

ZERO LEVEL RULEBOOK



WEIRD



Complete Rules for Adventuring
as Commoners in 5th Edition
Dungeons & Dragons

ZERO-LEVEL ADVENTURERS

A 5TH EDITION SUPPLEMENT



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WHAT IS ZERO-LEVEL?

Zero-Level “adventurers” are commoners. This is your a typical player character before they mastered the fighting arts, studied arcane spells, or made pacts with otherworldly creatures for amazing powers.

As a Zero-Level, you know you are destined for greater things, and while you toil away at the occupation society has tossed you into, you dream that someday, you will get a chance to prove yourself and achieve your true potential.

WHY PLAY ZERO-LEVEL?

Playing a Zero-Level adventurer is an exciting experience. Any wrong move could result in a permanent (and messy) death. Taking risks means something entirely new when the risk could mean the end to a character’s story. Zero-Level campaigns are no less epic than a standard 5E campaign; you’ll uncover ancient artifacts, battle vicious abominations, explore unlit depths, and solve mind-bending puzzles.

Our aim with this supplement is to open up this fun, alternative avenue of play to Fifth Edition Dungeons & Dragons players.

THE FUNNEL

In standard 5E gameplay, the emphasis on character creation is putting a lot of thought and effort into creating your character’s background from scratch. You can use the Backgrounds systems to create a backstory and history for your character. With Zero-Level characters, you actually create your character’s history through rolling dice and gameplay.

But be warned! Adventuring as a Zero-Level is deadly work, so you will generally be playing 2-4 characters in a Zero-Level adventure; hoping that at least one survives.

At the conclusion of the adventure, you hopefully will have at least a couple of adventurers with a story of how they became what they are; ready for their level one adventures.

CHARACTER CREATION

Since you need to have more than one character to play a Zero-Level campaign, we have a series of random tables that you will roll on to generate your character. In our default rules, you won’t be able to pick whether you are a Halfling, Dwarf, Elf, or Human; it will be determined by dice roll. Additionally, your ability scores will be determined by a straight “down the line” dice roll.

STEP ONE: ROLL YOUR RACE

Based on the type of fantasy world your campaign is set, your DM will pick a table for you to roll your character's race on below. Some worlds have an even mix of demi-human races, and some are heavily dominated by humans. If you're not sure which table to roll on, the Default table is a great pick; it matches standard 5E settings like *Forgotten Realms* and *Greyhawk*.

Your subrace does not affect the racial abilities you get at level Zero, so choosing it is optional.

Note: This supplement only utilizes materials available in the SRD 5.1 (Systems Reference Document), this means some of your favorite races may be missing. We've provided the basics here, and it should be very easy to add any races you'd like to play to the tables if your DM allows it.

RACIAL TRAITS

Your Race gives you several important base character details that you want to fill in on your character sheet.

SIZE: Size has many affects in 5E including affecting how much you can carry, what weapons you can use, and how much space you take up.

SPEED: Your speed is given in feet, and represents how far you can move during a standard Move action in one round.

LANGUAGE: You speak Common and the language of your race.

ABILITY BONUSES: After rolling your ability scores, add these bonuses.

RACIAL ABILITIES: Almost all races have special abilities. We have noted the abilities you get on the Zero-Level Racial Traits table. For full rules on these abilities, please refer to the *Player's Handbook*.

RACE TABLE

DEFAULT	HIGH FANTASY	HUMAN DOMINATED	RACE
01-40	01-20	01-64	Human
41-50	21-30	65-69	Halfling
51-60	31-40	70-74	Dwarf
61-65	41-50	75-80	Gnome
66-70	51-60	80-89	Tiefling
71-80	61-70	90-95	Half-Elf
81-90	71-80	96-97	Elf
91-97	81-90	98-99	Half-Orc
98-00	91-00	00	Dragonborn

ZERO-LEVEL RACIAL TRAITS

RACE	SIZE	SPEED	EXTRA LANGUAGES	ABILITY BONUS	RACIAL ABILITIES
Human	Med	30 ft	None	+1 to All	None
Halfling	Small	25 ft	Halfling	+2 Dex	Brave, Halfling Nimbleness
Dwarf	Med	25 ft	Dwarvish	+2 Con	Darkvision 60', Dwarven Toughness
Gnome	Small	25 ft	Gnomish	+2 Int	Darkvision 60', Gnome Cunning
Half-Elf	Med	30 ft	Elvish	+2 Cha, +1 Any, +1 Any	Darkvision 60', Fey Ancestry
Elf	Med	30 ft	Elvish	+2 Dex	Darkvision 60', Fey Ancestry, Trance
Tiefling	Med	30 ft	Infernal	+2 Cha, +1 Int	Darkvision 60', Hellish Resistance
Half-Orc	Med	30 ft	Orcish	+2 Str, +1 Con	Darkvision 60', Menacing
Dragon-born	Med	30 ft	Draconic	+2 Str, +1 Cha	Draconic Ancestry, Damage Resistance

DRAGONBORN ANCESTRY TABLE

d100	COLOR	DAMAGE RESISTANCE
01-20	Black	Acid
21-40	White	Cold
41-60	Brass	Fire
61-70	Copper	Acid
71-76	Blue	Lightning
77-82	Bronze	Lightning
83-89	Green	Poison
90-96	Red	Fire
97-98	Silver	Cold
99-00	Gold	Cold

ABILITY MODIFIERS

SCORE	MODIFIER
3	-4
4 - 5	-3
6 - 7	-2
8 - 9	-1
10 - 11	+0
12 - 13	+1
14 - 15	+2
16 - 17	+3
17 - 18	+4
19 - 20	+5