

D&D Character Creation with Foundry

Unfortunately there are no reliable character generation tools for Foundry, so creating a character is a manual process.

The first thing you should do is figure out what lineage (race), character class and subclass you want to play. Sketch out a back story, your appearance and your personality traits, ideals, bonds and flaws. If you don't have the Player's Handbook you can use one of these websites to figure that out:

- <https://5e.tools/>
- <http://dnd5e.wikidot.com/>
- <https://www.dndbeyond.com/> (this one is rather limited).

Then find a character portrait, either by searching the internet for one, or by using one of the AI image generators. I've used the following ones, and they can all produce reasonable images after some trial and error:

- <https://leonardo.ai/>
- <https://playgroundai.com/>
- <https://www.bing.com/create>

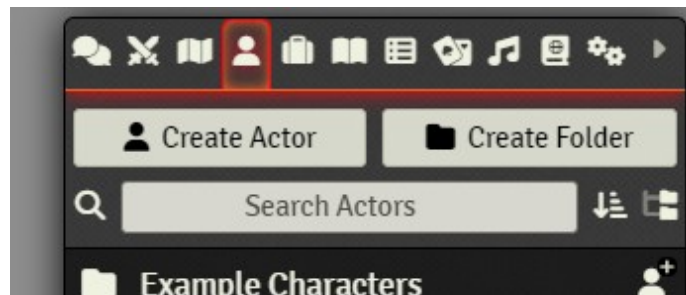
Send the portrait to me via email, I'll create a token from it and put it in a place for you to access it when you create your character.

Using these AI generators can be kind of complicated, so if you want some help I can generate some options based on your description and you can pick the one you like the best.

Creating a Character

After you log into Foundry select the Actors tab by clicking the person icon on the right sidebar.

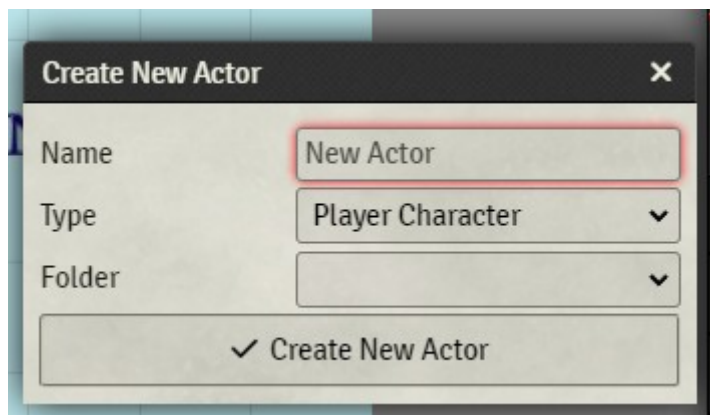
Click the Create Actor button.



Enter your character name in the Name field and click Create New Actor.

The character will be added to the Actors tab and the character sheet will be opened.

The character can also be opened by clicking the name in the Actors tab.



Selecting a Race

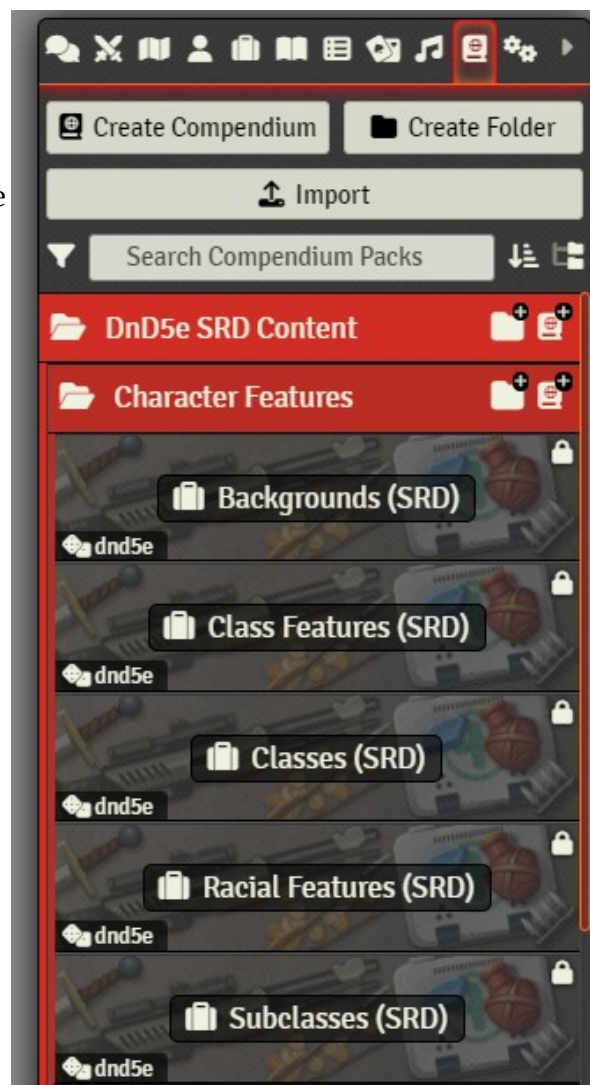
Click the **FEATURES** tab of the of the character sheet:

Click the Compendium Packs button on the far right of the sidebar.

