

WHO IS MY CHARACTER?

NAME

Your character's **name** should be one that sounds good to you and is easy for other players to say. You can use one from a popular book, movie, or television show—or, for those with difficulty choosing, look through the examples.

RACE

Your character's **race** is just one of the many intelligent species that inhabits the D&D world. It contributes to your character's identity by establishing a general appearance and the natural features gained from your culture and ancestry.

CLASS

Your character's **class** is broadly described as an adventurer's job. It defines what special features you possess, as well as the tactics you are most likely to employ when exploring a dungeon, fighting monsters, or engaging in a tense negotiation.

BACKGROUND

Your character's **background** reveals where you came from, how you became an adventurer, and your place in the world. A background provides you with important story cues about your character's identity.

CHARACTERISTICS

Traits set you apart from other characters. **Ideals** are principles that compel you to act. **Bonds** represent connections to people, places, and events. **Flaws** outline a vice, compulsion, fear, or weakness.

ALIGNMENT

Your character's **alignment** is a compass that helps guide your decisions. It is a combination of your attitude toward society and order (lawful, chaotic, or neutral) and morality (good, evil, or neutral).

THE TWENTY-SIDED DIE

Will the ogre believe your outrageous bluff? Can you avoid the blast of a fireball? Does your sword swing hurt the dragon? In cases where the outcome of an action is uncertain, you roll a twenty-sided die—also known as a **d20**—to determine success or failure. Ability checks, saving throws, and attack rolls are the three most common kinds of d20 rolls and they follow these steps.

1. Roll the d20 and add a modifier from one of the six ability scores.

2. Effects sometimes give a bonus or penalty to the check. Apply them and determine the total.

3. Compare the total to a target number, called a Difficulty Class. The more difficult the challenge, the higher its DC. If the total equals or exceeds the DC, the roll is a success.

THE SIX ABILITIES

Six **abilities** represent your character's physical and mental characteristics: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**.

Each ability has a **score**, ranging from 3 to 20. A score of 10 or 11 is the normal human average.

Each ability score has a **modifier**, ranging from -5 to +10. You will add or subtract an ability score modifier with almost every roll you make. Because ability score modifiers affect attack rolls, ability checks, and saving throws, they come up in play more often than their associated scores.

Finally, each ability covers a broad range of **skills**. A skill is calculated by using the relevant ability modifier, plus a proficiency bonus if applicable (indicated by a ●).

THE THREE CHECKS

An **ability check** is made when you attempt an action that isn't an attack. For every ability check, the DM decides which of the six abilities is relevant to the task and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC.

A **saving throw**—also called a save—represents an attempt to resist a spell, trap, poison, disease, or similar threat. You don't decide to make a saving throw; you are forced to make one because you are at risk of harm.

An **attack roll** determines whether an attack hits or misses and it is the most common action taken in combat. If the total of the roll plus modifiers equals or exceeds the target's Armor Class, the attack hits.

WHAT CAN MY CHARACTER DO?



ABILITIES

FEATURES

COMBAT

STRENGTH



Saving Throw
Athletics

DEXTERITY



Saving Throw
Acrobatics
Sleight of Hand
Stealth

CONSTITUTION



Saving Throw

INTELLIGENCE



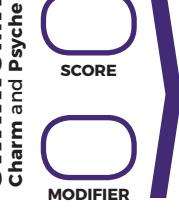
Saving Throw
Arcana
History
Investigation
Nature
Religion

WISDOM



Saving Throw
Animal Handling
Insight
Medicine
Perception
Survival

CHARISMA



Saving Throw
Deception
Intimidation
Performance
Persuasion



INITIATIVE

An **initiative check** is rolled by all participants at the start of combat. Everyone takes their turn in order from highest to lowest.



ARMOR CLASS

Your **Armor Class** represents how well your character avoids being wounded in battle.



SPEED

Your character's **speed** is the distance they can move in 1 combat round.



HIT DIE

After a short rest, you can roll your **Hit Die**, add your Constitution modifier, and regain hit points equal to the total. After a long rest, you regain your spent Hit Die.



HIT POINTS

Hit points represent physical and mental durability, the will to live, and luck. After a long rest, you regain all your hit points.

WEAPONS

To attack with a weapon, an **attack roll** is made.

| WEAPON | ATT MODIFIER | DAMAGE |
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