93	plants	<i>go on to table 43</i>
94-00	undead	<i>go on to table 43</i>

TABLE 43: NATURAL EXPLORER

d100	d8	Terrain	
01-13	1	arctic	<i>go on to table 52</i>
14-26	2	coast	<i>go on to table 52</i>
27-38	3	desert	<i>go on to table 52</i>
39-50	4	forest	<i>go on to table 52</i>
51-62	5	grassland	<i>go on to table 52</i>
63-75	6	mountain	<i>go on to table 52</i>
76-87	7	swamp	<i>go on to table 52</i>
88-00	8	Underdark	<i>go on to table 52</i>

TABLE 44: ROGUISH ARCHETYPES

d100	Archetype	
01-16	Arcane Trickster	<i>go on to table 45</i>
17-32	Assassin	<i>go on to table 45</i>
33-40	Inquisitive	<i>go on to table 45</i>
41-48	Mastermind	<i>go on to table 45</i>
49-56	Scout	<i>go on to table 45</i>
57-64	Swashbuckler	<i>go on to table 45</i>
65-00	Thief	<i>go on to table 45</i>

TABLE 45: ROGUE SKILLS

Roll on this table four times, rerolling duplicate results. Then roll a die corresponding to the number of skill proficiencies you have to randomly determine Expertise.

d100	Skill	
01-09	Acrobatics	<i>go on to table 52</i>
10-18	Athletics	<i>go on to table 52</i>
19-27	Deception	<i>go on to table 52</i>
28-36	Insight	<i>go on to table 52</i>
37-45	Intimidation	<i>go on to table 52</i>
46-54	Investigation	<i>go on to table 52</i>
55-63	Perception	<i>go on to table 52</i>
64-72	Performance	<i>go on to table 52</i>
72-81	Persuasion	<i>go on to table 52</i>
82-90	Sleight of Hand	<i>go on to table 52</i>
91-00	Stealth	<i>go on to table 52</i>

TABLE 44: SORCEROUS ORIGINS

d100	Origin	
01-11	Divine Soul	<i>go on to table 46</i>
12-56	Draconic Bloodline	<i>roll an ancestry on table 4, then go on to table 47</i>
57-67	Shadow Magic	<i>go on to table 47</i>
68-78	Storm Sorcery	<i>go on to table 47</i>
79-00	Wild Magic	<i>go on to table 47</i>

TABLE 46: DIVINE MAGIC

d100	Affinity	
01-20	Good	<i>go on to table 47</i>
21-40	Evil	<i>go on to table 47</i>
41-60	Law	<i>go on to table 47</i>
61-80	Chaos	<i>go on to table 47</i>
81-00	Neutrality	<i>go on to table 47</i>

TABLE 47: SORCERER SKILLS

Roll on this table twice, rerolling duplicate results.

d100	d6	Skill	
01-16	1	Arcana	<i>go on to table 52</i>
17-33	2	Deception	<i>go on to table 52</i>
34-50	3	Insight	<i>go on to table 52</i>
51-66	4	Intimidation	<i>go on to table 52</i>
67-83	5	Persuasion	<i>go on to table 52</i>
84-00	6	Religion	<i>go on to table 52</i>

TABLE 48: OTHERWORLDLY PATRONS

d100	d6	Patron	
01-18	1	The Archfey	<i>go on to table 49</i>
19-27	2	The Celestial	<i>go on to table 49</i>
28-64	3	The Fiend	<i>go on to table 49</i>
65-82	4	The Great Old One	<i>go on to table 49</i>
83-91	5	The Hexblade	<i>go on to table 49</i>
92-00	6	The Undying	<i>go on to table 49</i>

TABLE 49: WARLOCK SKILLS

Roll on this table twice, rerolling duplicate results.

d100	Skill	
01-16	Arcana	<i>go on to table 52</i>
17-33	Deception	<i>go on to table 52</i>
34-50	History	<i>go on to table 52</i>
51-66	Intimidation	<i>go on to table 52</i>
67-83	Investigation	<i>go on to table 52</i>
67-83	Nature	<i>go on to table 52</i>
84-00	Religion	<i>go on to table 52</i>

