



COURIER'S GUIDE TO OFFSPRING



THE GODS LIED

So you want to make DnD babies. I hear you. But the gods have decided that, no, you cannot reproduce with your triton lover! Half-orcs, half-elves, genasi, and tieflings now walk the planes freely, and yet our poor, simple-minded society tells everyone else that they will never interbreed. That is a lie. I know, because I have unlocked the truth. I've discovered an answer that no god or goddess would willingly share- a secret they've kept from us. I cannot divulge this information in person, adventurer, for my own safety. But let this unassuming tome lead you and your line to your destiny! -*Courier*

YOU CAN'T CREATE YOUR KIDS

That is to say- you can't decide how they will look. Or how they will act. Or who they will look like. You can't even decide their aptitudes. Maybe they don't *want* to be a barbarian, *Dad!* Maybe they take after their mother. Maybe they truly will turn out just like their father. Or maybe they'll be so different you hardly recognize them at all. You can create kids, sure. But you can't decide how they come out.

INTERRACIAL IS COOL WITH US

Tabaxi-orc couples? No problem. Your dragonborn fell for an elf? Nice. Don't want to mess with the absolute mess of trying to create a new race and figuring out what a half-dwarf-half-kenku would be called? Not even an issue. Courier's Guide to Offspring offers quick, easy solutions to these long-debated questions.

WHY, THOUGH?

We think DnD is the most fun when it feels open. We also think it would be really cool if anyone could fall in love with anyone, and if *you could play that resulting someone born of those other two someones.*

BIRTH ISN'T A THING FOR US and other things players will say

We recognize that not all couples will be able to take the traditional route of childbirth. We also recognize that finding a partner takes time that many won't want to play through. That's why we've included:

- Randomized **Adoption** options from other birth parents.
- **NPC Suitor Templates** for the busy player
- Special **Lineage Items** so we can pretend this all makes sense.
- **Fillable tables** to suit your individual procreating needs.

Whether your children become **playable heroes** in a subsequent campaign, **NPCs**, or simply **flavor** for your unquenchable ego, *Courier's Guide to Offspring* adds an immersive layer to lasting player histories.

WELCOME TO V1.0.0

Courier's Guide to Offspring may be updated as needed. We understand that our method may cause balance issues, and we apologize for any headaches we may cause our fellow DMs. This guide was designed specifically for a casual 5e experience for long-term and made-from-scratch campaigns.

HOW DOES THIS WORK?

This guide provides a series of tables that randomize the appearance, interests, personality, and, if your DM is willing, starting ability scores and racial feats that player offspring will inherit. **Ocean dragonborns** inheriting water breathing from a triton mother? Totally possible. Half-orcs with Radiant Soul passed down from their aasimar father? Now it can happen. But don't start thinking all children will surpass their parents! Yours might miss out on just about all of it and spend their days plowing the fields like the rest of the commonfolk.

SIMPLE AND ADVANCED OPTIONS

Maybe you just want to know how your kid will look. We get that. That's why the first section of tables is dedicated to the simplest parts of randomized offspring. If, however, your DM decides to allow for inheritances worthy of your beloved character's children, we've included more advanced options as well.



How to Use This Guide

You need to know the basics about your players' characters. Basic information on the father and mother of each child is necessary to create a more fully realized offspring that reflects interesting aspects of their parents.

EXAMPLE PARENT: AEGIS THE AASIMAR

These are basic characteristics we'll use for a mother

TRAITS

Order	Personality Trait
1	Protective
2	Soft spot for orcs
3	Short-tempered
4	Believes in people

Order	Physical Trait
1	Emerald eyes
2	Soft silver skin
3	Black hair
4	Athletic build

Order	Interests
1	Orc rehabilitation
2	Evangelism
3	Community service
4	Defending the weak

We'll add more later, but for now let's stick with simple.

SEEMS SIMPLE ENOUGH. NOW WHAT?

Courier's Guide to Offspring is basically two steps: determine & list parental traits, roll to see **how many** traits are inherited, then roll to see **which** are inherited. Obviously there will be times where very little about a child seems to have been inherited from either parent. Such ancestral manifestations can be filled in by your DM. Aegis, the aasimar example from our parent box above, has taken a half-orc ex-spouse as her lover. Let's add him.



STARTING SIMPLE, AEGIS & DORRICK

The offspring of an aasimar and a half-orc has already been established in other places. An aasimar- a human-based race with a rarely manifesting gene, would likely still produce a half-orc if reproducing with one. *Courier's Guide*, however, allows that child to inherit at least some traits from each.

