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## Character creation

Character creation is the process of creating a character for a role-playing game. It is a key part of the game, and it is important to create a character that is both fun to play and fits the game's theme. There are many different ways to create a character, and it is important to choose the method that works best for you. This article will provide a step-by-step guide to creating a character for a role-playing game. It will cover the basics of character creation, including choosing a class, background, and species. It will also discuss more advanced topics, such as creating a character's personality and backstory. The goal of this article is to provide a comprehensive guide to character creation that is easy to follow and informative.

To create a character in D&D Beyond, follow these steps: First, sign up for an account using your Twitch credentials. For users in the European Economic Area, by logging into an account that was deleted during our transition to Fandom, you agree to transfer your account terms and personal data to Fandom. This means you consent to Fandom processing your information according to their Privacy Policy. Create a character by choosing a class, background, and species. You can then add personality traits and appearance details. Before starting character creation, discuss the type of game with your Dungeon Master. They may have specific ideas or inspiration that will influence your character's direction. Think about what kind of adventurer you want to play as. Record main character details on a sheet, such as a printed or digital character sheet. You can use whatever style works best for you. When creating a character, the first step is to choose a class, which will influence many subsequent decisions. Note any armor training provided by the class on the character sheet, as this determines which types of armor can be worn effectively. The categories of armor are detailed in the "Equipment" section. Next, determine the character's origin by selecting a background, species, and two languages. The background represents the character's formative experiences and occupation, while the species and languages provide a foundation for the character's backstory. Choose a background from the options in "Character Origins" and record it on the character sheet. This choice will impact the determination of ability scores in step 3. A background also grants a feat, which provides specific capabilities, and proficiency in two skills and one tool. Record these proficiencies on the character sheet, along with any proficiencies granted by the class. The class description in "Character Classes" will detail these proficiencies. Additionally, note the Proficiency Bonus, which is +2 for a level 1 character. The background and class also provide starting equipment, which can be recorded on the character sheet. Choose a species from the options in "Character Origins", such as Dragonborn, Dwarf, or Human, and record its traits, size, and Speed on the character sheet. Consider how the character's background and species shape their past and present, and answer questions about their upbringing, relationships, and motivations. Finally, determine the character's languages, selecting two from the Standard Languages table in addition to Common. Language Mechanics in Dungeons & Dragons Each player character knows Common, which originated in the planar metropolis of Sigil, the hub of the multiverse. The other standard languages arose with the first members of prominent species on D&D worlds and have since spread widely. For example, Draconic is spoken by dragons, while Dwarvish is used by dwarves. The Rare Languages table lists secret or derived languages from other planes of existence, which are less common in the Material Plane. Some features allow a character to learn rare languages. Language origin can be either Abyssal, Celestial, Deep Speech, Aberration dialects, Druidic, Infernal, or Primordial. Creatures that speak one of these dialects can communicate with those who know another. When creating your character, you need to determine their ability scores using one of three methods: Standard Array, Random Generation, or Point Cost. The cost of each score is shown on the Ability Score Point Costs table. Once you've generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind your class's primary ability. You can use the Standard Array by Class table to guide where to place your highest and lowest scores. After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and a different one by 1, or increase all three by 1. None of these increases can raise a score above 20. Backgrounds and Species from Older Books do not include ability score adjustments. −2 8-9 −1 10-11 +0 12-13 +1 14-15 +2 16-17 +3 18-19 +4 20 +5 Ability scores are vital to the rules, yet they can also reflect your character's traits. After assigning your scores, think about how they might influence your character's look and personality. A strong character with low Charisma could act and appear differently from a charismatic one with low Strength. The tables below offer words to describe your character based on high or low scores in each ability. Record these traits on your character sheet. 