

# Modified Character Creation.

Character Creation is heavily modified to fit the campaign design. Characters will begin as the level 0 versions of their previous selves. Follow the process below. Don't worry about determining what class your character was before they were stripped of their power. They might view this as an opportunity, or necessity, to follow a different path. Or they might scramble to regain their former power. For the moment however, they are a ruin of their former selves.

Feats and Multiclassing are allowed, but do not play a role in initial character generation.

This replaces the standard process in the Players Handbook.

## 1. Choose A Race

Character race is selected in the same manner as the Players Handbook. Available races are listed in the Race document. All normal benefits of your Race are applied. You may have lost your learned powers, but your inherent traits remain undiminished. The Variant Human and Custom Lineage options from Tasha's Cauldron of Everything are not available.

## 2. Choose A Class (Or in this case, don't.)

Character Class selection is heavily modified. You do not select a class, you are level 0, of no class at all. You have the memories of your former exploits, but none of your hard won skills and abilities.

### **Hit Points And Hit Dice**

At 0th level, your character has 1 Hit Dice, and the die type is 1d6. You start with 6 hit points plus your Constitution bonus as your **hit point maximum**. Upon reaching level 1 and taking any class, if that class has a higher hit die type, you will replace this 1d6 with the appropriate die and increase your hit point maximum accordingly.

### **Proficiency Bonus**

At 0th level, your proficiency bonus is +1. Upon reaching level 1 and taking any class, it will increase to +2.

You do not begin with any skill proficiencies, tool proficiencies, or saving throw proficiencies due to your class. You may have obtained skill or tool proficiencies from your **Race** or may obtain them from your **Background** (see below).

You are considered proficient with daggers, darts, slings, and quarterstaffs.

### 3. Determine Ability Scores

Ability scores are generated in the normal fashion, using the **Customizing Ability Scores** variant. You have 27 points to spend on ability scores, or may use the standard array (15, 14, 12, 10, 8) as you prefer. For ease, the cost chart is repeated here.

#### Ability Score Point Cost

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

### 4. Describe Your Character

Determine your character's **Alignment**, **ideals**, **bonds**, and **flaws** in the normal fashion. Select your **background** from the **background document** provided. The backgrounds are modified to account for the different rules regarding starting equipment.

### 5. Starting Equipment

You don't have any. You have whatever clothes you were wearing at the moment your pact came due, along with whatever personal belongings were on your person that had no monetary or practical value.