EXAMPLE PARENT: DORRICK THE HALF-ORC

These are basic characteristics we'll use for a father

TRAITS

Order	Personality Trait
1	Competitive
2	Curious
3	Enamored by cities
4	Hard to scare

Order	Physical Trait
1	Muscular
2	Small tusks
3	Birthmark: skin discoloration
4	Above average height

Order	Interests
1	Sparring
2	Carpentry
3	Sailing
4	Hunting

ENTERING THE INFO

Four traits have been listed in each category under the example parents. In the next section you will see that they are combined into a list of 8 total traits. Inheritance is decided by a series of 1d8 rolls.

What if the rolls conflict? It's 5th Edition, folks. Improvisation is the name of the game.

How many traits do offspring inherit? Before determining the specific traits that the offspring will inherit, the DM should roll to see *how many* traits they will receive in the first place. We've simplified our parent tables to four traits from each, leaving eight possible traits. So, the DM should roll 1d8 for each category to determine how many total traits will be inherited. Just like in real life, the offspring will not be limited to the traits they received from their parents. While a child of the given example parents could, say, inherit a love for *sparring*, *carpentry*, and *hunting*, they may have no interest in *defending the weak* like their mother.

THE HERITAGE TABLE

OFFSPRING: DORRICK & AEGIS

Roll	Inherited	Physical Traits	Inherited	Personality Traits
1	☐	Emerald eyes	☐	Protective
2	☐	Soft silver skin	☐	Soft spot for orcs
3	☐	Black hair	☐	Short-tempered
4	☐	Athletic build	☐	Believes in people
5	☐	Muscular	☐	Competitive
6	☐	Small tusks	☐	Curious
7	☐	Birthmark: skin discoloration	☐	Enamored by cities
8	☐	Above average height	☐	Brave

Roll	Inherited	Interests & Hobbies	Inherited	Racial Abilities (optional)
1	☐	Orc rehabilitation	☐	Darkvision
2	☐	Evangelism	☐	Celestial radiance
3	☐	Community service	☐	Healing hands
4	☐	Defending the weak	☐	Light bearer
5	☐	Sparring	☐	Radiant soul
6	☐	Carpentry	☐	Menacing
7	☐	Sailing	☐	Savage attacks
8	☐	Hunting	☐	Relentless endurance

Roll	Check one	Advanced: Race, Sex & Ability Scores
1	☐	Race <i>Father</i> , Sex <i>Male</i> , Ability scores <i>Father</i>
2	☐	Race <i>Father</i> , Sex <i>Male</i> , Ability scores <i>Mother</i>
3	☐	Race <i>Father</i> , Sex <i>Female</i> , Ability scores <i>Mother</i>
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7	☐	Race <i>Mother</i> , Sex <i>Male</i> , Ability scores <i>Mother</i>
8	☐	Race <i>Mother</i> , Sex <i>Female</i> , Ability scores <i>Mother</i>



INTERPRETING RESULTS

Every use of the Heritage Table will likely produce different results. Though players will probably always hope for powerful offspring to succeed them, this may not end up being the case. Let's take a look, however, at a case in which fate has blessed the hopeful player and granted them with a

daughter of legendary potential. In the photo above, you see Hadari- the daughter of the half-orc pirate Dorrick and the aasimar cleric, Aegis. Though technically a half-orc, Hadari inherited many, many things from her aasimar mother. How did this happen? Let's walk through her conception in detail.

STEP 1: ROLL FOR TRAITS

The DM rolled **1d8** to determine *how many* physical traits the offspring would inherit from their parents. The result was a **4**, meaning that Hadari inherited four of the listed physical traits.

The DM then rolled **4d8** to determine *which* physical traits Hadari would inherit. Each time the DM rolled, they marked the check box next to the inherited trait, rerolling any number they had already marked. The results were as follows: **1, 3, 4, 1 (rerolled), 8**. So, Hadari inherited the physical traits associated with 1, 3, 4, and 8 listed on the Heritage Table, giving her *emerald eyes, black hair, athletic build, and above average height*. This process is repeated for **Physical traits, Interests & Hobbies, and Racial traits**.

