

# Reincarnation

A spell available to druids and magic-users. Note that the intent of the spell is to make a playable character.<sup>1)</sup>

## Mechanics

The precise mechanics of reincarnation in the milieu are left up to the DM.

The following system is recommended:<sup>Ex</sup>

- Character keeps their XP total.
- Character re-rolls all of their [ability scores](#) and secondary [attributes](#) as though they were making an entirely new character.
- Player may select whatever legal class(es) they desire for the resulting form, including the class of the previous form. Non-standard PC races will require DM declaration of what classes, if any, are available to the form based on the milieu.<sup>2)</sup> If no classes are available, the DM will need to declare what sort of advancement is available to the form as per DMG 44.
- If the character reincarnates as a character with more or fewer classes than their previous form, the XP total of the previous form should be re-allocated to be even amongst the new classes.
- The resulting form must be reasonably playable as a character.<sup>3)</sup> For example, reincarnating as a badger means the badger can talk (or maybe has telepathy!), since being unable to communicate ideas at the table would make the character effectively unplayable.
- The original form of the character determines by which magic the character can be raised.<sup>4)</sup> See [Death](#) for more info.
- Reincarnation requires a [resurrection check](#) and counts against the maximum times a character can be brought back from the dead.<sup>5)</sup> See [Death](#) for more info.
- The reincarnated form will not come with any adventuring equipment or wealth to speak of.
- Which memories the new form has of its past is up to the player to choose and roleplay.

## Monster reincarnations

- Characters reincarnated as monsters will gain access to the THAC0 and saves of the monster, and can use whichever is better between their class(es) and the monster's stats.
- Characters reincarnated as monsters gain full access to all of their attacks, defenses, and other abilities.

## Ability scores

Scores should be rolled randomly with whatever method (I-IV) player desires. Modifiers and mins/maxes should be customized by the DM to suit the form. The DM should come up with these for the form, preferably with the agreement of the first player to reincarnate as that form.

As an example, here are modifiers and min/max for a centaur form:

Monster	STR	INT	WIS	CON	DEX	CHA
Centaur	+2 (10/19)	-1 (17/3)	+0 (18/3)	+1 (13/19)	-1 (3/17)	-1 (3/16)

Charisma penalties are removed when dealing with their own race (just like dwarves and half-orcs).

## Level caps

These also need to be determined by the DM. Consider the monster, its relation to the setting, and what makes most sense. It can be good to give every monster at least one class in which they are unlimited in advancement. However, in the end, level caps depend on the setting, the game, whether UA caps are being used<sup>6)</sup>, and what kind of game the DM prefers.

<sup>1)</sup> , <sup>3)</sup>

DMG 44.

<sup>2)</sup>

Shaman and witch doctor may be possibilities; see DMG 40.

<sup>4)</sup>

For example, an elf reincarnated as a human would still not be eligible for *raise dead*. In contrast, a human reincarnated as an elf would be eligible. This is because a reincarnated creature has the same soul/spirit. This works out quite nicely for characters reincarnated as animals too, for otherwise it would be their final run!

<sup>5)</sup>

PHB 12, "Although a character's constitution can be restored to its former score, or even raised above this number, by magical means, this in no way alters the initial score limitation, nor does such magical change in constitution restore to the character additional chances for revivification."

<sup>6)</sup>

Either the +2 cap for single-class demihumans, the generally increased caps across the board, or both.

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