Click the DnD5e SRD Content folder to open it, then click the Character Features folder.

Click Racial Features (SRD) to open that window.

If the race you want is not located in that window, click the DnD Supplemental Content folder in the Compendium tab to open that folder. Find Racial Features (Supplemental) and click it to open the selection of supplemental races.



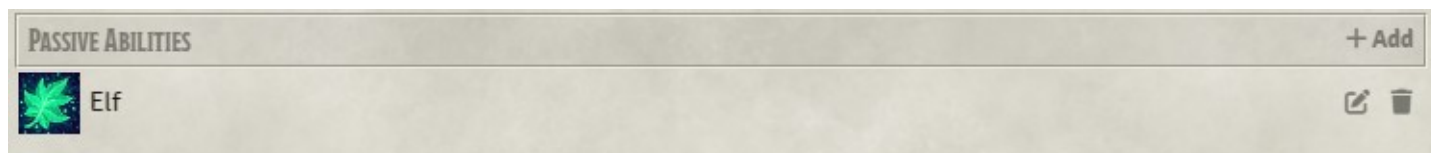
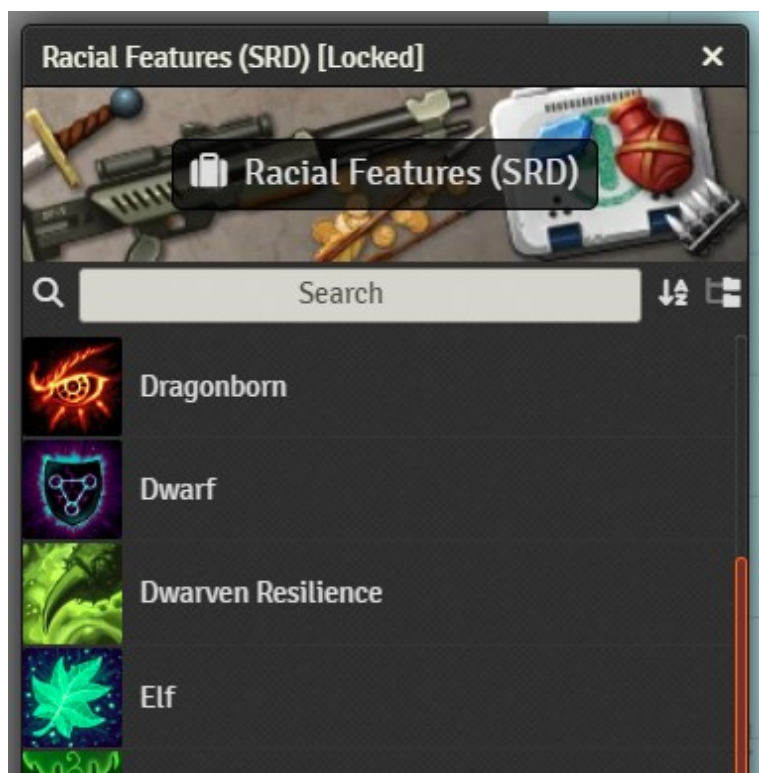
Click to open the list of races from the System Resource Document (SRD).

The Racial Features (SRD) window contains a subset of the races in the Player's Handbook.

Scroll through this list of races to find the one you want. If you can't find the one you want, check the Racial Features (Supplemental).

When you've found the race you want, click it in the Racial Features (SRD *or Supplemental*) window, drag it on to your character sheet in the **FEATURES** section and drop it there.

This will add the race to the **PASSIVE ABILITIES** section of the character sheet:



In this example our character will be a Wood Elf. Only the High Elf is in the Racial Features (SRD) window, so now the Racial Features (Supplemental) window needs to be opened. Click its name in the Compendium Packs list to open it.

Scroll down in that window and find the Wood Elf entry. Click and drag Wood Elf into the **FEATURES** section of the character sheet.