STEP 2: MAKING IT FIT

Many DMs will need to adjust these tables to fit their understanding of how their game world works. Some may need to incorporate additional rulings or adjust the results to keep their worlds running smoothly. We encourage it. In the provided example, we ruled out the possibility of Hadari *inheriting her mother's race*, because the rarity of aasimar children is so great. We allowed, however, the inheritance of **racial traits**. Although the resulting child, Hadari, will likely add unexpected twists and potentially overpowered actions into our game world, those were risks we were willing to take for the sake of the storytelling experience. Though the Heritage Table provided details about Dorrick & Aegis' child, **the rest of the details** would need to be filled in by the DM.

STEP 3: TELLING THE STORY

The final results for Dorrick & Aegis' first child, Hadari, were as follows:

Hadari the half-orc could pass nearly anywhere as a human. She was *taller than the average* woman, with long, *black hair* and *piercing emerald eyes*. She excelled in *athletic* challenges, seemed built to compete with the runners and warriors of her village. *Protective, competitive, and brave*, if a little *short-tempered*, Hadari's neighbors knew they could always count on her to stand against the dangerous creatures that sometimes emerged from the ominous caverns near the village. She could often be found *hunting* with her father.

STEP 3: TELLING THE STORY (CONT.)

Late one night, the young Hadari found herself trapped in one of the nearby caverns with a handful of the village militia. A giant spider scuttled and searched the passages around them, hungry for their blood. Her companions were injured, exhausted, and blind as their last torch had burned out hours ago.

The attack came unexpectedly. A prickling of long, hairy legs and a *whump* as the spider dropped from the ceiling above! Someone screamed. In desperation and sheer unwillingness to die, Hadari let out a savage cry and threw herself at the spider. She *attacked savagely* as she had seen her father attack. The spider returned her ferocity, pinning her to the ground and stabbing its fangs at her. Hadari sustained heavy injuries. But just when all hope seemed lost, the will to live took hold of Hadari's every fiber- and the *radiant soul* of her mother possessed her to the core. Hadari's emerald eyes blazed with celestial wrath, and two great, incorporeal wings burst from her back. She threw the spider to the cavern floor, and slew it where it lay.

STEP 4: SIBLINGS

Dorrick & Aegis' first child won the Heritage Table lottery, it seems. But what if the results were repeated? A second offspring from the same parentage could easily end up with only a single trait inherited by the initial **1d8** racial trait rolls.

Example: **The second child**, Sigmund the half-orc, was hardly ever heard from. Though his parents and sister were famed throughout the village, Sigmund's discolored green skin, tusks, and muscular build did not make him popular with the locals. He was, at best, tolerated, and spent the majority of his time in the infirmary using the **single ability** passed down to him by fate: *healing hands*.

ADOPTION OPTIONS

As mentioned earlier in this guide, procreation between two characters, or a character and an NPC are not the only reason to use the Heritage Table. Generating a child is as easy as filling in traits from that child's parents. Whether adapting an existing NPC into parenthood or creating a new one, the Heritage Table can provide countless interesting children with unique combinations of skills, hobbies, and abilities.

LIMITATIONS

It is entirely possible that your DM will decide, for the sake of coherence and management, to adjust the Heritage Table results and system. Maybe they *don't want* an overpowered, water-breathing, radiant-souled dragonborn grandchild to be possible! To that we say, "**Up to you.**" You may also want to include more inheritable options. No problem, just copy the Heritage Table down and expand it to an easy number (we'd recommend, say, 6 options from each parent so that the DM could just switch to **d12** rolls instead of the given **d8s**).

COMING UP NEXT

Sections 1 & 2 are really all you need to use *Courier's Guide to Offspring*. The idea behind the **Heritage Table** is easy enough to replicate, adapt, and expand on. But we didn't want to stop there. The following sections provide options for making things work more smoothly. To help save time and headache, we've included:

Heritage items. Specifically designed to explain interbreeding and inheritance, Heritage Items are in-world excuses to allow players to let love be love.

NPCs. Simple templates for providing players with romance options. You don't need to play out every scene in order for your players to add them into their character lore and play experience. Unless, of course... you want to.

Fillable Heritage Table. Fill in the traits. Roll the rolls. Check the boxes. Don't have enough traits? Make a few up. It's 5th edition.

HELLO AGAIN, READER

*"I see you have started down the **same path** as I, yes. The movement spreads. Are you, perhaps, the first in your land to dare defy the gods? Maybe we will meet someday, you and I. Maybe, in your adventures, you will find yourself face-to-face with one of my children. Would you even know? Doubtful..."*

*I have discovered and crafted for you a few **important items**. These should aid you in your... endeavors. I will continue to study these matters more deeply. Take what I've left you, new friends. Help me change the very fibers of creation."*

-Courier

HERITAGE ITEMS

Courier, the elusive Heritage Mage, has unlocked several of the secrets that have divided the many races for millennia. He has used this knowledge to craft powerful items that contract this division and encourage those who find them to challenge their traditions.

