

A DEVIL'S WHISPER TO THE NEWBLOOD...

SO YOU'VE DECIDED TO FORGE A CHARACTER and dive headlong into the treacherous tomes of Dungeons & Dragons. How deliciously brave. Worry not—I, your charming infernal guide, shall see you through the process.

Everything has a cost, of course... but we'll worry about that later.

BACKGROUND FEAT

Occasionally, if your Dungeon Master is feeling merciful (or foolish), you may be granted a feat or ability score increase (ASI) before the game even begins. A rare treat. Don't waste it.

These powers are not freely given. They are gifts from fate... or something worse.

STAT CALCULATION CHOICE

Your six ability scores—your strength, wit, charm, and so forth—shape everything you do. You may choose one of three diabolical methods to calculate them based on your puppeteer's (DM's) intentions:

POINT BUY

You are given 27 points, and each increase costs more the higher you go. Be clever. You can't be good at everything.

HEROIC POINT BUY

Still 27 points, but this time, you can climb even higher—up to the heights of hubris.

CUSTOM OR ROLLED

Cast the dice, mortal. Let chance—or your own design—determine your destiny.

Choose wisely. Or don't. Chaos is fun too.

RACE & SUBRACE

This is the blood in your veins, the ancient bones beneath your flesh. Choose your race, and if it has a subrace, you may choose that too. Each comes with powers, traits, and... a few surprises.

CLASS

Here begins your true path. Will you sling spells, swing swords, whisper lies, or protect the weak (how quaint)?

Level up and unlock powers as you grow.

Some classes offer subfeatures, subtle twists of fate like fighting styles, or invocations of your pact.

Others allow you to embrace a subclass—a specialization of your chosen art.

Climb the ladder of power. Step by burning step.

BACKGROUND

What shaped you before the story began?

Give yourself a name (try not to disappoint).

Write a description of your past.

Choose two skills and one tool you are proficient in and helped you until the beginning of the rest of your life, mortal.

Every hero—or villain—comes from somewhere.

EQUIPMENT

Ah, material wealth. The great motivator.

Your class bestows upon you a pouch of gold. Spend it with care—or don't. I enjoy watching you run out.

Use your gold to purchase:

- Weapons to strike your foes,
- Armor to protect your precious hide,
- And items that may save—or doom—you later.

No refunds.

SPELLS (FOR THOSE TOUCHED BY THE ARCANE)

Magic... Now we're talking.

If you are a spellcaster, you will select:

Cantrips—simple spells you can cast anytime. These do not count against your spell limit.

Then, spells, based on your class, level, and the number you're allowed.

If you're a half-caster, the gods saw fit to deny you cantrips. But fear not—your spells still pack a punch, and so do you.

Choose wisely from your class's spell list. Not all magic plays nice.

FINALIZE

Here you ascend to your true power:

For every 4 levels, gain 2 points to increase your ability scores—or choose a feat instead, if you hunger for something special.

If you've been granted a background feat, you gain two additional points or another feat. Lucky you... not that I'm jealous.

At last, give your creation a name worthy of song and suffering.

Then, save your sheet. The contract is signed. The pact is sealed.

Now go, my little mortal.

Take your first step.

Trip, stumble, flourish... it's all entertainment to me.