

Playing in a Tabletop Roleplaying Game

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Chapter 1. Create Your Character

The best place to look for inspiration when playing a roleplaying game is a character's backstory. When a player invents a past for their character, with friends, family, role models, and antagonists, it is easier for the GM to come up with compelling story ideas that are sure to motivate the characters in the game.

When you create your character, the GM will lead you and the other players through the task of establishing a shared set of background events.

Character Sheet

The GM will give you a copy of the following character sheet. This is where you will record the details about your character, including their name, class, stats, and equipment.

Click on a section to find out more about it.

rect 266, 42, 577, 107 [Character Class Information \(on page 3\)](#)rect 94, 126, 209, 581 [Skills \(on page 3\)](#)

rect 31, 140, 83, 558 [Stats \(on page 3\)](#)
rect 407, 125, 585, 768 [Abilities and Traits \(on page 3\)](#)
rect 217, 584, 394, 768 [Equipment \(on page 5\)](#)
rect 215, 377, 394, 580 [Spell List \(on page 3\)](#)
rect 217, 129, 396, 376 [Combat Stats \(on page 3\)](#)
rect 27, 671, 206, 767 [Equipment and Money \(on page 5\)](#)

Pick a Class

You will need:

- A character sheet
- A pen or pencil

Your character will have a collection of skills, abilities, and powers that define what sort of hero they will be. This is called a "class".

1. Review the list of classes that the GM provides.
2. Discuss with the other players which roles you each want to play.
3. Pick the role you want.
4. Write down the skills, abilities, and powers on a character sheet that your GM will provide, where indicated.

- [Character Sheet \(on page 1\)](#)

Roll Your Stats

You will need:

- A character sheet
- A pen or pencil
- Four 6-sided dice
- A chosen character class

Each character is defined, in part, by their stats, or ability scores.

To create your stats, do the following:

1. Roll four 6-sided dice.

2. Ignore the die with the lowest value.
3. Add the values for the other three dice.
4. Write the resulting number down.
5. Repeat steps 2-5 another five times.
6. Split those numbers between the following values:
 - Strength - use higher numbers for fighters
 - Dexterity - use higher numbers for rogues
 - Constitution - the higher this is, the more healthy your character
 - Intelligence - use higher numbers for spellcasters
 - Wisdom - use higher numbers for clerics
 - Charisma - use higher numbers for bards
7. Write these values on your character sheet where indicated.
8. Determine the stat modifier for each stat:
 - a. Turn to the [Stat Bonuses \(on page 4\)](#) chart.
 - b. Find your stat value in the column labelled "Score."
 - c. Find the associated stat modifier in the column labelled "Modifier."
 - d. Write these values on your character sheet where indicated.

- [Stat Bonuses \(on page 4\)](#)
- [Character Sheet \(on page 1\)](#)

Stat Bonuses

Table 1. Stat Bonuses

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6

Get Equipment

You will need:

- A character sheet
- A pen or pencil
- Four 6-sided dice
- A chosen character class

Characters will need a variety of equipment on adventures. The right gear can make the difference between success and costly delays when adventuring.

1. Review the list of equipment the GM gives you.
2. Select equipment totaling no more than 200 gold pieces in value.
3. Mark down any unused money on your character sheet, where indicated.

- [Character Sheet \(on page 1\)](#)