

Player Handout

The party needs 12 adventurers! Each player controls multiple characters, and each player makes however many characters is necessary to bring the total to 12. The next few sections will walk you through character creation.

Ability Scores

Determine each character's six Ability Scores using the point buy method: each character has a total of 12 points to spend, which must be divided between all six scores. The cost of the Ability Scores are listed in [Table I].

If you prefer to roll for your Ability Scores, you may use 3d6 to determine each of your Ability Scores, assigning the values in the order that they are rolled:

1. Strength
2. Dexterity
3. Constitution
4. Intelligence
5. Wisdom
6. Charisma

Character Background

Roll on [Table II] to determine the job, Ability Score bonus, equipment, cantrip, and skill for each character. The bonus is added to your Ability Score, not your Ability Score modifier.

Players must roll 1d4 for each of their characters. If they roll a 4, that character gets a trinket. Characters that have a trinket must roll 1d20 against [Table III] to determine what the trinket is. The trinket descriptions are vague to encourage the DM and players to negotiate the import and story of each item.

At this point, players should feel free to supply any details they want to round out their characters. Players may assign any race to their characters, but characters do not receive racial feats or other racial bonuses.

Table

I

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

Table



Roll 1d20	Job	Bonus	Weapon	Armor	Cantrip	Skill
1-4	Quarrier	+1 CON	Pickaxe	None	Mold Earth	None
5-6	Farmer	+1 STR	Club	None	None	Nature
7	Hospitality	+1 CHA	Greatclub	None	None	Persuasion
8	Farrier	+1 STR	Light hammer	Breastplate	None	Animal Handling
9	Tanner	+1 DEX	Dagger	Leather	None	None
10	Butcher	+1 CHA	Handaxe	None	None	None
11	Stablehand	+1 DEX	Club	None	None	Animal Handling
12	Cooper	+1 DEX	Light hammer	None	None	None
13	Ropemaker	+1 WIS	Dagger	None	None	None
14	Miller	+1 INT	Shortsword	None	None	History
15	Herbalist	+1 WIS	Club	None	Druidcraft	Medicine
16	Baker	+1 CHA	Club	None	None	None
17	Flamen	+1 WIS	Quarterstaff	None	Spare the Dying	Religion
18	Townwatch	+1 STR	Spear	Leather	None	Intimidation
19	Tailor	+1 DEX	Dagger	None	None	None
20	Noble	+1 INT	Longsword	Chainmail	True Strike	History

Dice Roll Modifiers

D&D 5th Edition uses two types of modifiers to increase or decrease the dice rolls that a player makes. The first type of modifier is called an Ability Score modifier. This modifier may be different for each of a character's Ability Scores. The modifier for each Ability Score is added only to those dice rolls that depend on that particular Ability Score. Ability Score modifiers are precomputed in [Table IV] for convenience.

The second type of modifier is called a Proficiency bonus. Whenever a player rolls dice to

determine the outcome of something in which their character is proficient, they add the Proficiency bonus to that roll.

Characters have a +2 Proficiency bonus, and each character has proficiencies in the following:

- Their starting weapon
- Their starting armor
- Their starting skill
- Casting their starting cantrip



Table



Roll 1d20	Trinket
1	<i>A lock of hair that means a lot to you</i>
2	<i>A curious figurine</i>
3	<i>An insect in a jar</i>
4	<i>A piece of leather from a bizarre creature</i>
5	<i>A ruined martial artifact</i>
6	<i>A small bottle of powder</i>
8	<i>A talisman that warns when a particular thing is near</i>
9	<i>A bone of a rare creature</i>
10	<i>A candle that has a magical scent</i>
11	<i>A pennant with an unknown coat of arms</i>
12	<i>A scroll written in a language you don't understand</i>
13	<i>An old "WANTED" poster</i>
14	<i>A list of strange items</i>
15	<i>A strange deck of cards</i>
16	<i>A puzzlebox that you cannot open</i>
17	<i>A ceremonial mask for an annual festival</i>
18	<i>A bizarre marble</i>
19	<i>A signet ring that belongs to someone else</i>
20	<i>A device to help you cheat when gambling</i>

Character Hit Points

Compute the Maximum Hit Points of each character as $1d4 + \text{Constitution modifier}$. If the resulting Maximum Hit Points are less than or equal to 0, set the Maximum Hit Points equal to 1 instead.

Getting Situated

An annotated map of Kettering is provided in [Map I] and the [Key to Map I]. Using the characters' occupations as a guide, each player must decide where it is that their characters work and live. Try to answer the following questions for each character:

- How long have they been in Kettering?
- What's keeping them in Kettering?
- Are they greedy? Proud? Curious? Kind?

Table



Ability Score	Modifier
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	1
14-15	2
16-17	3
18-19	4

Map

I

A



B

C

H

I

J

D

F

G

E

K

L

N

M

S

O

P

R

T

Q



Map made using Worldographer™



Key to Map 1

The Town of Kettering

A: The Graveyard

K: The Butcher's Shop

B: The Sutton Farm

L: The Miller's Complex

C: The Barlow Farm

M: The Baker's Shop

D: The Craig Farm

N: The Herbalist's Shop

E: The Henderson Farm

O: The Rusty Pickaxe

F: The Stables

P: The Red Lion

G: The Tannery

Q: The Den of Iniquity

H: The Cooper's Shop

R: The Temple

I: The Ropemaker's Shop

S: The Quarriers' Row

J: The Farrier's Shop

T: The Magistrate's Home

