CHARACTER GENERATION QUICK REFERENCE

A Collection of Useful Tables for D&D 5th Edition

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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*, the *Dungeon Master's Guide*, and the *Elemental Evil Player's Companion*. This document started out as a resource for myself as a DM—both as a way of having certain information at my fingertips when building NPCs, and a way of keeping track of information about player characters that isn't summarized anywhere else. 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 charts of possible ability score point-buy arrays at three levels: one for "heroic" characters using the 27 points available for starting PCs (a table players may find handy when considering options for character creation), one for slightly above-average characters using 15 points, and one for dead-average characters using 12 points (the amount needed to build the generic commoner NPC with a 10 in each ability score). These can be used to quickly stat out an NPC in the appropriate range of competence, creating "balanced" characters for DMs for whom such things are a concern. Highlighted on each chart is

a middle-range array with a more or less even spread of high, average, and low scores; by no coincidence at all, the heroic version of this is exactly the same as the standard array for starting PCs.

(As an aside, for those who are looking for options to inflect 5e with a more old-school feel, the 15-point arrays represent a range of numbers not unlike what might be generated by rolling 3d6 for ability scores, which might be useful if you want to scale back the default level of PC power without injecting unwanted randomness.)

(And as *another* aside, note that between the ability score arrays and the table of default skill proficiencies by background, you have at hand almost all the information you need to create instant NPCs in a wide variety of professions.)

I hope the information in this document is helpful to other DMs and players, that it saves you at least a little time leafing through rulebooks, and that it may even spark new ideas by seeing the data collected like this. I'd say "use it wisely," but where would be the adventure in *that*?

Happy gaming,

Dan Layman-Kennedy
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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 (4)	d8 (5)	d10 (6)	d12 (7)
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 (all)			+2			
•Hill					+1	
•Mountain	+2					
Elf (all)		+2				
•High				+1		
•Wood					+1	
•Dark						+1
•Eladrin				+1		
Halfling (all)		+2				
•Lightfoot						+1
•Stout			+1			
Human	+1	+1	+1	+1	+1	+1
Dragonborn	+2					+1
Gnome (all)				+2		
•Forest		+1				
•Rock			+1			
•Deep		+1				
Half-elf		Choice of 2 at +1				+2
Half-orc	+2		+1			
Tiefling				+1		+2
Aarakocra		+2			+1	
Genasi (all)			+2			
•Air		+1				
•Earth	+1					
•Fire				+1		
•Water					+1	
Goliath	+2		+1			
Aasimar					+1	+2

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
•Deep	Common, Gnomish, Undercommon
Half-elf	Common, Elvish, 1 other
Half-orc	Common, Orc
Tiefling	Common, Infernal
Aarakocra	Common, Aarakocra, Auran
Genasi	Common, Primordial (per subrace)
Goliath	Common, Giant
Aasimar	Common, Celestial

Special Abilities by Race

Race	Ability	Proficiencies
Dwarf (all)	Darkvision 60' Advantage on saving throws vs. poison; resistant to poison damage	Battleaxe, handaxe, light hammer, warhammer Choice of smith's tools, brewer's supplies, or mason's tools History relating to origin of stonework, at double proficiency bonus
•Hill	HP maximum increases by 1/level	
•Mountain		Light and medium armor
Elf (all)	Darkvision 60' Advantage on saving throws vs. being charmed, immune to sleep magic Trance: 4 hours instead of 8-hour sleep	Perception
•High	Spellcasting (Int): 1 cantrip from the wizard spell list	Longsword, shortsword, shortbow, longbow
•Wood	Base walking speed of 35 Hide even when only lightly obscured by natural phenomena	Longsword, shortsword, shortbow, longbow
•Dark	Darkvision 120' Disadvantage on attack rolls and vision Perception checks in direct sunlight Spellcasting (Cha): *dancing lights* cantrip At 3rd level: *faerie fire* (once/long rest) At 5th level: *darkness* (once/long rest)	Rapier, shortsword, hand crossbow
•Eladrin	Spellcasting (Int): *misty step* (once/long rest)	Longsword, shortsword, shortbow, longbow
Halfling (all)	Lucky: reroll 1 on an attack roll, ability check, or saving throw Advantage on saving throws vs. being frightened Move through the space of a Medium or larger creature	
•Lightfoot	Hide even when only obscured by a Medium or larger creature	
•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	Breath weapon 2d6 (once/short or long rest; damage type per dragon ancestry); increases 1 die at 6th, 11th, and 16th level Resistance to breath weapon's damage type	
Gnome (all)	Darkvision 60' Advantage on Int, Wis, and Cha saving throws vs. magic	
•Forest	Spellcasting (Int): *minor illusion* cantrip Speak with Small or smaller animals	
•Rock	Spend 1 hour and 10 gp of materials to create a tiny clockwork device (AC 5, 1 hp): clockwork toy, firestarter, music box	History related to magic items, alchemical objects, or technological devices, at double proficiency bonus Tinker's tools
•Deep	Darkvision 120' Advantage on Stealth checks to hide in rocky terrain Access to Svirfneblin Magic feat	