TABLE 50: ARCANE TRADITIONS

d100	d6	Tradition	
01-11	1	School of Abjuration	<i>go on to table 51</i>
12-17	2	Bladesinging	<i>go on to table 51</i>
18-28	3	School of Conjuration	<i>go on to table 51</i>
29-39	4	School of Divination	<i>go on to table 51</i>
40-50	5	School of Enchantment	<i>go on to table 51</i>
51-61	6	School of Evocation	<i>go on to table 51</i>
62-72	7	School of Illusion	<i>go on to table 51</i>
73-83	8	School of Necromancy	<i>go on to table 51</i>
84-94	9	School of Transmutation	<i>go on to table 51</i>
95-00	10	War Magic	<i>go on to table 51</i>

TABLE 51: WIZARD SKILLS

Roll on this table twice, rerolling duplicate results.

d100	d6	Skill	
01-16	1	Arcana	<i>go on to table 52</i>
17-33	2	History	<i>go on to table 52</i>
34-50	3	Insight	<i>go on to table 52</i>
51-66	4	Investigation	<i>go on to table 52</i>
67-83	5	Medicine	<i>go on to table 52</i>
84-00	6	Religion	<i>go on to table 52</i>

STEP 3

Determine Ability Scores

To generate your character's six **ability scores** randomly, roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers.

Now take your six numbers and write each number beside your character's six abilities in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race choice.



STEP 4

Describe Your Character

TABLE 52: BACKGROUND

d100	Background	
01-08	Acolyte	<i>roll two languages on table I</i>
09	Anthropologist	<i>roll two languages on table I</i>
10	Archaeologist	<i>roll a language on table I, then go on to table 53</i>
11-14	Charlatan	
15-16	City Watch / Investigator	<i>roll two languages on table I</i>
17-18	Clan Crafter	<i>roll a tool on table D</i>
19-20	Cloistered Scholar	<i>roll two languages on table I</i>
21-22	Courtier	<i>roll two languages on table I</i>
23-29	Criminal / Spy	<i>roll a gaming set on table G</i>
30-33	Entertainer / Gladiator	<i>roll an instrument on table 24</i>
34-35	Faction Agent	<i>roll two languages on table I</i>
36-37	Far Traveler	<i>roll a tool on table 54, then roll a language on table I</i>
38-45	Folk Hero	<i>roll a tool on table D</i>
46-49	Guild Artisan / Guild Merchant	<i>roll a tool on table D, then roll a language on table I</i>
50	Haunted One	<i>roll a language on table E</i>
51-54	Hermit	<i>roll a language on table I</i>
55-56	Inheritor	<i>roll a tool on table 54, then roll a language on table I</i>
57-58	Knight of the Order	<i>roll a tool on table 54, then roll a language on table I</i>
59-60	Mercenary Veteran	<i>roll a gaming set on table G</i>
61-67	Noble / Knight	<i>roll a gaming set on table G, then roll a language on table I</i>
68-71	Outlander	<i>roll an instrument on table 24, then roll a language on table I</i>
72-78	Sage	<i>roll two languages on table I</i>
79-82	Sailor / Pirate	
83-90	Soldier	<i>roll a gaming set on table G</i>
91-92	Urban Bounty Hunter	<i>roll a tool on table 54</i>
93-96	Urchin	
97-98	Uthgardt Tribe Member	<i>roll a tool on table 37</i>
99-00	Waterdhavian Noble	<i>roll a tool on table 54, then roll a language on table I</i>

TABLE 53: ARCHAEOLOGIST TOOLS

d100	Tool
01-50	cartographer's tools
51-00	navigator's tools

TABLE 54: GAMES AND MUSIC

d100	Tool
01-07	bagpipes
08-15	dice set
16-22	dragonchess set
23-29	drum
30-36	dulcimer
37-43	flute
44-50	horn
51-58	lute
59-65	lyre
66-72	pan flute
73-79	playing card set
80-86	shawm
87-93	three-dragon ante set
94-00	viol

