



INANIMIS' LEVEL 0 PEASANT RULES FOR EVERY RACE

**How to start as a complete nobody and rise up
to a glorious adventurer from zero to hero.**



LEVEL 0 - PEASANT RULES FOR EVERY RACE

In case you are the kind of hardcore role-player, I created this leveling up system that will allow you to start as a peasant and work your way, slowly but surely to becoming a murder hobo like most of us. In truth, it's a Level -2, but I think Level 0 sounds better. The idea is that you will start with low ability scores and almost no skills, *earning your Racial Traits* as a *Peasant*, your *Proficiencies* etc until you finally get to choose a *Class* at Level 1. If you like my work please check more of me by clicking **here** or on any *Inanimis* logo.

So let's call the levels like this. Peasant Level 1, Peasant Level 2, Peasant Level 3, Class Level 1, Class Level 2 all the way to Class Level 20. You can see how you can reach each level on the table below. Of course each race has different *Traits*. So let's begin with the *Ability Scores* and *Traits* for each race and how they will end up being a respectable (but not overpowered) Class Level 1.

PEASANT LEVELS

Experience Points	Level	Proficiency Bonus
0	1	0
25	2	1
100	3	1
200	Class Level 1	2

As explained above, after Peasant Level 3, you can get your Class Level 1 normally. You can reset the Exp Counter so that your players earn their level 1 from 0 exp.

OPTIONAL STARTING STATS RULE

Choose your stats from the following table: 14 12 12 10 8 6 or 12 12 10 10 10 8

OPTIONAL RULE FOR FEATS

During the *Peasant Levels* your players can choose a *Feat*. They do *not* get that feat for free. Instead, they have to earn it. For example if a player wants *Tavern Brawler* award the feat if they start a tavern brawl! Or if they want *Inspiring Leader* award it if they speak to a crowd and succeed on a *Persuasion* check to inspire people to go into battle. It's a nice way to get players to engage in role-playing and earn that feat. Like a personal mini-quest of some sorts.

OPTIONAL PEASANT'S LUCK RULE

Each *Peasant* gets a *Peasant's Luck* once per *Long Rest*. You get the ability to re-roll a failed roll (skill check, ability check, saving throw, attack roll). The *Peasant's Luck* is lost after *Peasant Level 3*.

STARTING HIT POINTS

Every race begins with 4 + *Constitution* modifier maximum hit points. At the end of every peasant level you get 1 extra hit point.

DWARVEN PEASANT LEVELS

Speed, *Darkvision*, *Languages* are the same from the start.

Peasant Level 1: Increase your *Constitution* score by 1. You gain the *Tool Proficiency* (PhB page 20).

Subrace Level 1: You do not get any Subrace Bonuses yet.

Peasant Level 2: Increase your *Constitution* score by 1. You gain the *Dwarven Combat Training* (PhB page 20) and *Stonecunning*.

Subrace Level 2: If you are a *Hill Dwarf* your *Wisdom* score increases by 1. If you are a *Mountain Dwarf* your *Strength* score increases by 2.

Peasant Level 3: You gain *Dwarven Resilience* (PhB page 20). Choose one *Skill* from the following. *Athletics*, *Animal Handling*, *Survival*. You are *Half-Proficient* with it (add half of your *Proficiency Bonus* when using that *Skill* (minimum 1)).

Subrace Level 3: If you are a *Hill Dwarf* you gain *Dwarven Toughness* (PhB page 20). If you are a *Mountain Dwarf* you gain *Dwarven Armour Training* (PhB page 20).

ELVEN PEASANT LEVELS

Speed, *Darkvision*, *Languages* and *Trance* are the same from the start.

Peasant Level 1: Increase your *Dexterity* score by 1.

Subrace Level 1: You do not get any Subrace Bonuses yet but if you are a *Dark Elf* you have *Superior Darkvision* and *Sunlight Sensitivity* (PhB page 24).

