

Character Creation Guide

Step 1: Choose a Class

For a balanced party, we should have one of each of the following:

Cleric (or Bard, Druid)

Fighter (or Barbarian, Monk, Paladin, Ranger)

Rogue (or Bard, Ranger)

Wizard (or Bard, Sorcerer, Warlock)

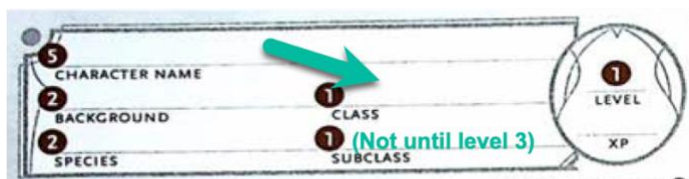
(Crossed out classes are very complex and not recommended for our first campaign together, as it could cause delays in looking up an excess of information during play).

Class Overview (read more beginning on [page 49](#) of the Player Handbook)

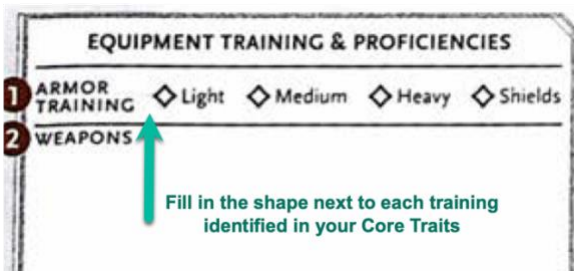
Table 1- Class Overview

Page	Class	Likes	Primary Ability	Complexity
p. 50	Barbarian	Battle	Strength	Average
p. 58	Bard	Performing	Charisma	High
p. 69	*Cleric	Gods	Wisdom	Average
p. 78	Druid	Nature	Wisdom	High
p. 90	*Fighter	Weapons	Strength or Dexterity	Low
p. 100	Monk	Unarmed Combat	Dexterity and Wisdom	High
p. 108	Paladin	Defense	Strength and Charisma	Average
p. 118	Ranger	Survival	Dexterity and Wisdom	Average
p. 128	*Rogue	Stealth	Dexterity	Low
p. 138	Sorcerer	Power	Charisma	High
p. 152	Warlock	Occult Lore	Charisma	High
p. 164	*Wizard	Spellbooks	Intelligence	Average

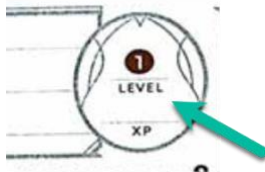
Choose your class and fill it out on your character sheet.



Add armor training on your character sheet (from your Core Traits).



On your character sheet, fill in that you are Level 1 with 0XP



Step 2: Determine Origin

Choose a Background.

Use your primary ability from the previous table to help determine your background. (Start on [page 177](#) of the Player's Handbook to read more about each background.)

Table 2 - Abilities & Backgrounds

Ability	Backgrounds
Strength	Artisan, Entertainer, Farmer, Guard, Noble, Sailor, Soldier
Dexterity	Artisan, Charlatan, Criminal, Entertainer, Guide, Sailor, Scribe, Soldier, Wayfarer
Constitution	Charlatan, Criminal, Farmer, Guide, Hermis, Merchant, Sage, Soldier
Intelligence	Acolyte, Artisan, Criminal, Guard, Merchant, Noble, Sage, Scribe
Wisdom	Acolyte, Farmer, Guard, Guide, Hermit, Sage, Sailor, Scribe, Wayfarer
Charisma	Acolyte, Charlatan, Entertainer, Hermit, Merchant, Noble, Wayfarer

Record Your Feat

Write down the “Feat” listed in your chosen background. This is your Origin Feat.
(Read more about feats on [pages 199-202](#) of the Player Handbook).

A rectangular box with a double-line border. At the top center, there is a small circle containing the number '2' followed by the word 'FEATS'. The box is otherwise empty.

Note Proficiencies

You **background** gives you proficiencies with two skills and one tool.

Fill in the circle next to each skill proficiency you have listed in your background, and add your tool proficiency.

Your **class** gives you additional skill proficiencies, and saving throw proficiencies. Fill in the circle for each of these on your character sheet.

Fill in these circles for any Saving Throw proficiencies.

Fill in these circles for any skill proficiencies.

A section of a character sheet titled 'INTELLIGENCE'. It features a circular icon with a '3' inside, labeled 'MODIFIER' and 'SCORE'. Below this are several skill proficiencies, each with a circle to its left: 'Saving Throw', 'Arcana' (with a '5' in a circle next to it), 'History', 'Investigation', 'Nature', and 'Religion' (with a '2' in a circle next to it).