TABLE B: ALIGNMENT

d100	Alignment
1-20	Lawful good
21-40	Neutral good
41-60	Chaotic good
61-70	Lawful neutral
71-80	Neutral
81-90	Chaotic neutral
91-94	Lawful evil
95-97	Neutral evil
98-00	Chaotic evil



STEP 5

Choose Equipment

BARBARIAN STARTING EQUIPMENT

Roll on this table once under each subheading, plus take an explorer's pack and four javelins.

d100 Equipment

01-50 a greataxe

51-00 any martial
melee weapon *roll a weapon on table J*

d100 Equipment

01-50 two handaxes

51-00 any simple weapon *roll a weapon on table M*

BARD STARTING EQUIPMENT

Roll on this table once under each subheading, plus take leather armor and a dagger.

d100 Equipment

01-33 a rapier

34-67 a longsword

68-00 any simple weapon *roll a weapon on table M*

d100 Equipment

01-50 a diplomat's pack

51-00 an entertainer's pack

d100 Equipment

01-50 a lute

51-00 any other
musical instrument *roll an instrument on table 25*

CLERIC STARTING EQUIPMENT

Roll on this table once under each subheading, plus a shield and a holy symbol.

d100 Equipment

01-50 a mace

51-00 a warhammer
(if proficient)

d100 Equipment

01-33 scale mail

34-67 leather armor

68-00 chain mail (if proficient)

d100 Equipment

01-50 a light crossbow
and 20 bolts

51-00 any simple weapon *roll a weapon on table M*

d100 Equipment

01-50 a priest's pack

51-00 an explorer's pack

DRUID STARTING EQUIPMENT

Roll on this table once under each subheading, plus take leather armor, an explorer's pack, and a druidic focus.

d100 Equipment

01-50 a wooden shield

51-00 any simple weapon *roll a weapon on table M*

d100 Equipment

01-50 a scimitar

51-00 any simple
melee weapon *roll a weapon on table L*

FIGHTER STARTING EQUIPMENT

Roll on this table once under each subheading.

d100 Equipment

01-50 chain mail

51-00 leather armor, longbow
and 20 arrows

d100 Equipment

01-50 a martial weapon
and a shield *roll a weapon on table K*

51-00 two martial weapons *roll two weapons on
table K*

d100 Equipment

01-50 a light crossbow
and 20 bolts

51-00 any simple weapon *roll a weapon on table M*

d100 Equipment

01-50 a dungeoneer's pack

51-00 an explorer's pack

MONK STARTING EQUIPMENT

Roll on this table once under each subheading, plus take 10 darts.

d100 Equipment

01-50 a shortsword

51-00 any simple weapon *roll a weapon on table K*

d100 Equipment

01-50 a dungeoneer's pack

51-00 an explorer's pack

PALADIN STARTING EQUIPMENT

Roll on this table once under each subheading, plus take chain mail and a holy symbol.

d100 Equipment

01-50 a martial weapon
and a shield *roll a weapon on table K*

51-00 two martial weapons *roll two weapons on table K*

d100 Equipment

01-50 five javelins

51-00 any simple
melee weapon *roll a weapon on table L*

d100 Equipment

01-50 a priest's pack

51-00 an explorer's pack

RANGER STARTING EQUIPMENT

Roll on this table once under each subheading, plus take a longbow and quiver of 20 arrows.

d100 Equipment

01-50 scale mail

51-00 leather armor

d100 Equipment

01-50 two shortswords

51-00 two simple
melee weapons *roll two weapons on table L*

d100 Equipment

01-50 a dungeoneer's pack

51-00 an explorer's pack

ROGUE STARTING EQUIPMENT

Roll on this table once under each subheading, plus take leather armor, two daggers, and thieves' tools.