Peasant Level 2: Increase your *Dexterity* score by 1. You get the *Fey Ancestry* (PhB page 23).

Subrace Level 2: If you are a *High Elf* your *Intelligence* score increases by 1 and you get an extra language. If you are a *Wood Elf* your *Wisdom* score increases by 1 and you get *Fleet of Foot*. If you are a *Dark Elf* your *Charisma* score increases by 1 and you get *Drow Weapon Training*.

Peasant Level 3: You gain *Keen Senses* (PhB page 23).

Subrace Level 3: If you are a *High Elf* you gain *Elf Weapon Training* (PhB page 23) and *Cantrip* (PhB page 24). If you are a *Wood Elf*, you gain *Mask of the Wild* and *Elf Weapon Training* (PhB page 24). If you are a *Dark Elf*, you gain *Drow Magic* (PhB page 24).

HALFLING PEASANT LEVELS

Speed and *Languages* are the same from the start.

Peasant Level 1: Increase your *Dexterity* score by 1. You gain *Halfling Nimbleness* (PhB page 28).

Subrace Level 1: You do not get any Subrace Bonuses yet.

Peasant Level 2: Increase your *Dexterity* score by 1. You gain *Brave* (PhB page 28).

Subrace Level 2: If you are *Lightfoot* your *Charisma* score increases by 1. If you are *Stout* your *Constitution* score increases by 1.

Peasant Level 3: You get *Lucky* (PhB page 28).

Subrace Level 3: If you are *Lightfoot* you gain *Naturally Stealthy* (PhB page 28). If you are *Stout* you gain *Stout Resilience* (PhB page 28).

HUMAN PEASANT LEVELS

Speed and *Languages* are the same from the start. Variant human is *not* an option.

Peasant Level 1: Increase 2 mental (*Wisdom*, *Intelligence*, *Charisma*) *Ability Scores* of your choice by 1.

Peasant Level 2: Increase 2 physical (*Strength*, *Dexterity*, *Constitution*) *Ability Scores* of your choice by 1. Choose 1 Skill to be Proficient* at.

Peasant Level 3: Increase 1 mental and 1 physical *Ability Score* of your choice by 1.

DRAGONBORN PEASANT LEVELS

Speed and *Languages* are the same from the start.

Peasant Level 1: Your *Strength* score increases by 1 and your *Charisma* score increases by 1.

Peasant Level 2: Choose a *Draconic Ancestry* from the *Draconic Ancestry* table (PhB page 34). You are *Resistant* to the damage type associated with your draconic ancestry.

Peasant Level 3: You gain *Breath Weapon* (PhB page 34) and your *Strength* score increases by 1.

GNOME PEASANT LEVELS

Speed and *Languages* are the same from the start.

Peasant Level 1: Your *Intelligence* score increases by 1.

Subrace Level 1: If you are a *Forest Gnome* you get *Speak with Small Beasts* (PhB page 37). If you are a *Rock Gnome* you get *Artificer's Lore* (PhB page 37).

Peasant Level 2: Your *Intelligence score* increases by 1. You get *Gnome Cunning** (PhB page 37).

Subrace Level 2: If you are a *Forest Gnome* your *Dexterity* score increases by 1. If you are a *Rock Gnome* your *Constitution* score increases by 1.

Peasant Level 3: Choose one *Skill* from the following. *Arcana*, *History*, *Medicine*. You are *Half-Proficient* with it (add half of your *Proficiency Bonus* when using that *Skill* (minimum 1)).

Subrace Level 3: If you are a *Forest Gnome* you gain *Natural Illusionist* (PhB page 37). If you are a *Rock Gnome* you gain *Tinker* (PhB page 37).

HALF-ELVEN PEASANT LEVELS

Speed and *Languages* are the same from the start.

Peasant Level 1: Your *Charisma* score increases by 2.

