



CHARACTER CREATION

~ STEP 1. THE BASICS ~

Fill in the following fields:

Level	1
Experience Points	0
Inspiration	1

~ STEP 2. RACE & CLASS ~

Choose a Class:

Fighter	Highly skilled in combat
Rogue	Exploration & subterfuge
Wizard	Caster of magic spells
Paladin	Warrior with divine powers

Choose a Race:

Human	Customizable
Elf	Agile & Perceptive
Dwarf	Sturdy & Strong
Halfling	Nimble & Lucky

~ STEP 3. PRIMARY ABILITIES ~

Assign the following **Ability scores** for your chosen class:

Fighter	Str: +2	Con: +1
Rogue	Dex: +2	Cha: +1
Wizard	Int: +2	Dex: +1
Paladin	Str: +2	Cha: +1

~ STEP 4. SECONDARY ABILITIES ~

Assign “+1” to one of the *remaining* Ability scores of your choice.

Assign “+0” to the remaining 3 Abilities.

~ SUMMARY OF ABILITIES ~

Strength	Physical power, athletic ability, melee attacks.
Dexterity	Agility, reflexes, balance, ranged attacks.
Constitution	Health, stamina, hit points.
Intelligence	Mental acuity, knowledge, ability to reason.
Wisdom	Perceptiveness, intuition, practical know-how.
Charisma	Personality, confidence, social interaction.

~ STEP 5. RACE ABILITIES & FEATURES ~

Each Proficiency = Fill 1 \diamond Diamond

~ HUMAN ~

Abilities: +1 to three *different* Abilities (choose 3)

Proficiencies: Choose 1 skill or save

~ ELF ~

Abilities: +1 Dex, +1 Wis

Proficiencies: *Nature (Wis)*
Perception (Wis)
Save: Will (Wis)

Features: *Darkvision*

~ DWARF ~

Abilities: +1 Str, +1 Con

Proficiencies: *Save: Fortitude (Con)*

Features: *Darkvision*
Craft. Advantage to build/repair/analyze items or structures.
Toughness. +1 Hit Point. Hit Points per Level: +1

~ HALFLING ~

Abilities: +1 Dex, +1 Cha

Proficiencies: *Stealth (Dex)*
Save: Reflex (Dex)

Features: *Nimble.* Move through larger creatures & small spaces.
Lucky. Reroll any 1 on a 1d20 roll.

~ STEP 6. CLASS - FIGHTER ~

Hit Points: 10 + Constitution

Proficiencies

- *Athletics (Str)*
- *Save: Fortitude (Con)*
- Choose 1 proficiency (excluding Saves)

Choose a Fighting Style:

~ DEFENSE ~

Feature

- *Fighting Style - Defense.* +1 to AC

Equipment

- Armor: Chain Mail [AC: 16] & Shield [+2 AC]
- Battleaxe, Longsword, or Warhammer
[Attack: Str+2, Damage: d8+Str]

~ POWER ~

Feature

- *Fighting Style - Power.* +1 to melee damage

Equipment

- Armor: Chain Mail [AC: 16]
- Battleaxe, Longsword, or Warhammer (2-handed)
[Attack: Str+2, Damage: d10+Str+1]
- 2 Hand Axes (throw) [Attack: Str, Damage: d6+Str]

~ ARCHERY ~

Adjustments: Dex +1, Str -1

Feature

- *Fighting Style - Archery.* +2 to ranged attacks

Equipment

- Armor: Leather [AC: 11+Dex]
- Longbow [Attack: Dex+4, Damage: d8+Dex]
- Longsword [Attack: Str+2, Damage: d8+Str]

~ STEP 6. CLASS - ROGUE ~

Hit Points: 8 + Constitution

Proficiencies

- *Acrobatics (Dex)*
- *Stealth (Dex)*
- *Save: Reflex (Dex)*
- *Perception (Wis)*
- Other:
 - *Disarm Devices. (Dex)* Disarm traps & open locks.

Choose 2 more skill proficiencies (excluding Saves)

- These may stack on previously chosen skills.