d100 Equipment

01-50 a rapier

51-00 a shortsword

d100 Equipment

01-50 a shortbow and
quiver of 20 arrows

51-00 a shortsword

d100 Equipment

01-33 a burglar's pack

34-67 a dungeoneer's pack

68-00 an explorer's pack

SORCERER STARTING EQUIPMENT

Roll on this table once under each subheading, plus take two daggers.

d100 Equipment

01-50 a light crossbow
and 20 bolts

51-00 any simple weapon *roll a weapon on table M*

d100 Equipment

01-50 a component pouch

51-00 an arcane focus *roll a focus on table C*

d100 Equipment

01-50 a dungeoneer's pack

51-00 an explorer's pack

WARLOCK STARTING EQUIPMENT

Roll on this table once under each subheading, plus take leather armor, any simple weapon (*roll a weapon on table K*), and two daggers.

d100 Equipment

01-50 a light crossbow
and 20 bolts

51-00 any simple weapon *roll a weapon on table M*

d100 Equipment

01-50 a component pouch

51-00 an arcane focus *roll a focus on table C*

d100 Equipment

01-50 a scholar's pack

51-00 a dungeoneer's pack

WIZARD STARTING EQUIPMENT

Roll on this table once under each subheading, plus take a spellbook.

d100 Equipment

01-50 a quarterstaff

51-00 a dagger

d100 Equipment

01-50 a component pouch

51-00 an arcane focus *roll a focus on table C*

d100 Equipment

01-50 a scholar's pack

51-00 an explorer's pack



STEP 6

Spells

BARD CANTRIPS

d100	Cantrip
01-08	<i>blade ward</i>
09-16	<i>dancing lights</i>
17-25	<i>friends</i>
26-33	<i>light</i>
34-41	<i>mage hand</i>
42-49	<i>mending</i>
50-57	<i>message</i>
58-66	<i>minor illusion</i>
67-75	<i>prestidigitation</i>
76-83	<i>thunderclap</i>
84-91	<i>true strike</i>
92-00	<i>vicious mockery</i>

BARD 1ST-LEVEL SPELLS

d100	Spell
01-04	<i>animal friendship</i>
05-09	<i>bane</i>
10-13	<i>charm person</i>
14-18	<i>comprehend languages</i>
19-22	<i>cure wounds</i>
23-27	<i>detect magic</i>
28-31	<i>disguise self</i>
32-36	<i>dissonant whispers</i>
37-40	<i>earth tremor</i>
41-45	<i>faerie fire</i>
46-49	<i>feather fall</i>
50-54	<i>healing word</i>
55-58	<i>heroism</i>
59-63	<i>identify</i>
64-67	<i>illusory script</i>
68-72	<i>longstrider</i>
73-76	<i>silent image</i>
77-81	<i>sleep</i>
82-85	<i>speak with animals</i>
86-90	<i>Tasha's hideous laughter</i>
91-95	<i>thunderwave</i>
96-00	<i>unseen servant</i>