1d4 High Strength Low Strength 1 Muscular Weak 2 Sinewy Slight 3 Protective Self-conscious 4 Direct Indirect 1d4 High Dexterity Low Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Constitution Low Constitution 1 Energetic Fraid 2 Hale Squeamish 3 Hearty Lethargic 4 Stable Fragile 1d4 High Intelligence Low Intelligence 1 Decisive Artless 2 Logical Illogical 3 Informative Uninformed 4 Curious Frivolous 1d4 High Wisdom Low Wisdom 1 Serene Rash 2 Compassionate 2 Helpful 3 ###4 Kind Evil 1 Dishonest 2 Vengeful 3 Cruel 4 Greedy Lawful 1 Cooperative 2 Loyal 3 Judgmental 4 Methodical Neutral 1 Selfish 2 Disinterested 3 Laconic 4 Pragmatic Now fill in the rest of your character sheet. Look at your class's feature table in "Character Classes", and write down the level 1 features. The class features are detailed in that same chapter. Some class features offer choices. Make sure to read all your features and make any offered choices. Note these numbers on your character sheet. Saving Throws. For the saving throws you have proficiency in, add your Proficiency Bonus to the appropriate ability modifier and note the total. Some players also like to note the modifier for saving throws they're not proficient in, which is just the relevant ability modifier. Skills. For skills you have proficiency in, add your Proficiency Bonus to the ability modifier associated with that skill, and note the total. You might also wish to note the modifier for skills you're not proficient in, which is just the relevant ability modifier. Passive Perception. Sometimes your DM will determine whether your character notices something without asking you to make a Wisdom (Perception) check; the DM uses your Passive Perception instead. Passive Perception is a score that reflects a general awareness of your surroundings when you're not actively looking for something. Use this formula to determine your Passive Perception score: Passive Perception = 10 + Wisdom (Perception) check modifier Include all modifiers that apply to your Wisdom (Perception) checks. For example, if your character has a Wisdom of 15 and proficiency in the Perception skill, you have a Passive Perception of 14 (10 + 2 for your Wisdom modifier + 2 for proficiency). Hit Points. Your class and Constitution modifier determine your Hit Point maximum at level 1, as shown on the Level 1 Hit Points by Class table. Class Hit Point Maximum. Your character sheet includes room to note your current Hit Points when you take damage, as well as any Temporary Hit Points you might gain. There's also space to track Death Saving Throws. Hit Point Dice. Your class's description tells you the die type of your character's Hit Point Dice (or Hit Dice for short); write this on your character sheet. At level 1, your character has 1 Hit Die. You can spend Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice you've spent. Initiative. Write your Dexterity modifier in the space for Initiative on your character sheet. Armor Class. Without armor or a shield, your base Armor Class is 10 plus your Dexterity modifier. If your starting equipment includes armor or a Shield (or both), calculate your AC using the rules in "Equipment". A class feature might give you a different way to calculate your AC. Attacks. In the Weapons & Damage Cantrips section of the character sheet, write your starting weapons. The attack roll bonus for a weapon with which you have proficiency is one of the following unless a weapon's property says otherwise: Melee attack bonus = Strength modifier + Proficiency Bonus Ranged attack bonus = Dexterity modifier + Proficiency Bonus Look up the damage and properties of your weapons in "Equipment". You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon. Spellcasting. Note both the saving throw DC for your spells and the attack bonus for attacks you make with them, using these formulas: Spell save DC = 8 + spellcasting ability modifier + Proficiency Bonus Spell attack bonus = spellcasting ability modifier + Proficiency Bonus Your spellcasting ability modifier for a spell is determined by whatever feature gives you the ability to cast the spell. Spell Slots, Cantrips, and Prepared Spells. If your class gives you the Spellcasting or Pact Magic feature, your class features table shows the number of spell slots you have Your character's development is a key aspect of the game. To begin, you need to decide on cantrips and prepared spells that suit your playstyle. Record these choices along with your number of spell slots on your character sheet. Additionally, choose a name for your character and include it on the same sheet. This can be anything you prefer - perhaps it has ancestral significance or holds personal importance. As you finalize the character creation process, take some time to consider further details that may enhance your character's backstory. Think about their gender, relationships, fears, and motivations. These aspects will evolve throughout the adventure as your character gains experience points. By virtue of their extraordinary abilities, characters learn their starting class features and choose a subclass. Typically, the threats they face pose a danger to local farmsteads or villages in tier 2. At this stage, spellcasters gain iconic spells such as Fireball, Lightning Bolt, and Raise Dead, while weapon-focused classes acquire the ability to make multiple attacks in a round. Characters now face dangers that threaten cities and kingdoms. In tier 3, characters have reached a level of power that makes them special among adventurers. At level 11, many spellcasters learn reality-altering spells, whereas other characters gain features that allow them to make more attacks or do more impressive things with those attacks. These adventurers often confront threats to whole regions. At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures. Your DM may start your group's characters at a level higher than 1, which is particularly recommended for seasoned D&D players starting at level 3. Creating a higher-level character uses the same character-creation steps as outlined in this chapter and the rules for advancing beyond level 1 provided in the "Level Advancement" section. You begin with the minimum amount of XP required to reach your starting level, such as 64,000 XP if started at level 10. The DM decides whether your character starts with more than standard equipment for a level 1 character or possibly even one or more magic