A section of a character sheet titled 'EQUIPMENT TRAINING & PROFICIENCIES'. It has three main sections: '1 ARMOR TRAINING' with options for 'Light', 'Medium', 'Heavy', and 'Shields'; '2 WEAPONS'; and '2 TOOLS'. A green arrow points to the 'TOOLS' section with the text 'Add tool proficiencies here.'

Add +2 Proficiency Bonus for your level 1 character.

A section of a character sheet titled 'PROFICIENCY BONUS'. It shows a large '+2' in the center, with a green arrow pointing to it.

Choose Starting Equipment

Your background and class provide starting equipment.

You can have one trinket at no cost ([page 46-47](#)). Roll a d100 to determine your trinket.

Find your other starting equipment in your Core Traits (starting [page 49](#), see first table for specific page). You may choose A or B. You may immediately spend any coins on other equipment ([p. 213](#)).

Record your trinket and other equipment on your character sheet, and add any coins you have left over.

The image shows two sections of a character sheet. The left section is titled 'EQUIPMENT' and contains the text 'Add equipment & trinket here' and a 'Magic Item Attunement' section with three diamond-shaped checkboxes. The right section is titled 'COINS' and contains five boxes labeled 'CP', 'SP', 'EP', 'CP', and 'PP', each with an upward-pointing arrow above it and a downward-pointing arrow below it. Below the 'COINS' section is the text 'TM & © 2024 Wizards of the Coast LLC. Illustrations by Richard Whitters.'

Choose a Species

Choose a species ([p.186-197](#)) and write it on your character sheet. Record your species' specific traits. Your character's size and speed are determined by species.

The image shows the header section of a character sheet. It includes fields for 'CHARACTER NAME', 'BACKGROUND', 'SPECIES', 'CLASS', 'SUBCLASS', 'LEVEL', and 'XP'. A green arrow points from the 'SPECIES' field to the 'SPEED' and 'SIZE' sections below.

Record your species' speed and size here.

The image shows two sections of a character sheet. The left section is titled 'SPEED' and contains a box with a '2' inside. The right section is titled 'SIZE' and contains a box with a '2' inside. A green arrow points from the 'SPECIES' field in the header section to the 'SPEED' section, and another green arrow points from the 'SPECIES' field to the 'SIZE' section.

The image shows a section of a character sheet titled 'SPECIES TRAITS'. It contains the text 'Record your species' traits here.'

Imagine You Past and Present

Who raised you?

Who was your dearest childhood friend?

Did you grow up with a pet?

Have you fallen in love? If so, with whom?

What elements of your past inspire you to go on adventures now?

Choose Languages

Your character knows at least three languages: Common, plus two you roll or choose from the Standard Languages table.

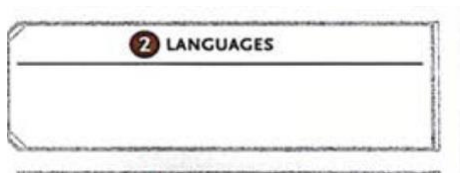


Table 3- Roll for Language

1d12	Language	Origin
-	Common	Sigil
1	Common Sign Language	Sigil
2	Draconic	Dragons
3-4	Dwarvish	Dwarves
5-6	Elvish	Elves
7	Giant	Giants
8	Gnomish	Gnomes
9	Goblin	Goblinoids
10-11	Halfling	Halflings
12	Orc	Orcs

Step 3: Determine Ability Scores

Assign Your Scores

You have **27 points** to spend on your ability scores. Assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind **your class's primary ability** (which should have the highest number).

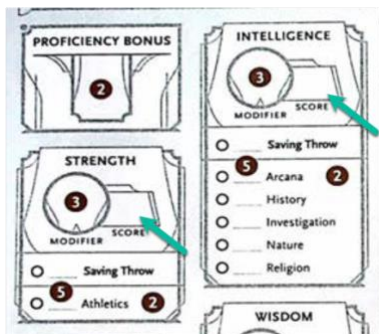
Table 4- Ability Score Cost

Score	Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

Standard Array of Scores by Class: You can use this if you want to avoid making any decisions, or adjust it slightly, sticking to 27 points total.