CLERIC SPELLS

d100 Cantrip

01-11 *guidance*

12-22 *light*

23-33 *mending*

34-44 *resistance*

45-55 *sacred flame*

56-66 *spare the dying*

67-78 *thaumaturgy*

79-89 *toll the dead*

90-00 *word of radiance*

d100 1st-level Spell

01-06 *bane*

07-13 *bless*

14-20 *ceremony*

21-26 *command*

27-32 *create or destroy water*

33-39 *cure wounds*

40-45 *detect evil or good*

46-51 *detect magic*

52-57 *detect poison and disease*

58-63 *guiding bolt*

64-69 *healing word*

70-76 *inflict wounds*

77-82 *protection from evil and good*

83-88 *purify food and drink*

89-94 *sanctuary*

95-00 *shield of faith*

DRUID SPELLS

d100 Cantrip

01-05 *control flames*

06-10 *create bonfire*

11-16 *druidcraft*

17-22 *frostbite*

23-28 *guidance*

29-33 *gust*

34-38 *infestation*

39-43 *magic stone*

44-49 *mending*

50-54 *mold earth*

55-60 *poison spray*

61-65 *primal savagery*

66-71 *produce flame*

72-77 *resistance*

78-82 *shape water*

83-88 *shillelagh*

89-94 *thorn whip*

95-00 *thunderclap*

d100 1st-level Spell

01-05 *absorb elements*

06-10 *animal friendship*

11-15 *beast bond*

16-19 *charm person*

20-24 *create or destroy water*

25-28 *cure wounds*

29-32 *detect magic*

33-37 *detect poison or disease*

38-42 *earth tremor*

43-47 *entangle*

48-52 *faerie fire*

53-57 *fog cloud*

58-62 *goodberry*

63-66 *healing word*

67-71 *ice knife*

72-76 *jump*

77-81 *longstrider*

82-85 *purify food and drink*

86-90 *snare*

91-95 *speak with animals*

96-00 *thunderwave*



SORCERER CANTRIPS

d100	Cantrip
01-04	<i>acid splash</i>
05-07	<i>blade ward</i>
08-10	<i>booming blade</i>
11-14	<i>chill touch</i>
15-17	<i>control flames</i>
18-20	<i>create bonfire</i>
21-24	<i>dancing lights</i>
25-28	<i>fire bolt</i>
29-31	<i>friends</i>
32-34	<i>frostbite</i>
35-37	<i>green-flame blade</i>
38-40	<i>gust</i>
41-43	<i>infestation</i>
44-47	<i>light</i>
48-50	<i>lightning lure</i>
51-54	<i>mage hand</i>
55-58	<i>mending</i>
59-62	<i>message</i>
63-66	<i>minor illusion</i>
67-69	<i>mold earth</i>
70-73	<i>poison spray</i>
74-77	<i>prestidigitation</i>
78-81	<i>ray of frost</i>
82-84	<i>shape water</i>
85-88	<i>shocking grasp</i>
89-92	<i>sword burst</i>
93-96	<i>thunderclap</i>
97-00	<i>true strike</i>

SORCERER 1ST-LEVEL SPELLS

d100	Spell
01-04	<i>absorb elements</i>
05-08	<i>burning hands</i>
09-12	<i>catapult</i>
13-16	<i>chaos bolt</i>
17-20	<i>charm person</i>
21-24	<i>chromatic orb</i>
25-28	<i>color spray</i>
29-32	<i>comprehend languages</i>
33-36	<i>detect magic</i>
37-40	<i>disguise self</i>
41-44	<i>earth tremor</i>
45-48	<i>expeditious retreat</i>
49-52	<i>false life</i>
53-56	<i>feather fall</i>
57-60	<i>fog cloud</i>
61-64	<i>ice knife</i>
65-68	<i>jump</i>
69-72	<i>mage armor</i>
73-76	<i>magic missile</i>
77-80	<i>ray of sickness</i>
81-84	<i>shield</i>
85-88	<i>silent image</i>
89-92	<i>sleep</i>
93-96	<i>thunderwave</i>
97-00	<i>witch bolt</i>



WARLOCK CANTRIPS

d100	d20	Cantrip
01-05	1	<i>blade ward</i>
06-10	2	<i>booming blade</i>
11-15	3	<i>chill touch</i>
16-20	4	<i>control flames</i>
21-25	5	<i>create bonfire</i>
26-30	6	<i>eldritch blast</i>
31-35	7	<i>friends</i>
36-40	8	<i>frostbite</i>
41-45	9	<i>green-flame blade</i>
46-50	10	<i>infestation</i>
51-55	11	<i>lightning lure</i>
56-60	12	<i>mage hand</i>
61-65	13	<i>magic stone</i>
66-70	14	<i>minor illusion</i>
71-75	15	<i>poison spray</i>
76-80	16	<i>prestidigitation</i>
81-85	17	<i>sword burst</i>
86-90	18	<i>thunderclap</i>
91-95	19	<i>toll the dead</i>
96-00	20	<i>true strike</i>

