CHARACTER CREATION

CHARACTER OPTIONS

1) CHOOSE A RACE

Choosing a race for your character unlocks essential game features and offers guidance on attributes such as age, height, and potential names.

This decision influences crucial aspects of gameplay:

ABILITY SCORE IMPROVEMENT:
Selecting a race provides enhancements to certain ability scores.

MOVEMENT:
Dictates your travel capacity per turn in combat.

LANGUAGE PROFICIENCY:
Identifies the languages your character is fluent in.

RACIAL TRAITS:
Each race comes with its distinct abilities and characteristics

2) CHOOSE A CLASS

Your character's class reflects their specialization and training. It's a core factor that shapes your character's capabilities, like magical prowess or combat skills, and determines their abilities, Hit Points, initial equipment, and more throughout your adventures

3) CHOOSE A BACKGROUND

Your character's background sets the stage for their life prior to adventuring, often granting additional skills and gear, and serving as a rich foundation for their history and roleplaying potential.
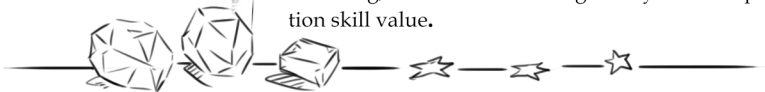
GENERATING STATS

ABILITY SCORES

Determine Ability Scores by rolling four six-sided dice, tallying the top three, and repeating six times, or use for the following standard scores: 15, 14, 13, 12, 10, 8.

Allocate these scores to the six key abilities, prioritizing your character's main strengths.
Apply characters' race Ability Score bonuses to finalize your scores.

ABILITY MODIFIER

Transform Ability Scores into Ability Modifiers by using the table in the Player's Handbook or by subtracting 10 from the score and halving the result (round down), typically ranging from -2 to +4 at the first level.

PROFICIENCY BONUS

Proficiency is the number you add to skills you are trained in. At level one this modifier is +2.

SAVING THROWS

To avoid unwanted effects, your character's Class uses two Saving Throws you excel in. Mark the dot beside these on your character sheet, then fill in the value by adding that Ability Modifier to your Proficiency Bonus. Fill in the four remaining values with only the Ability Modifier.

SKILLS

Skills are things your character is good at, chosen from your class and background. To see how good they are, add up the related Ability Modifier and, if it's a skill they're really good at (proficient), add your proficiency bonus as well.

PASSIVE PERCEPTION

Your Passive Perception score is a measure of how alert you are to your environment without actively searching, derived from adding 10 to your Perception skill value.

ADDING ELEMENTS

1) PROFICIENCIES & LANGUAGES

Think of proficiencies as skills or tools your character has learned to use really well, like armor or swords. Look in the sections about your character's race, class, and where they come from (background) to find out what they can use and the languages they know. Write these down!

2) FEATURES & ABILITIES

The kind of character you choose (race, class, and background) comes with special features and abilities. Make sure to write down your Race and Background features, plus add any Class features you receive at first level, as shown in your class table in the Player's Handbook. Some characters will need to pick a subclass or spells (see Spellcasting).

3) EQUIPMENT

The items and gear your character starts with depend on their class and background. This could be anything from a sword to tools, plus some gold to spend. Don't forget to list all these items in your character's inventory so you know what you have for your adventure.

WEAPONS & ENCOUNTERS

1) WEAPON ATTACKS

Write down the weapons you want to use in the Attacks table on your character sheet. You'll need to figure out two things for each: how likely you are to hit (Attack Modifier) and how much damage it does.

ATTACK MODIFIER

To find out if you hit, add together:

1. The Ability related to the weapon: Strength for close-up weapons, Dexterity for far-away shots, or either of the two for finesse weapons (Or use the weapons table in the Player's Handbook to identify the Ability needed for each weapon).

2. If you're really good with this weapon (proficient), add your proficiency bonus.

Do this for every weapon you have.

DAMAGE

To figure out damage, roll the dice listed for your weapon in the weapons table, then add the right Ability Modifier (Strength or Dexterity). No proficiency bonus here. Also, note the damage type, like "piercing." So, if your weapon says "1d6+3 Piercing," you roll one 6-sided die, add 3, and that's the damage you do.

2) ENCOUNTER STATS

HIT POINTS + HIT DICE

Each class has a type of dice used to determine their health and to heal when resting. At first level you have one Hit Die of the type shown in your character class.

Your Hit Points (HP) at first level are shown in your character class. Take the fixed number, then add your Constitution modifier. This total is your Maximum HP.

SPEED

Look in your character's race section to see how you move.

ARMOR CLASS

Your Armor Class (AC) measures how hard it is for enemies to hit you. It's calculated differently based on your armor: if you're wearing armor, look up its AC value in the Player's Handbook and adjust based on Dexterity if allowed. Without armor, your AC is 10 plus your Dexterity modifier, reflecting how your agility helps avoid hits.

INITIATIVE

Initiative uses your Dexterity to see how quickly you act in fights.