Table 5- Standard Array of Scores by Class

Class	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Barbarian	15	13	14	10	12	8
Bard	8	14	12	13	10	15
Cleric	14	8	13	10	15	12
Druid	8	12	14	13	15	10
Fighter	15	14	13	8	10	12
Monk	12	15	13	10	14	8
Paladin	15	10	13	8	12	14
Ranger	12	15	13	8	14	10
Rogue	12	15	13	14	10	8
Sorcerer	10	13	14	12	10	15
Warlock	8	14	13	12	10	15
Wizard	8	12	13	15	14	10



Adjust Ability Scores

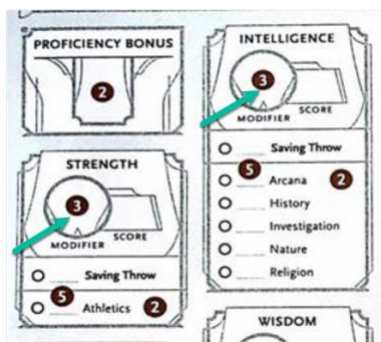
Adjust your scores according to your background, which lists three abilities ([p. 177-185](#)). Increase one of those scores by 2, and one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Determine Ability Modifiers

Use the table below to determine your modifiers. Write the modifier next to each of your scores.

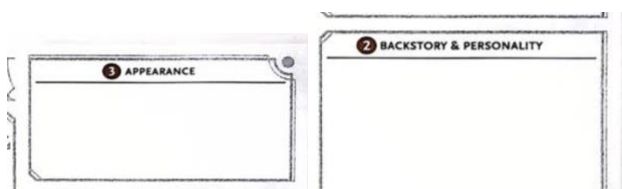
Table 6 - Determine Ability Modifiers

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
18-19	+4
20	+5



Describe Appearance and Personality

What do your scores say about your character's appearance and personality? Add this to your character sheet. Find descriptive word suggestions on [page 39](#) if you need some inspiration!



Step 4: Choose an Alignment

Choose Your Alignment

Alignment descriptions can be found on [page 39](#).

Lawful Good (LG)
Neutral Good (NG)
Chaotic Good (CG)
Lawful Neutral (LN)
Neutral (N)
Chaotic Neutral (CN)
Lawful Evil (LE)
Neutral Evil (NE)
Chaotic Evil (CE)



Alignment and Personality

Alignment shapes a character's personality, goals, and core beliefs. Use the list below and your d4 to inspire details of your character's personality and add them to your sheet.

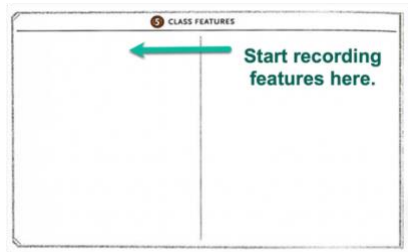
Table 7 - Alignment and Personality Traits

Alignment	1d4	Associated Trait
Chaotic	1	Boastful
Chaotic	2	Impulsive
Chaotic	3	Rebellious
Chaotic	4	Self-absorbed
Good	1	Compassionate
Good	2	Helpful
Good	3	Honest
Good	4	Kind
Evil	1	Dishonest
Evil	2	Vengeful
Evil	3	Cruel
Evil	4	Greedy
Lawful	1	Cooperative
Lawful	2	Loyal
Lawful	3	Judgmental
Lawful	4	Methodical
Neutral	1	Selfish
Neutral	2	Disinterested
Neutral	3	Laconic
Neutral	4	Pragmatic

Step 5: Fill in the Details

Record Class Features

Write down the Level 1 features from your class ([p. 49](#), see first table for specific page for your class. Features are listed on the second page of your class description).

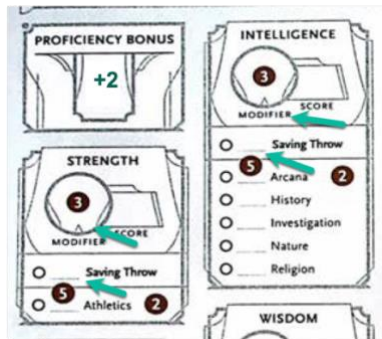


Fill in Numbers

Saving Throws

For any Saving Throws you do not have proficiency in, (you did not fill in the circle earlier) write the ability modifier on the line. *For example, if your ability modifier for an ability is +2, write +2 next to Saving Throw.*

For the saving throws you do have proficiency in, add your Proficiency Bonus (+2 for Level 1 characters) to the ability modifier, and write that number on the line. *For example, if your ability modifier for an ability is +2, and you also have proficiency in that saving throw (you filled in the circle earlier), you would write +4 next to Saving Throw.*



Skills

For any skills you have proficiency in, add your Proficiency Bonus to the ability modifier associated with that skill and note the total. *That means if you filled in a circle for a specific skill, add your Proficiency Bonus (+2) to whatever your ability modifier is, and write that total on the line.*

The diagram shows a character sheet section for skills. On the left, a box labeled 'PROFICIENCY BONUS' contains a green '+2'. Below it is a box labeled 'EXAMPLE'. To the right, under the 'INTELLIGENCE' header, a circle contains a green '+1' with 'MODIFIER' and 'SCORE' labels. Below this is a list of skills: 'Saving Throw', 'Arcana', 'History', 'Investigation', 'Nature', and 'Religion'. 'Investigation' is selected with a green circle and has a green '+3' next to it. A green arrow points from the '+2' in the proficiency bonus box to the '+3' next to 'Investigation'.