WARLOCK 1ST-LEVEL SPELLS

d100	Spell
01-09	<i>armor of Agathys</i>
10-18	<i>arms of Hadar</i>
19-26	<i>cause fear</i>
27-34	<i>charm person</i>
35-42	<i>comprehend languages</i>
43-50	<i>expeditious retreat</i>
51-59	<i>hellish rebuke</i>
60-68	<i>hex</i>
69-76	<i>illusory script</i>
77-84	<i>protection from evil and good</i>
85-92	<i>unseen servant</i>
93-00	<i>witch bolt</i>



WIZARD CANTRIPS

d100	Cantrip
01-04	<i>acid splash</i>
05-07	<i>blade ward</i>
08-10	<i>booming blade</i>
11-14	<i>chill touch</i>
15-17	<i>control flames</i>
18-20	<i>create bonfire</i>
21-24	<i>dancing lights</i>
25-28	<i>fire bolt</i>
29-31	<i>friends</i>
32-34	<i>frostbite</i>
35-37	<i>green-flame blade</i>
38-40	<i>gust</i>
41-43	<i>infestation</i>
44-47	<i>light</i>
48-50	<i>lightning lure</i>
51-54	<i>mage hand</i>
55-58	<i>mending</i>
59-62	<i>message</i>
63-66	<i>minor illusion</i>
67-69	<i>mold earth</i>
70-73	<i>poison spray</i>
74-77	<i>prestidigitation</i>
78-81	<i>ray of frost</i>
82-84	<i>shape water</i>
85-88	<i>shocking grasp</i>
89-91	<i>sword burst</i>
92-94	<i>thunderclap</i>
95-97	<i>toll the dead</i>
98-00	<i>true strike</i>

WIZARD 1ST-LEVEL SPELLS

d100	Spell
01-03	<i>absorb elements</i>
04-05	<i>alarm</i>
06-08	<i>burning hands</i>
09-10	<i>catapult</i>
11-13	<i>cause fear</i>
14-16	<i>charm person</i>
17-19	<i>chromatic orb</i>
20-22	<i>color spray</i>
23-25	<i>comprehend languages</i>
26-28	<i>detect magic</i>
29-31	<i>disguise self</i>
32-33	<i>earth tremor</i>
34-36	<i>expeditious retreat</i>
37-39	<i>false life</i>
40-42	<i>feather fall</i>
43-44	<i>find familiar</i>
45-47	<i>fog cloud</i>
48-50	<i>grease</i>
51-53	<i>ice knife</i>
54-55	<i>identify</i>
56-57	<i>illusory script</i>
58-60	<i>jump</i>
61-63	<i>longstrider</i>
64-66	<i>mage armor</i>
67-69	<i>magic missile</i>
70-72	<i>protection from evil and good</i>
73-75	<i>ray of sickness</i>
76-78	<i>shield</i>
79-81	<i>silent image</i>
82-84	<i>sleep</i>
85-86	<i>snare</i>
87-89	<i>Tasha's hideous laughter</i>
90-92	<i>Tensor's floating disk</i>
93-94	<i>thunderwave</i>
95-97	<i>unseen servant</i>
98-00	<i>witch bolt</i>



APPENDIX

Miscellaneous Tables

TABLE A: ABILITY SCORES

d100	d6	Score
01-17	1	Strength
18-34	2	Dexterity
35-51	3	Constitution
52-67	4	Intelligence
68-84	5	Wisdom
85-00	6	Charisma

TABLE B: ALIGNMENT

d100	Alignment
1-20	Lawful good
21-40	Neutral good
41-60	Chaotic good
61-70	Lawful neutral
71-80	Neutral
81-90	Chaotic neutral
91-94	Lawful evil
95-97	Neutral evil
98-00	Chaotic evil