POTION OF DEFIANT PROCREATION

The most common item created by Courier, the **Potion of Defiant Procreation** allows those who drink it to procreate with members of another sentient, playable race. Knowing that it may fall into the wrong hands, Courier added his own barriers to the potion. Thus, drinkers are still unable to procreate outside of humanoids.

PENDANT OF PARENTHOOD (COMMON)

Inextricably tied with the **Potion of Defiant Procreation**, the **Pendant of Parenthood** allows its wearer to communicate with their offspring telepathically from any distance while wearing it. This ability relies on the permanent affects of the **Potion of Defiant Procreation** to locate its target, and can only be used to communicate with offspring born from its use. Communication can be shut off at will by either party.

COURIER'S VIAL (UNCOMMON)

One of the more commonly sought potions, **Courier's Vial** ensures that an offspring will inherit *at least two* physical traits from their mother if she drinks the potion before giving birth. Rolls on the Heritage Table should reflect these effects.

COURIER'S PACT (RARE)

A shared potion, this must be drank by both parents before conception for its effects to work. In place of rolling for **how many** traits their offspring will inherit, they receive **two random traits from each parent** in the physical, personality, and racial traits rolls on the Heritage Table.

COURIER'S UNDEATH (LEGENDARY)

The ultimate sign of vanity, **Courier's Undeath** is a black, ominous potion that allows the player to pass on their gender, physical traits, racial traits, and personality traits to their offspring in place of making rolls for them on the Heritage Table.

COURIER'S MARK (WONDROUS ITEM)

This potion is not ingested, but poured over one's head in a magic ritual. If applied correctly, **Courier's Mark** allows its user to pass on racial abilities to their offspring at will. *After rolling to see how many racial traits will be inherited from the Heritage Table, the DM should make one chosen trait the first to be inherited by this player's offspring.* Completing the **Courier's Mark** ritual leaves a permanent, visible mark on its user's forehead in the shape of a small black ink stain.

NPCs

BALMUT

Dragonborn sorcerer, chaotic good, male

Physical Traits

- 1 Copper scales
- 2 Golden eyes
- 3 Prominent jaw
- 4 Sharp eye-teeth

Personality Traits

- 1 Ambitious
- 2 Attention-seeker
- 3 Calculating
- 4 Holds grudges

Interests & Hobbies

- 1 Street performance
- 2 Haggling
- 3 Treasure hunting
- 4 Arcane study

Racial Traits

- 1 Breath weapon
- 2 Damage resistance
- 3 Draconic language
- 4 N/A

Ability Scores: STR +2, CHA +1

PAIGE

Elf merchant, lawful good, female

Physical Traits

- 1 Pointed ears
- 2 White-blond hair
- 3 Lithe
- 4 Quick movements

Personality Traits

- 1 Shrewd
- 2 Engaging
- 3 Impatient
- 4 Inventive

Interests & Hobbies

- 1 Fashion
- 2 Exploring urban areas
- 3 History
- 4 Travel

Racial Traits

- 1 Darkvision
- 2 Keen senses
- 3 Fey ancestry
- 4 Trance

Ability Scores: DEX +2

RUIN

Tiefling bard, lawful neutral, female

Physical Traits

- 1 Red skin
- 2 White eyes
- 3 Curled horns
- 4 Black hair

Personality Traits

- 1 Reflective
- 2 Manipulative
- 3 Dedicated
- 4 Confident

Interests & Hobbies

- 1 Singing
- 2 Caring for animals
- 3 Night life
- 4 Frequents taverns

Racial Traits

- 1 Darkvision
- 2 Hellish resistance
- 3 Infernal legacy
- 4 Infernal language

Ability Score: INT +1, CHA +2

PIK-PIK

Kenku ranger, chaotic neutral, male

Physical Traits

- 1 Brown feathers
- 2 Black eyes
- 3 Poor posture
- 4 Crooked gait

Personality Traits

- 1 Selfish
- 2 Short attention span
- 3 Reckless
- 4 Fiercely loyal to a few

Interests & Hobbies

- 1 Alcohol
- 2 Loves high places
- 3 Petty theft
- 4 Social gatherings

Racial Traits

- 1 Expert forgery
- 2 Kenku training
- 3 Mimicry
- 4 Auran language

Ability Scores: DEX +2

NPCs (CONT.)