Equipment

- Armor:
 - Leather [AC: 11+Dex]
- Weapons: (*Substitute your actual Dex bonus*)
 - Shortsword [Attack: Dex+2, Damage: d6+Dex]
 - Short Bow [Attack: Dex+2, Damage: d6+Dex]
 - Two Daggers [Attack: Dex+2, Damage: d4+Dex]
- Other:
 - Thieves' Tools

~ STEP 6. CLASS - PALADIN ~

Hit Points: 10 + Constitution

Proficiencies

- *Athletics (Str)*
- *Influence (Cha)*
- *Save: Will (Wis)*

Equipment

- **Armor:**
 - Chainmail [AC: 16]
 - Shield [AC +2]
- **Weapons:** (*Substitute your actual Str bonus*)
 - Longsword or Warhammer [Attack: Str+2, Damage: d8+Str]
 - Dagger [Attack: Str+2, Damage: d4+Str]
- **Other:**
 - Holy Symbol (*What does it look like?*)

Personality: Choose 2 Aspects of your deity.

Courage	Music
Good Fortune	Nature
Honor	Peace
Hunting	Storms
Joy	The Moon
Justice	The Stars
Life	The Sun
Light	War
Love	Wisdom

~ STEP 6. CLASS - WIZARD ~

Hit Points: 6 + Constitution

Proficiencies

- *Lore*
- *Arcana*
- *Save: Will*

Equipment

- **Armor:**
 - Robes [AC: 10+Dex]
- **Weapons:** (*Substitute your actual Str or Dex bonus*)
 - Staff [Attack: Str+2, Damage: d6+Str]
 - Dagger [Attack: Dex+2, Damage: d4+Dex]

Spell Sheet

- Spell Points: 5
- Spellcasting: Intelligence + 2
- Spell Save DC: Intelligence + 8

Choose a set of spells:

~ RED ~	~ BLUE ~	~ GREEN ~	~ GOLD ~
Protect 2	Illusion 2	Animal 2	Light 2
Blast 2	Charm 2	Entangle 2	Protect 2
Fire 2	Hide 2	Detect 2	Enchant 2
Heal 2	Heal 2	Heal 2	Heal 2
Bolt 2	Bolt 2	Bolt 2	Bolt 2

Note: The color is just a description of the spell group. It has no in-game effect.

~ STEP 7. EXTRA SKILL ~

Choose 1 additional Skill or Save Proficiency.

This may stack with a previous proficiency.

~ Fill in your skill & save bonuses. ~

Every skill & save **defaults to the Ability score** that is above it.

For every proficiency diamond, **add +2**.

Example:

DEXTERITY	+1
◇◇ Acrobatics	+1
◆◇ Save: Reflex	+3
◆◆ Stealth	+5

~ STEP 8. EQUIPMENT ~

All characters start with:

-- 15 Gold Pieces --

-- Explorer's Kit --

(Backpack, bedroll, waterskin, food, rope, and torches)

~ NOTES ON EQUIPMENT ~

You DO NOT need to keep track of...

- **Basic supplies** like torches, food, water, or ammo. You are always assumed to have enough. Optionally, the DM can charge a 3 GP re-supply fee in town when necessary.
- **Weight/encumbrance.** As a rule of thumb, you can carry as many items as you have slots on your character sheet.

No Shopping (Yet)

Because shopping for equipment can take up a lot of time and attention, you won't be buying equipment for the first session.

Items can be bought between sessions as the DM allows.

~ STEP 9. PERSONALITY: APPEARANCE ~

Choose an Appearance that suits the personality of your character.

<p>~ Hair Color ~</p> <p>Brown Black Blonde Red Grey White</p> <p>~ Hair Styles ~</p> <p>Bald Short Shoulder-Length Long --- Braided Pony Tail Curly --- Moustache Stubble Short Beard Long Beard</p>	<p>~ Cloak Color ~</p> <p>Forest Green Olive Green Oak Brown Tan Brown Shadow Black Ashen Grey Silver Grey Rosewood Red Crimson Red Midnight Blue Royal Blue Sky Blue Amber Yellow Winter White</p>	<p>~ Demeanor ~</p> <p>Stern Solemn Fair Bold Cheerful</p> <p>~ Other ~</p> <p>Scar Tattoo Crest/Sigil Headwear Sigil</p>
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~ STEP 10. PERSONALITY: ITEM ~

Choose 1 Personal Item.