Peasant Level 2: You gain *Darkvision* 60 ft. Two ability scores of your choice (other than *Charisma*) increase by 1.

Peasant Level 3: You gain *Fey Ancestry* and *Skill Versatility* (PhB page 39).

HALF-ORCISH PEASANT LEVELS

Speed, *Darkvision* and *Languages* are the same from the start.

Peasant Level 1: Your *Strength* score increases by 2.

Peasant Level 2: You gain *Menacing* and *Savage Attacks* (PhB page 41). Your *Constitution* score increases by 1.

Peasant Level 3: You gain *Relentless Endurance* (PhB page 41).

TIEFLING PEASANT LEVELS

Speed, *Darkvision* and *Languages* are the same from the start.

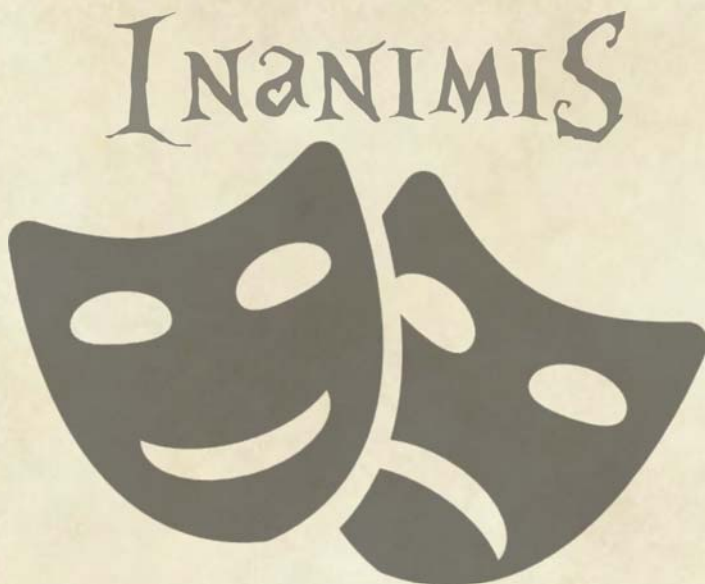
Peasant Level 1: Your *Charisma* score increases by 2.

Peasant Level 2: You gain *Hellish Resistance* (PhB page 43) and your *Intelligence* score increases by 1.

Peasant Level 3: You gain *Infernal Legacy* (PhB page 43).

QUEST EXAMPLES FOR A 0 LEVEL PARTY

- A pack of wolves raids the village every night.
- A black bear has been disturbing the nearby bee farms.
- Some blood hawks have been attacking the chicken farms at night.
- A crocodile found its way in the lake of the town, the fishermen are in danger.
- Some goblins have been messing with the innkeepers barrels.
- A gnoll has been blackmailing a poor family for food.
- A deep gnome hides in the mines and kills anyone that comes close to them.
- Giant bats have infested the nearby cave where a lot of children used to play.
- A giant centipede is ruining the nearby fields.
- Giant rats have infested the basement of the inn.
- A giant poisonous snake has been seen in the forest.
- A giant wolf spider has made a new home on an abandoned house in the middle of the village.
- A huge pack of hyenas has been killing the cattle.
- A panther is killing hunters.



FINAL WORD & LEGAL STUFF

Starting from such a low level and having such low stats to begin with may not be in everyone's taste. However it offers a new take in the hardships an adventurer must endure. Many of the *Quest Examples* I offered might even be considered *deadly* especially for new players. I really wanted to create new abilities for the peasants but I was worried that the abilities would make things *too* easy for level 0 characters. If you want to see a completely overhauled version of the original d&d races please check my *Revised D&D Races* by clicking on the image on the right.

Thanks for your time, feedback is always welcome. If you liked this homebrew, you might wanna check out more of me. You can do that by clicking [here](#) or on any *Inanimis* logo.

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INANIMIS' REVISED D&D RACES



A new take to the original nine races
of D&D's 5th Edition.



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