DRAHAN

Human fighter, lawful good, male

Physical Traits

- 1 Muscular
- 2 Black hair
- 3 Above average height
- 4 Brown eyes

Personality Traits

- 1 One-track mind
- 2 Vengeful
- 3 Strong sense of justice
- 4 Thoughtful

Interests & Hobbies

- 1 Hunting
- 2 Collects trophies
- 3 Sparring
- 4 Collects enormous weaponry

Racial Traits

- 1 Speak one additional language of choice
- 2 N/A
- 3 N/A
- 4 N/A

Ability Scores: ALL +1

MINNOW

Triton scout, lawful good, female

Physical Traits

- 1 Blue skin
- 2 Green hair
- 3 Uncomfortable in dry climates
- 4 Soft scaled

Personality Traits

- 1 Precise
- 2 Formal
- 3 Observant
- 4 Always has a plan

Interests & Hobbies

- 1 Diplomacy and politics
- 2 Literature
- 3 Loves the ocean
- 4 Knowledgeable about aquatic creatures

Racial Traits

- 1 Amphibious
 - 2 Control air & water
 - 3 Emissary of the sea
 - 4 Guardian of the depths
- Ability Scores:** STR +1, CON +1, CHA +1

WYLES

Tabaxi inventor, lawful good, male

Physical Traits

- 1 Orange fur
- 2 Slit pupils
- 3 Long limbed
- 4 Fangs

Personality Traits

- 1 Long attention span
- 2 Talks to himself
- 3 Clever
- 4 Self-doubting

Interests & Hobbies

- 1 Constructs
- 2 Architecture
- 3 Loves music
- 4 Cooking

Racial Traits

- 1 Darkvision
 - 2 Feline agility
 - 3 Cat's claws
 - 4 Cat's talent
- Ability Score:** DEX +2, CHA +1

GRETTEL

Halfling cleric, chaotic good, female

Physical Traits

- 1 Brown curly hair
- 2 Bright smile
- 3 Blue eyes
- 4 Hairy feet

Personality Traits

- 1 Infectiously cheerful
- 2 Inspiring
- 3 Attracts attention
- 4 Laughs loudly and often

Interests & Hobbies

- 1 Gardening
- 2 Community service
- 3 Large social gatherings
- 4 Poetry

Racial Traits

- 1 Lucky
 - 2 Brave
 - 3 Halfling nimbleness
 - 4 Halfling language
- Ability Scores:** DEX +2

PRINTABLE HERITAGE TABLE

PARENTAGE:

Roll	Inherited	Physical Traits	Inherited	Personality Traits
1	☐	Mother 1:	☐	Mother 1:
2	☐	Mother 2:	☐	Mother 2:
3	☐	Mother 3:	☐	Mother 3:
4	☐	Mother 4:	☐	Mother 4:
5	☐	Father 1:	☐	Father 1:
6	☐	Father 2:	☐	Father 2:
7	☐	Father 3:	☐	Father 3:
8	☐	Father 4:	☐	Father 4:

Roll	Inherited	Interests & Hobbies	Inherited	Racial Abilities (Optional)
1	☐	Mother 1:	☐	Mother 1:
2	☐	Mother 2:	☐	Mother 2:
3	☐	Mother 3:	☐	Mother 3:
4	☐	Mother 4:	☐	Mother 4:
5	☐	Father 1:	☐	Father 1:
6	☐	Father 2:	☐	Father 2:
7	☐	Father 3:	☐	Father 3:
8	☐	Father 4:	☐	Father 4:

Roll	Check one	Advanced: Race, Sex & Ability Scores
1	☐	Race <i>Father</i> , Sex <i>Male</i> , Ability scores <i>Father</i>
2	☐	Race <i>Father</i> , Sex <i>Male</i> , Ability scores <i>Mother</i>
3	☐	Race <i>Father</i> , Sex <i>Female</i> , Ability scores <i>Mother</i>
4	☐	Race <i>Mother</i> , Sex <i>Female</i> , Ability scores <i>Mother</i>
5	☐	Race <i>Father</i> , Sex <i>Female</i> , Ability scores <i>Father</i>
6	☐	Race <i>Mother</i> , Sex <i>Male</i> , Ability scores <i>Father</i>
7	☐	Race <i>Mother</i> , Sex <i>Male</i> , Ability scores <i>Mother</i>
8	☐	Race <i>Mother</i> , Sex <i>Female</i> , Ability scores <i>Mother</i>



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