

Ten Post – Character Creation

Ten Post is a rural village in the north of Appzel province, named for the Appzel mountain range which slashes northeast across it. Ten Post is a two-day journey upstream from the provincial capital Appingedam. The primary industry is timber, shipped south to Appingedam via the river.

Character Creation Start

Your characters are all members of the Ten Post and surrounding region community. Furthermore, none of you are adventurers yet; Ten Post is the furthest point on the map away from adventure. To represent this, you will not pick a class, because you are not yet level 1. You will select one of the custom backgrounds I have made below, this will replace the role of a class.

To make a character follow the steps below:

- 1. Roll Stats:** Roll 4d6 drop the lowest for each stat in order. If you would like, you can do one swap between two stats.
- 2. Choose your race:** You can choose any race in the Players Handbook. **Be sure to read over racial bonuses, they will be important since you don't have a class.** I am setting this game in my own custom setting some of you have played in before. Below I have made brief notes on how the races in fit into my setting and the Ten Post community. You can skip the setting information if you are not interested.
- 3. Choose your background:** This will serve as your class. Choose from the list of custom backgrounds I have made below. Your background is your profession.

Races

It is up to your DM to decide what races can reasonably be expected to dwell in Ten Post and its surrounding area.

Backgrounds

Each background can only be taken by one member of the party. The proficiency bonus for all backgrounds is a +2.

Acolyte

In the Bleak Midwinter

*In the bleak midwinter
Frosty wind made moan
Earth stood hard as iron
Water like a stone*

Five knights and oxen trudging

Whither and whence they go

In the bleak midwinter

Long, long ago?

From a burning hamlet

Sounding portended doom

Unto an olden refuge

Which shall be their tomb

To yawning, vaulted portals

Unveiled in a seam

*Jamb figures of ancient
prophets*

Carved by a dream.

*Centennial, geometric
procession*

Trod the untenanted halls

Of the vast icy-clad palace

*With the tattered, tapestried
walls*

Hitpoints: 4 + Con mod

Hit Dice: 1d6

Proficiencies: Insight, Religion, Guidance¹

Equipment: Prayer book, Holy symbol,

Bailiff

Hitpoints: 6 + Con mod

Hit Dice: 1d10

Proficiencies: Unarmed², Intimidation

Equipment: 100 gp

Barber-Surgeon

Hitpoints: 5 + Con mod

Hit Dice: 1d8

Proficiencies: Daggers, Medicine

Equipment: Dagger, Soap

Blacksmith

Hitpoints: 6 + Con mod

Hit Dice: 1d10

Proficiencies: Hammers, Smith tools

Equipment: Hammer, Smith's tools

Butcher

Hitpoints: 5 + Con mod

Hit Dice: 1d8

¹ The Acolyte can cast the cantrip Guidance twice per long rest.

² If a background has a weapon proficiency, you gain a +2 bonus to attack rolls made with only that weapon type.

Proficiencies: Dagger, Cook's tools

Equipment: Cleaver (dagger), Cook's tools

Carpenter

Hitpoints: 6 + Con mod

Hit Dice: 1d10

Proficiencies: Axes, Carpentry tools

Equipment: Axe, Carpentry tools

Executioner

Hitpoints: 5 + Con mod

Hit Dice: 1d8

Proficiencies: Great axes, Deception

Equipment: Great axe

Farmer

Hitpoints: 7 + Con mod

Hit Dice: 1d12

Proficiencies: Scythes, Athletics

Equipment: Scythe (1d6, two-handed)

Hound Master

Hitpoints: 5 + Con mod

Hit Dice: 1d8

Proficiencies: Whips, Animal Handling

Equipment: Whip, Samson (Mastiff)

Hunter

Hitpoints: 5 + Con mod

Hit Dice: 1d8

Proficiencies: Shortbow, Survival

Equipment: Shortbow, Quiver with 30 arrows

Scribe

Hitpoints: 4 + Con Mod

Hit Dice: 1d6

Proficiencies: History, Language

Equipment: Scroll of Jump, Scroll of Magic Missile (lvl 2), Scroll of Fog Cloud (lvl 1)

Squire

Hitpoints: 6 + Con mod

Hit Dice: 1d10

Proficiencies: Animal Handling, Land Vehicles

Equipment: Lance, Bill (Mule), Wagon

Tanner

Hitpoints: 6 + Con mod

Hit Dice: 1d10

Proficiencies: Light Armor, Cobblers tools

Equipment: Leather armor, Cobblers tools

Trapper

Hitpoints: 5 + Con mod

Hit Dice: 1d8

Proficiencies: Thieves tools, Stealth

Equipment: 3 traps, thieves' tools, camouflage

Witchdoctor

Hitpoints: 4 + Con mod

Hit Dice: 1d6

Proficiencies: Herbalist kit, Nature

Equipment: Goodberry Scroll, Entangle Scroll

I made a character sheet below if you want it.