Race	Ability	Proficiencies
Half-elf	Darkvision 60' Advantage on saving throws vs. being charmed, immune to sleep magic	2 skills
Half-orc	Darkvision 60' When reduced to 0 HP, drop to 1 HP instead (once/long rest) Extra damage die on a critical hit with a melee weapon	Intimidation
Tiefling	Darkvision 60' Resistance to fire damage Spellcasting (Cha): *thaumaturgy* cantrip At 3rd level: *hellish rebuke* as a 2nd-level spell (once/long rest) At 5th level: *darkness* (once/long rest)	
Aarakocra	Flight, speed 50', wearing up to light armor Talons: 1d4 slashing	Unarmed strikes
Genasi	[Per subrace]	
•Air	Hold breath indefinitely when not incapacitated Spellcasting (Con): *levitate* (once/long rest)	
•Earth	Move across difficult terrain made of earth or stone at no penalty Spellcasting (Con): *pass without trace* (once/long rest)	
•Fire	Darkvision 60' Resistance to fire damage Spellcasting (Con): *produce flame* cantrip At 3rd level: *burning hands* (once/long rest)	
•Water	Resistance to acid damage Swimming speed 30' Spellcasting (Con): *shape water* cantrip At 3rd level: *create or destroy water* as a 2nd-level spell (once/long rest)	
Goliath	When taking damage, use a reaction to reduce by 1d12+Con modifier (once/long rest) Count as Large when determining carrying capacity and amount of weight able to push, drag, or lift Acclimated to altitudes above 20,000'; naturally adapted to cold climates	Athletics
Aasimar	Darkvision 60' Resistance to necrotic and radiant damage Spellcasting (Cha): *light* cantrip At 3rd level: *lesser restoration* (once/long rest) At 5th level: *daylight* as a 3rd-level spell (once/long rest)	

Ability Score Point-Buy Arrays for Starting (Heroic) Characters

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

Ability Score Point-Buy Arrays for Non-Heroic Characters

Competent (15-point arrays)

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

Average (12-point arrays)

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

Skill Proficiency Options by Class

	Skill / # of options	Barbarian 2	Bard 3	Cleric 2	Druid 2	Fighter 2	Monk 2	Paladin 2	Ranger 3	Rogue 4	Sorcerer 2	Warlock 2	Wizard 2
Str	Athletics	✓	✓			✓	✓	✓	✓	✓			
Dex	Acrobatics		✓			✓	✓			✓			
	Sleight of Hand		✓							✓			
	Stealth		✓				✓		✓	✓			
Int	Arcana		✓		✓						✓	✓	✓
	History		✓	✓		✓	✓					✓	✓
	Investigation		✓						✓	✓		✓	✓
	Nature	✓	✓		✓				✓			✓	
	Religion		✓	✓	✓		✓	✓			✓	✓	✓
Wis	Animal Handling	✓	✓		✓	✓			✓				
	Insight		✓	✓	✓	✓	✓	✓	✓	✓	✓		✓
	Medicine		✓	✓	✓			✓					✓
	Perception	✓	✓		✓	✓			✓				
	Survival	✓	✓		✓	✓			✓				
Cha	Deception		✓							✓	✓	✓	
	Intimidation	✓	✓			✓		✓		✓	✓	✓	
	Performance		✓							✓			
	Persuasion		✓	✓				✓		✓	✓		

Default Skill Proficiencies by Background

	Skill	Acolyte	Charlatan	Criminal	Entertainer	Folk Hero	Guild Artisan	Hermit	Noble	Outlander	Sage	Sailor	Soldier	Urchin
Str	Athletics									✓		✓	✓	
Dex	Acrobatics				✓									
	Sleight of Hand		✓											✓
	Stealth			✓										✓
Int	Arcana										✓			
	History								✓		✓			
	Investigation													
	Nature													
	Religion	✓						✓						
Wis	Animal Handling					✓								
	Insight	✓					✓							
	Medicine							✓						
	Perception											✓		
	Survival					✓				✓				
Cha	Deception		✓	✓										
	Intimidation												✓	
	Performance				✓									
	Persuasion						✓		✓					