TABLE C: ARCANE FOCUS

d100	Focus
01-20	crystal
21-40	orb
41-60	rod
61-80	staff
81-00	wand

TABLE D: ARTISAN'S TOOLS

d100	Tool
01-05	alchemist's supplies
06-11	brewer's supplies
12-17	calligrapher's supplies
18-23	carpenter's tools
24-29	cartographer's tools
30-35	cobbler's tools
36-41	cook's utensils
42-47	glassblower's tools
48-53	jeweler's tools
54-59	leatherworker's tools
60-65	mason's tools
66-71	painter's supplies
72-77	potter's tools
78-83	smith's tools
84-88	tinker's tools
89-94	weaver's tools
95-00	woodcarver's tools

TABLE E: EXOTIC LANGUAGES

d100	Language
01-12	Abyssal
13-25	Celestial
26-37	Deep Speech
38-50	Draconic
51-62	Infernal
63-75	Primordial
76-87	Sylvan
88-00	Undercommon

TABLE F: FEATS

d100	Feat	Reroll if...	d100	Feat	Reroll if...
01-02	Actor		49-50	Lucky	
03-04	Alert		51-52	Mage Slayer	
05-06	Athlete		53-54	Magic Initiate	
07	Bountiful Luck	Not a halfling	55-56	Martial Adept	
08-09	Charger		57-58	Medium Armor Master	Not proficient with medium armor
10-11	Crossbow Expert		59-60	Mobile	
12-13	Defensive Duelist	Dex < 13	61-62	Moderately Armored	Not proficient with light armor
14	Dragon Fear	Not a dragonborn	63-64	Mounted Combatant	
15	Dragon Hide	Not a dragonborn	65-66	Observant	
16	Drow High Magic	Not a dark elf	67	Orcish Fury	Not a half-orc
17-18	Dual Wielder		68-69	Polearm Master	
19-20	Dungeon Delver		70	Prodigy	Not a half-elf, half-orc, or human
21-22	Durable		71-72	Resilient	
23	Dwarven Fortitude	Not a dwarf	73-74	Ritual Caster	Both Int and Wis < 13
24-25	Elemental Adept	Can't cast any spells	75-76	Savage Attacker	
26	Elven Accuracy	Not an elf or half-elf	77	Second Chance	Not a halfling
27	Fade Away	Not a gnome	78-79	Sentinel	
28	Fey Teleportation	Not a high elf	80-81	Sharpshooter	
29	Flames of Phlegethos	Not a tiefling	82-83	Shield Master	
30-31	Grappler	Str < 13	84-85	Skilled	
32-33	Great Weapon Master	Not proficient with martial weapons	86-87	Skulker	Dex < 13
34-35	Healer		88-89	Spell Sniper	Can't cast any spells
36-37	Heavily Armored	Not proficient with medium armor	90	Squat Nimbleness	Not Small or a dwarf
38-39	Heavy Armor Master	Not proficient with heavy armor	91	Svirfneblin Magic	Not a deep gnome
40	Infernal Constitution	Not a tiefling	92-93	Tavern Brawler	
41-42	Inspiring Leader	Cha < 13	94-95	Tough	
43-44	Keen Mind		96-97	War Caster	Can't cast any spells
45-46	Lightly Armored		98-99	Weapon Master	Already proficient with all weapons
47-48	Linguist		00	Wood Elf Magic	Not a wood elf

TABLE G: GAMING SETS

d100	d4	Set
01-25	1	dice set
26-50	2	dragonchess set
51-75	3	playing card set
76-00	4	three-dragon ante set

TABLE H: HUMANOIDS

d100	Humanoid
01-02	arakocra
03-04	aasimar
05	bullywug
06-09	dragonborn
10-17	dwarf
18-25	elf
26-27	firbolg
28	firenewt
29-30	genasi
31	giff
32-33	gith
34-35	gnoll
36-39	gnome
40-41	goblinoid
42-43	goliath
44	grimlock
45	grung
46-53	halfling
54-69	human
70-71	kenku
72-73	kobold
74	kuo-toa
75-76	lizardfolk
77	merfolk
78	nagpa
79-82	orc
83	quaggoth
84	sahuagin
85-86	shapechanger
87-88	tabaxi
89	thri-kreen
90-91	tiefling
92-93	tortle
94-95	triton
96	troglodyte
97	xvart
98-00	yuan-ti