CHARACTER DETAILS

Choose a name for your character and add personal touches like height, age, and weight. Character sheets often have sections for personality traits, including ideals and flaws. These extra details enrich your character, shaping their identity, backstory, and their relationships with other players and within the game world.

SPELLCASTING

1) SPELL STATS

If your character can cast spells, you'll need to add a section for spells on your character sheet. This step introduces you to spellcasting basics.

SPELLCASTING ABILITY MODIFIER

Your class usually determines which Ability you use to cast spells (Charisma, Intelligence, or Wisdom), your Spellcasting Ability Modifier is that specific Ability Modifier.

If you have more than one source of Spellcasting which utilizes another Ability type, you may have a different Spellcasting Ability Modifier for those spells.

SPELL SAVE DC

When enemies try to avoid the spells you cast, they must roll higher than your Spell Save DC. Here's how to calculate it:
Spell Save DC = 8 + Proficiency Bonus + your casting ability modifier. (can you make this into a math formula looking section for clarity?)

2) SPELL ATTACKS

Certain spells require you to make an attack roll, similar to physical attacks. Calculating spell attacks follows the same process as with weapons.

SPELL ATTACK MODIFIER

Combine your casting ability modifier with your Proficiency Bonus to see if your spell hits the target. Spellcasters are always considered proficient in their spell attacks.

SPELL DAMAGE

A spell's damage and effects are detailed in the spell description. Unlike weapons, this is usually just dice damage with no extra bonuses, unless you have a specific feature or the spell's text says otherwise.

3) CHOOSING SPELLS

SPELL SLOTS

Your spellcasting ability grants a number of spell slots for 1st-level and above spells, indicating how many spells you can cast before needing to rest.

SPELL SELECTION

Your class spell list dictates available spells. Choose spells from this list, keeping in mind your character's capabilities and role.

INITIAL SPELLS & CANTRIPS

Upon gaining spellcasting abilities, you'll learn a set of 1st-level spells and, for some classes, cantrips—simple spells that don't require slots to cast.

SPELL MANAGEMENT

Spells can be "known" (unchangeable) or "prepared" (selected daily). Keep track of which and how many spells you're ready to use, especially for prepared casters. When adding spells to your spell sheet, mark the dot beside them to show which are prepared. If you have Cantrips, these cannot be changed from day to day.

SPELL DETAILS

When enemies try to avoid the spells you cast, they must roll higher than your Spell Save DC. Here's how to calculate it:

Spell Save DC =
8 + Proficiency Bonus + Casting ability modifier

FEATS

Selecting a Feat at character creation is an option for certain races or with your DM's approval. Feats are special skills and enhancements that go beyond what your class or background provides, offering unique abilities and advantages. Before choosing a Feat, make sure to meet any requirements like specific Ability Scores or race.

LEVEL UP

XP	LEVEL	PROFICIENCY
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3 ↑
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4 ↑
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5 ↑
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6 ↑
265,000	18	+6
305,000	19	+6
355,000	20	+6

LEVELING UP YOUR CLASS

When leveling up, you typically advance in your existing class, but you might opt for a new class following the multiclassing rules in the Player's Handbook.

INCREASE HP & HIT DICE

Each class grants a specific Hit Die (d6, d8, d10, or d12) that represents your potential to gain health. First, record one new Hit Die of this type on your character sheet.

To increase your Hit Points (HP), either roll the new Hit Die or use its fixed value (d6 = 4, d8 = 5, d10 = 6, d12 = 7), then include your Constitution modifier in the total and add this number to your Maximum HP.

New HP =
Current HP + New Hit Die Roll + Constitution Modifier

CHECK PROFICIENCY BONUSES

Every 4th level (at levels 5, 9, 13, 17), your character's abilities improve. Add +1 to the following:

Skills: Increase all proficient skills and tools by +1. If you have the Expertise feature, add an additional +1 to those specific skills. If your Perception skill improves, increase your Passive Perception by the same amount.

Saving Throws: Add +1 to each Saving Throw you're proficient in.

Attack Rolls: Improve your weapon accuracy with a +1 'to hit'.

Abilities & Save DCs: Enhance any special Save DCs related to your class and other class features linked to proficiency by +1.

GAINING NEW CLASS FEATURES

Refer to the Player's Handbook for the level-up table of your class to discover new features at each level. This includes enhancements to current abilities, additional spell slots, new Cantrips, and more. Note these updates on your character sheet.

Ability Score Increase

At certain levels, you can increase one Ability Score by two points or two Ability Scores by one point each, up to a maximum of 20. If this increases an Ability Score to a new multiple of two (10, 12, 14...), the Ability Modifier increases, affecting related skills, Saving Throws, attack and damage rolls, and Save DCs.
Make sure to update all the connected skills on your character sheet by that same amount.

If you boost your Constitution, add +1 HP for each character level you have (e.g., at level 5, add +5 HP).

NOTE: Optionally, your DM might allow choosing a Feat instead of an Ability Score increase.