

Dungeons and Dragons Character Creation Template

Name:

Age:

Height:

Weight:

Physical Description:

The following areas are for creating your character's background. There are some default choices within the core rule books as well, but the intention is to create a character you are invested in and may be interested in roleplaying as. In addition to the information above, please provide:

- Eight facts about your character
 - Formative years (choose background or work with DM): the idea here is to help determine at least one skill proficiency.
 - Adult years (choose a second background or work with DM): the hope here is to determine yet another skill proficiency or a tool proficiency.
 - Why did you choose your class or why did your character class choose you?
 - What school, arcane tradition, or other subclass feature will you choose and why?
 - Where are you from? Do you live in a city or village? Do you live in the woods or on the farm? This may help determine a language or other skill proficiency.
 - What feat will you choose? What did you do in your past or in the present to demonstrate that feat? For example, a character with the "Tough" feat may have best exemplified that feat by being kicked by a horse at a young age and walking away unscathed or it came from intense training as an adult. Another way to look at this is: what are you known for?
 - Do you come from a large family? Are you close? Depending on the dynamic, this could be the place to determine some of your starting equipment. Perhaps you inherit an heirloom sword, armor, or arcane focus. Maybe you have a strong religious lineage and receive a holy symbol before departing into the world.

- What does your character do in their down time? This may also help determine your starting equipment. Alternatively, you may choose between your backgrounds' starting equipment.
- Two wants
 - What motivates you?
 - What is something mundane or symbolic you want for yourself? It can be money, fame, or peace of mind.
- Two fears
 - What do you stay away from? Are you superstitious?
 - What is the worst possible scenario for your character?
- One secret
 - This may be something as mundane as keeping a book from the library or as detailed and conspiratorial as covering up a murder. The more the DM knows about your character or their locale, the more flavor they can add into the story and campaign. This could be something that plays dramatically into the plot or subplot or it could be accomplished as a sidequest. The DM won't reveal your secret to the other players, only your character can do that during roleplay if you wish to.