

To create a new character for the Library's D&D game, you will need a Character Sheet and the Players Handbook. Both are available at the library!

Prior to filling out your character sheet, there are three things you should decide. You need to decide what race and class your character is going to be, as well as their background.

Choose a Race

Race is your character's species. Your character's race helps determine your physical look as well as giving you natural talents. Racial traits include the following: Ability Score Increase, Age, Alignment, Size, Speed, Languages, and Subraces. You can read the first few paragraphs of each race's section to get an idea of what each of them are.

- Dwarf- Page 18
- Elf- Page 21
- Halfling - Page 26
- Human - Page 29
- Dragonborn - Page 32
- Gnome - Page 35
- Half-Elf - Page 38
- Half-Orc - Page 40
- Tiefling - Page 42

Choose a Class

Class is your character's profession, and determines what actions your character can perform. Your character gains some special class features and proficiencies centered around their chosen vocation. You can read the first few paragraphs of each class's section to get an idea of what each of them are.

- Barbarian - Page 46
- Bard - Page 51
- Cleric - Page 56
- Druid - Page 64
- Fighter - Page 70
- Monk - Page 76
- Paladin - Page 82
- Ranger - Page 89
- Rogue - Page 94
- Sorcerer - Page 99
- Warlock - Page 105
- Wizard - Page 112

Choose Background

Your character's background is simply your character's history. Where do they come from and what were they doing prior to the game you are about to play. They provide additional proficiencies, languages, and skills. You can read the first few paragraphs of each background's section to get an idea of what each of them are.

- Acolyte - Page 127
- Charlatan - Page 128
- Criminal - Page 129
- Entertainer - Page 130
- Folk Hero - Page 131
- Guild Artisan - Page 132
- Hermit - Page 134
- Noble - Page 135
- Outlander - Page 136
- Sage - Page 137
- Sailor - Page 139
- Soldier - Page 140
- Urchin - Page 141

Now that you have your characters concept, its time to choose Choose your Ability Scores

In Dungeons and Dragons, every character has 6 stat lines, known as “ability scores,” that reflect that character’s physical, mental, and emotional characteristics. The ability scores are:

- **Strength (STR):** How physically strong and powerful your character is.
- **Dexterity (DEX):** How good your character’s hand-eye coordination and agility are.
- **Constitution (CON):** Your character’s ability to endure pain, stay focused, and survive.
- **Intelligence (INT):** How well-read, intelligent, and smart you are.
- **Wisdom (WIS):** How perceptive, insightful, and mentally adept your character is.
- **Charisma (CHA):** How lovable, attractive, and enchanting your character can be.

For our games we use the Point Buy System to keep everything fun and fair.

With point buy, all players “buy” their stats using 27 points. Every ability stat ranges from 1 (low) to 20 (high). An average person in D&D would have scores between 8 and 10. However our characters are Heroes! Your abilities start at 8 and go up from there. You increase your abilities by “purchasing” each stat with a pool of 27 points and put each score in whatever stat you want. The costs are:

- 8 = 0 points
- 9 = 1 points
- 10 = 2 points
- 11 = 3 points
- 12 = 4 points
- 13 = 5 points
- 14 = 7 points
- 15 = 9 points

After you have made your choices, write them on your character sheet. You’re almost done!

Bring your character sheet to the GM before the play session starts and they will walk you through the last few steps.

Have fun!