Reproduction

This **dnd 2024 edition** guide details the methods of creating family lines and PC/NPC + PC/NPC children. This guide is also ment for the players during character creation. This guide only works with the **point buy system** when creating a character with it.

The Basics

a character in this system has 6 stats that have a possibility of being transfered to children (add more or subtract if needed). These stats are STR, DEX, CON, INT, WIS, CHA.

Child of Player Character

How to calculate player character genes. First remove all ability score increases, feats, epic boons, Racial bonuses, Background Bonuses and magic effects. Then subtract 4 from all scores. that is their genes. (just right these down somewhere do not actually edit your character)

Child of Non Player Character

How to calculate NPC genes. 8 + their modifier in each stat is their genes. You can use this method for players too (after removing all the bonuses like normal) but I find the other method is better it just doesn't work on NPCs.

Combining the Genes

Average the gene scores of each parent rounding up and those are the starting stats of the child (instead of starting at 8 for all stats). If you want to create some diversity you can subtract 1 from a stat and add 1 to another so you can have non identical siblings.

Inter-Species Breeding

You do the same method as normal as far as genes are concerned. For racial traits pick 4 racial traits for your character 2 from each species. Then come up with a cool name for your race (table of free rules hybrid names I came up with or found below).

Species	human	elf	dwarf	Halfling
human	human	half elf	half dwarf	quarterling
elf	half elf	elf	dwelf	elfling
dwarf	half dwarf	dwelf	dwarf	dwarfling
halfling	quarterling	elfling	dwarfling	halfling

Point Buy Alteration

Instead of spending points to buy specific levels you spend points to increase your level.

cost	score increase
0	+0
1	+1
2	+2
3	+3
4	+4
5	+5
7	+6
9	+7

Example

Jane and bob are both human PCs and have had a child.

Stats	Jane	Bob
STR	11	10
DEX	14	14
CON	13	16
INT	12	8
WIS	17	8
CHA	8	17

Now we do the calculations to make their stats genes. Then we average the scores to find the childs genes

Genes	Jane	Bob	Child
STR	7	6	7
DEX	10	10	10
CON	8	11	10
INT	8	4	6
WIS	11	4	8
CHA	4	11	8

Now we have the base genes of the child and if it is going to be an PC instead of starting at 8 for all stats you start with these stats. If the child will be an NPC you could keep it like this (because it is a child) or if it will be an adult add 6 to 2 stats, add 4 to 2 stats, add 2 to 2 stats, and then look at those stats and decide what would be a good class for it.