TABLE I: LANGUAGES

d100	Language
01	Aarakocra
02-06	Abyssal
07-11	Celestial
12-16	Deep Speech
17-21	Draconic
22-30	Dwarvish
31-39	Elvish
40-48	Giant
49	Gith
50-58	Gnomish
59-67	Goblin
68-76	Halfling
77-85	Orc
86-90	Primordial
91-95	Sylvan
96-00	Undercommon

TABLE J: MARTIAL MELEE WEAPONS

d100	Weapon
01-06	battleaxe
07-11	flail
12-17	glaive
18-23	greataxe
24-29	greatsword
30-34	halberd
35-40	lance
41-46	longsword
47-51	maul
52-56	morningstar
57-62	pike
63-68	rapier
69-73	scimitar
74-79	shortsword
80-84	trident
85-89	war pick
90-95	warhammer
96-00	whip

TABLE K: MARTIAL WEAPONS

d100	Weapon
01-05	battleaxe
06-09	blowgun
10-13	flail
14-17	glaive
18-21	greataxe
22-25	greatsword
26-29	halberd
30-33	hand crossbow
34-38	heavy crossbow
39-42	lance
43-47	longbow
48-52	longsword
53-56	maul
57-60	morningstar
61-64	net
65-68	pike
69-73	rapier
74-78	scimitar
79-83	shortsword
84-86	trident
88-91	war pick
92-96	warhammer
97-00	whip

TABLE L: SIMPLE MELEE WEAPONS

d100	d12	Weapon
01-08	1	club
09-17	2	dagger
18-25	3	greatclub
26-33	4	handaxe
34-41	5	javelin
42-50	6	light crossbow
51-58	7	light hammer
59-66	8	mace
67-75	9	quarterstaff
76-83	10	sickle
84-92	11	spear
93-00	12	yklwa

TABLE M: SIMPLE WEAPONS

d100	Weapon
01-06	boomerang
07-12	club
13-19	dagger
20-25	dart
26-31	greatclub
32-37	handaxe
38-43	javelin
44-50	light crossbow
51-56	light hammer
57-62	mace
63-69	quarterstaff
70-75	shortbow
76-81	sickle
82-87	sling
88-94	spear
95-00	yklwa

TABLE N: SKILLS

d100	Skill
01-06	Acrobatics
07-11	Animal Handling
12-17	Arcana
18-22	Athletics
23-27	Deception
28-33	History
34-39	Insight
40-44	Intimidation
45-49	Investigation
50-55	Medicine
56-60	Nature
61-66	Perception
67-71	Performance
72-77	Persuasion
78-82	Religion
83-88	Sleight of Hand
89-94	Stealth
95-00	Survival

TABLE O: TOOLS

d100	Tool
01-03	alchemist's supplies
04-05	bagpipes
06-08	brewer's supplies
09-11	calligrapher's supplies
12-14	carpenter's tools
15-17	cartographer's tools
18-20	cobbler's tools
21-23	cook's utensils
24-26	dice set
27-29	disguise kit
30-32	dragonchess set
33-34	drum
35-36	dulcimer
37-38	flute
39-40	forgery kit
41-43	glassblower's tools
44-46	herbalism kit
47-48	horn
49-51	jeweler's tools
52-54	leatherworker's tools
55-56	lute
57-58	lyre
59-61	mason's tools
62-64	navigator's tools
65-67	painter's supplies
68-69	pan flute
70-72	playing card set
73-75	poisoner's kit
76-78	potter's tools
79-80	shawm
81-83	smith's tools
84-86	thieves' tools
87-89	three-dragon ante set
90-92	tinker's tools
93-94	viol
95-97	weaver's tools
98-00	woodcarver's tools