You automatically have Advantage on any roll related to the item.

Ring/Pendant	<i>Who gave it to you? What does it look like?</i>
Journal & Ink	<i>What do you write about?</i>
Flute/Mandolin	<i>What is the name of your favorite song?</i>
Cards/Dice	<i>What is your favorite gambling story?</i>
Smoking Pipe	<i>What do you reflect on while you smoke?</i>
Whittling Knife	<i>What shapes do you carve?</i>
Tiny Pet	<i>What kind is it? What is its name?</i>
Cooking Herbs & Utensils	<i>What is your favorite dish?</i>
Favorite Book	<i>What is it called?</i>
Fortune Cards	<i>What does your future hold?</i>
Leather Pouch	<i>What do you collect?</i>

~ STEP 11. PERSONALITY: QUIRK ~

Choose 1 Personality Quirk.

Quirks do *not* have significant in-game consequences. They are meant to add **flavor**, not disrupt the flow of the story.

Afraid of Bugs/Darkness/etc.
Allergic to Flowers/Smoke/etc.
Always Cold/Hot
Always Hungry
Always Positive
Bad Dreams
Bad Manners
Boastful/Self-Centered
Curious/Distracted
Daydreams/Absent-Minded
Distrusts Wizards/Dwarves/etc.
Fashion Conscious/Good Taste
Jokes/Rhymes/Pranks
Messy/Unkempt
Misses Homeland
Pessimist/Complains
Sayings/Quips/Facts
Serious/Easily Annoyed
Singing/Whistling
Snores/Talks in Sleep
Spendthrift
Superstitious
Talks to Self
Tells Stories/Exaggerates

~ STEP 12. PERSONALITY: MOTIVATION ~

Choose the Motivations that made you to become an adventurer.

(You can add more details later, between sessions.)

~ Why You Left ~	~ ...Who? ~	~ Your 2 Values ~
Searching for... Prove yourself to... Swore an oath to... Owe a debt to... Fled from... Being hunted by... Driven away by...	Parent(s) Sibling Friend Spouse Partner Mentor/Master Rival Clan Homeland Order/Guild The Gods/Spirits Cult Criminals Slavers The Law	Acceptance Clan Discovery Duty Enlightenment Fairness Fame Family Freedom Friendship Homeland Honor Justice Love Luxury Nature Respect Spirituality Wanderlust

~ STEP 13. CHARACTER NAME ~

You may use these mix-and-match tables to find a name that suits your character, or create your own.

First Name

Prefix	Male	Female
Ar-	-ai	-a
Ark-	-adar	-aea
Bal-	-adon	-ana
Bar-	-agar	-ania
Bel-	-agon	-alla
Dar-	-amir	-alyn
Dor-	-amon	-ee
Far-	-anis	-een
Jer-	-ar	-elda
Jor-	-amon	-ella
Kal-	-by	-elle
Kar-	-ed	-enia
Kor-	-el	-enne
Kyr-	-ic	-etta
Lar-	-ik	-i
Lor-	-il	-ia
Mer-	-im	-iana
Or-	-in	-iel
Sal-	-ion	-ienne
Sar-	-is	-illa
T-	-istan	-ima
Tal-	-ius	-ina
Tan-	-ok	-inda
Tar-	-on	-ine
Thor-	-or	-issa
Tor-	-os	-sa
Tyr-	-son	-si
Var-	-und	-onia
Val-	-us	-ynn
Z-		

Last Name

Prefix	Suffix
Bright-	-arrow
Dark-	-barrel
Even-	-beard
Fair-	-bird
Gold-	-blade
Good-	-cloak
Green-	-cloud
Grey-	-feather
Grim-	-fellow
Iron-	-fire
Light-	-fist
Morning-	-flame
Night-	-foot
Red-	-hammer
Silver-	-hand
Sky-	-leaf
Storm-	-mane
White-	-moon
Wild-	-rock
Wind-	-rider
Winter-	-river
	-shadow
	-shield
	-star
	-stone
	-song
	-sun
	-water
	-wind
	-wing
	-wood

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Story Mode is an unofficial variant created by Joe Lesko.

<http://joelesko.com/dnd-5e-story-mode>

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