items. The Starting Equipment at Higher Levels table serves as a guide for the DM, and it is essential to check with them about what equipment is available for you to buy with your starting money. For example, firearms described in "Equipment" may be too expensive for level 1 characters but might be available for purchase if the DM allows them. Starting Level Equipment and Money Magic Items vary depending on your character's level, with different commonalities in items available at each stage. Multiclassing allows you to gain levels in multiple classes, enabling you to mix the abilities of those classes to realize a character concept that might not be reflected in a single class. To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. The Experience Point cost to gain a level is based on your total character level, not your level in a particular class, as shown in the Character Advancement table in this chapter. You gain Hit Points from your new class as described for levels after 1, and you gain the level 1 Hit Points for a class only when your total character level is 1. The multiclassing system allows characters to gain proficiency bonus, features, and spells from multiple classes, but there are some important rules to keep in mind. For example, if you're a level 3 Fighter / level 2 Rogue, you'll get the Proficiency Bonus of a level 5 character, which is +3. When you gain your first level in a class other than your initial class, you only get some of the new class's starting proficiencies. Three slots. However, you can't prepare any level 3 spells, nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spells you do prepare—and potentially enhance their effects. Pact Magic. If you have the Pact Magic feature from the Warlock class and the Spellcasting feature, you can use the spell slots you gain from Pact Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Warlock spells you have prepared. When you make your character, you can roll once on the Trinkets table to gain a Tiny trinket, a simple item lightly touched by mystery. The DM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets. 1d100 Trinket 01 A mummified goblin hand 02 A crystal that faintly glows in moonlight 03 A gold coin minted in an unknown land 04 A diary written in a language you don't know 05 A brass ring that never tarnishes 06 An old chess piece made from glass 07 A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips 08 A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it 09 A lock of someone's hair 10 The deed for a parcel of land in a realm unknown to you 11 A 1-ounce block made from an unknown material 12 A small cloth doll skewered with needles 13 A tooth from an unknown beast 14 An enormous scale, perhaps from a dragon 15 A bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-red shell 19 A pipe that blows bubbles 20 A glass jar containing a bit of flesh floating in pickling fluid 21 A gnome-crafted music box that plays a song you dimly remember from your childhood 22 A wooden statuette of a smug halfling 23 A brass orb etched with strange runes 24 A multicolored stone disk 25 A silver icon of a raven 26 A bag containing forty-seven teeth, one of which is rotten 27 A shard of obsidian that always feels warm to the touch 28 A dragon's talon strung on a leather necklace 29 A pair of old socks 30 A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking 31 A silver badge that is a five-pointed star 32 A knife that belonged to a relative 33 A glass vial filled with nail clippings 34 A rectangular metal device with two tiny metal cups on one end that throws sparks when wet 35 A white, sequined glove sized for a human 36 A vest with one hundred tiny pockets 37 A weightless stone 38 A sketch of a goblin 39 An empty glass vial that smells of perfume 40 A gemstone that looks like a lump of coal when examined by anyone but you 41 A scrap of cloth from an old banner 42 A rank insignia from a lost legionnaire 43 A silver bell without a clapper 44 A mechanical canary inside a lamp 45 A miniature chest carved to look like it has numerous feet on the bottom 46 A dead sprite inside a clear glass bottle 47 A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice) 48 A glass orb filled with water, in which swims a clockwork goldfish 49 A silver spoon with an M engraved on the handle 50 A whistle made from gold-colored wood 51 A dead scarab beetle the size of your hand 52 Two toy soldiers, one missing a head 53 A small box filled with different-sized buttons 54 A candle that can't be lit 55 A miniature cage with no door 56 An old key 57 An indecipherable treasure map 58 A hilt from a broken sword 59 A rabbit's foot 60 A glass eye 61 A cameo of a hideous person 62 A silver skull the size of a coin 63 An alabaster mask 64 A cone of sticky black incense that stinks 65 A nightcap that gives you pleasant dreams when you wear it 66 A single caltrop made from bone 67 A gold monocle frame without the lens 68 A 1-inch cube, each side a different color 69 A crystal doorknob 70 A packet filled with pink dust 71 A fragment of a beautiful song, written as musical notes on two pieces of parchment 72 A silver teardrop earring containing a ### Grab your quill and explore the official options for your hero's character sheet in D&D. From physical papers to digital tools, we've got you covered. You'll find links to ready-to-use character sheets from the D&D Starter Set, Dragons of Stormwreck Isle, as well as a collection of other character sheets suitable for any adventure! These files are compressed PDFs that you can print and photocopy for your personal use. Character sheets in different languages have already been created for various professions, including warriors, rogues, mages, and healers, including human fighter, high elf wizard, drow rogue, halfling monk, and dwarf cleric.

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