Passive Perception

Your DM may determine whether your character notices something without asking you to make a Wisdom/Perception check by using your Passive Perception. This reflects your general awareness of your surroundings and you're not actively looking for something. Use this formula to determine your passive Perception score:

Passive Perception = 10 + Wisdom modifier

-If you have a perception modifier use that instead of Wisdom

The diagram shows a character sheet section for skills. On the left, under the 'WISDOM' header, a circle contains a green '+2' with 'MODIFIER' and 'SCORE' labels. Below this is a list of skills: 'Saving Throw', 'Animal Handling', 'Insight', 'Medicine', 'Perception', and 'Survival'. 'Perception' is selected with a green circle. To the right, a box labeled 'PASSIVE PERCEPTION' has a green arrow pointing to it from the text 'Add 10 + Wisdom modifier, OR if you have a Perception modifier, add 10 + Perception modifier and write the total here.'

Hit Points

Your class and Constitution modifier determine your Hit Point maximum at level 1.

Table 8 - Hit Point Maximums

Class	Hit Point Maximum
Barbarian	12 + Con. Modifier
Fighter, Paladin, or Ranger	10 + Con. Modifier
Bard, Cleric, Druid, Monk, Rogue, Warlock	8 + Con. Modifier
Sorcerer or Wizard	6 + Con. modifier

Hit Point Dice

Your class description tells you the die type of your character's Hit Point Dice (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.

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 on p. 219 (armor). A class feature may also give you a different way to calculate your AC (class features begin [page 49](#), see first table for specific page). *For example, Barbarian also adds Constitution modifier. Monk also adds Wisdom modifier.*

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 if proficient)

Ranged attack bonus = Dexterity modifier (+ Proficiency Bonus if proficient)

Look up the damage and properties of your weapons (**p. 215**) and add the same ability modifier (Strength or Dexterity) you use for attacks with a weapon to your damage rolls with that weapon. But do NOT add a proficiency bonus to damage.

For example, if you have a Mace and you have +2 Strength and +2 proficiency, you have +4 Attack Bonus, but the Damage bonus would only be +2, so under Damage & Type you would write Bludgeon 1d6+2).

5 WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Weapon/Cantrip name goes here	Add Attack Bonus here, or for saving throw Cantrips, DC (Difficulty Class) goes here.	Damage (example: 1d6) and type (example: piercing) goes here.	Additional rules and reminders go here.

Spellcasting

The saving throw DC for your spells and the attack bonus for attacks you make with them uses these formulas:

Spell save DC = 8 + spellcasting ability modifier + Proficiency Bonus

Example: if your ability modifier is +2 and Proficiency Bonus is +2, you would add 8+2+2 and write DC12)

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. (Clerics & Druids = Wisdom. Wizards = Intelligence. Sorcerers, Bards, Paladins = Charisma.)

5	SPELLCASTING ABILITY	
5	SPELLCASTING MODIFIER	5 SPELL SLOTS
5	SPELL SAVE DC	
5	SPELL ATTACK BONUS	

Total		Expended		Total		Expended		Total		Expended	
LEVEL 1	_____	_____	◆◆◆◆	LEVEL 4	_____	_____	◆◆◆◆	LEVEL 7	_____	_____	◆◆
LEVEL 2	_____	_____	◆◆◆◆	LEVEL 5	_____	_____	◆◆◆◆	LEVEL 8	_____	_____	◆◆
LEVEL 3	_____	_____	◆◆◆◆	LEVEL 6	_____	_____	◆◆◆◆	LEVEL 9	_____	_____	◆◆

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 available, how many cantrips you know, and how many spells you can prepare.

Choose your cantrips and prepared spells, and note them – along with your number of spell slots – on your character sheet.

[illegible]

Name Your Character

Whatever you like! Maybe it's the name of an ancestor? Does it have any significance? Did you choose it yourself?

The diagram shows a character sheet layout with the following fields and callouts:

- 1** CLASS
- 1** SUBCLASS
- 2** BACKGROUND
- 2** SPECIES
- 5** CHARACTER NAME
- 1** LEVEL
- XP

Create Final Details

Consider any other details you want to add. For example:

What's your gender?

What person or people do you care most about?

What's your deepest fear?

On your adventures, will you seek knowledge, wealth, glory, enlightenment, justice, mercy, power, or something else?