

Character Creation – D&D 2024

- Choose a Class
- Ability Scores
 - Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma
 - Max of 20/each, including modifiers
 - Roll or Standard Array
 - Rolling
 - Roll 4-d6
 - Take best 3, for each stat number (6 total)
 - Minimum 6, Max 16
 - Standard Array
 - 15, 14, 13, 12, 10, 8
 - Ability Score Improvement
 - 3 points total
 - +2 to one and +1 to another OR
 - +1 to three
- Class Traits
 - Hit Points (Max die amount at first level)
 - Die amount + Constitution modifier
 - Skill & Tool Proficiencies
 - Pick skill and tool amounts stated for Class
 - + 2 additional skills
 - + 1 additional tool proficiency (optional)
 - Skills
 - Strength
 - Athletics
 - Dexterity
 - Acrobatics
 - Sleight Of Hand
 - Stealth
 - Intelligence
 - Arcana
 - History
 - Investigation
 - Nature
 - Religion
 - Wisdom
 - Animal Handling
 - Insight
 - Medicine
 - Perception
 - Survival

- Charisma
 - Deception
 - Intimidation
 - Performance
 - Persuasion
- Tools (additional cost if outside of Class starting equipment)
 - Alchemist's Supplies (Intelligence – 50 GP)
 - Brewer's Supplies (Intelligence – 20 GP)
 - Calligrapher's Tools (Dexterity – 10 GP)
 - Carpenter's Tools (Strength – 8 GP)
 - Cartographer's Tools (Wisdom – 15 GP)
 - Cobbler's Tools (Dexterity – 5 GP)
 - Cook's Utensils (Wisdom – 1 GP)
 - Disguise Kit (Charisma – 25 GP)
 - Forgery Kit (Dexterity – 15 GP)
 - Gaming Set (Wisdom – 20 GP)
 - Glassblower's Tools (Intelligence – 30 GP)
 - Herbalism Kit (Intelligence – 5 GP)
 - Jeweler's Tools (Intelligence – 25 GP)
 - Leatherworker's Tools (Dexterity – 5 GP)
 - Mason's Tools (Strength – 10 GP)
 - Musical Instrument (Charisma)
 - Bagpipes – 30 GP
 - Drum – 6 GP
 - Dulcimer – 25 GP
 - Flute – 2 GP
 - Horn – 3 GP
 - Lute – 35 GP
 - Lyre – 30 GP
 - Pan Flute – 12 GP
 - Shawm – 2 GP
 - Viol – 30 GP
 - Navigator's Tools (Wisdom – 25 GP)
 - Painter's Supplies (Wisdom – 10 GP)
 - Poisoner's Kit (Intelligence – 50 GP)
 - Potter's Tools (Intelligence – 10 GP)
 - Smith's Tools (Strength -20 GP)
 - Thieves' Tools (Dexterity – 25 GP)
 - Tinker's Tools (Dexterity – 50 GP)
 - Weaver's Tools (Dexterity – 1 GP)
 - Woodcrafter's Tools (Dexterity – 1 GP)

- Proficiency Bonus

Level	Bonus
1 - 4	2
5 – 8	3
9 – 12	4
13 – 16	5
17 – 20	6

- Saving Throw Proficiencies
- Weapon Proficiencies
- Armor Training (Proficiencies)
- Features (current and lower levels)
- Spells
- Starting Equipment
 - Option A
 - Healing Potion (Normal – 2d4+2) OR 50 GP

- Species

- Size
- Speed
- Features

- Feat(s)

- Origin
 - Level 1
- General (levels 4, 8, 12, & 16)
 - Level 4+
 - May have other prerequisites as well
 - Can choose to take Ability Score Improvement instead
- Epic Boon (level 19)
 - Can choose to take another general feat
- Fighting Style
 - Fighting Style Feature

- Languages

- At least 3
 - Common + 2 other Standard languages (or 1 Rare Language)
- Standard Languages (Origin)
 - Common (Sigil)
 - Common Sign Language (Sigil)
 - Draconic (Dragons)
 - Dwarvish (Dwarves)
 - Elvish (Elves)
 - Giant (Giants)
 - Gnomish (Gnomes)
 - Goblin (Goblinoids)
 - Halfling (Halflings)
 - Orc (Orcs)

- Rare Languages (Origin)
 - Abyssal (Demons Of The Abyss)
 - Celestial (Celestials)
 - Deep Speech (Aberrations)
 - Druidic (Druidic Circles)
 - Infernal (Devils Of The Nine Hells)
 - Primordial (Elementals)
 - Sylvan (The Feywild)
 - Thieves' Cant (Criminal Guilds)
 - Undercommon (The Underdark)
- Other languages may be available, depending on species, setting, etc.
- Other Details
 - Initiative
 - Dexterity modifier
 - Armor Class (AC)
 - Unarmored
 - 10 + Dexterity modifier
 - Armor, Shield, or both (if proficient)
 - Chapter 6 (Equipment – Armor)
 - Class feature may provide a different way to calculate AC
 - Attack Bonus - Weapons
 - If proficient in weapon type (unless weapon properties state otherwise)
 - Melee
 - Strength modifier + Proficiency Bonus
 - Ranged
 - Dexterity modifier + Proficiency Bonus
 - Finesse Weapons
 - Strength OR Dexterity + Proficiency Bonus
 - Heavy Weapons
 - Disadvantage on attacks unless
 - Melee: Strength ≥ 13
 - Ranged: Dexterity ≥ 13
 - Damage
 - Add the same ability modifier used for attacks with weapon
 - Light Weapons
 - Can make additional attack as a bonus action (with a different light weapon), but do not add modifier to additional attack
 - Attack Bonus – Unarmed Strike
 - Strength modifier + Proficiency Bonus
 - Damage
 - 1 + Strength modifier
 - Grapple & Shove Saving Throw (Opponent – Strength or Dexterity)
 - Prefer contested rolls, but here just in case
 - 8 + Strength modifier + Proficiency Bonus

- Passive Perception
 - $10 + \text{Wisdom modifier}$
- Spellcasting
 - Spellcasting Ability Modifier
 - Determined by whatever feature gives you the ability to cast the spell
 - Primary Ability
 - Spell Save DC
 - $8 + \text{Spellcasting Ability Modifier} + \text{Proficiency Bonus}$
 - Spell Attack Bonus
 - $\text{Spellcasting Ability Modifier} + \text{Proficiency Bonus}$
- Background
 - Choose thematic background or make up your own
 - How does your character fit with party?
 - Complete background (origin) worksheet
 - Ignore mechanical features (covered above)