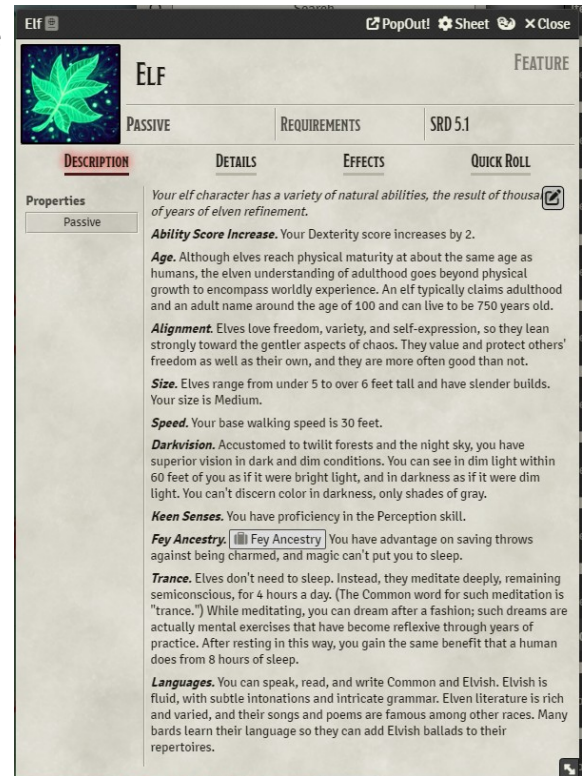
Click the Edit Item icon (the pen on paper) on the right of the Elf entry in the Passive Features list to open the Elf window.

This will show you all the details about the race, such as size, speed, whether you have Darkvision, etc.

If there are any links to items, such as [Fey Ancestry](#), they will appear in a box with a suitcase icon. If you want those items to appear as separate entries in your character sheet, drag and drop them on to the **FEATURES** section above or below the Elf entry.

Do the same for the Wood Elf: open the Wood Elf window by clicking its Edit Item button, then drag [Fleet of Foot](#) and [Mask of the Wild](#) from the Wood Elf window into the Features area of the character sheet.

After that your **FEATURES** should look something like this:



Now, while the Elf and Wood Elf windows are still open, click the **ATTRIBUTES** tab in the character sheet to see the abilities, skills, etc.

Click the Race field and enter "Wood Elf." While you're here, also enter your character's alignment. Age doesn't matter and we'll deal with ability increases later. Background will be set automatically.

Now scan the Elf window for any information that needs to be set in the **ATTRIBUTES** section. Elves get Darkvision 60 ft. To set this, click the Configure Senses button (the gray gear icon to the right of Senses) to open the Configure Senses dialog.

Enter 60 in the Darkvision field and click Submit.

Moving down in the Elf window, we see that Keen Senses gives that the character a proficiency in Perception.

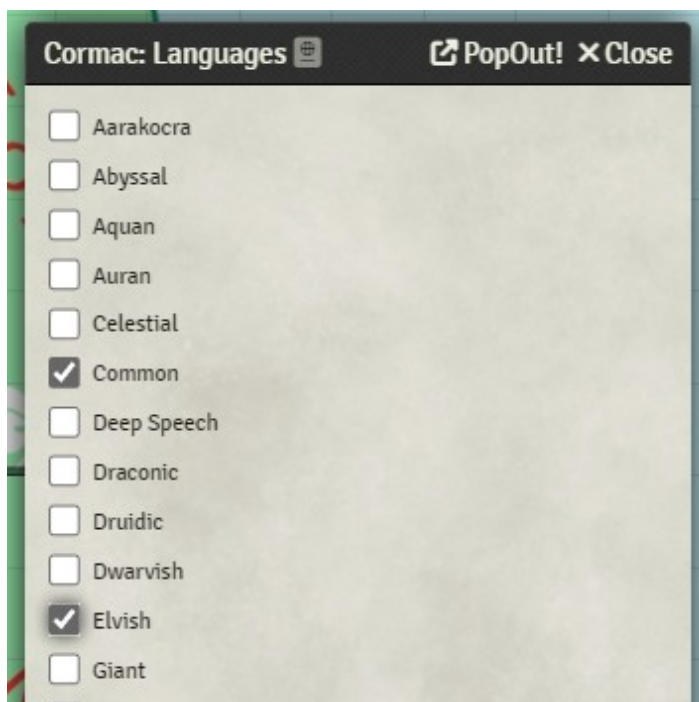
In the skills section click the gray circle to the left of Perception to indicate that proficiency:

We've already dealt with Fey Ancestry, and there's nothing extra to do with Trance, so now we select the languages.

Click the Configure Languages button to the right of Languages on the right side of the main character sheet.

Check Common and Elvish and click the Update button at the bottom of the window.

If your size is Small, you would change that too.

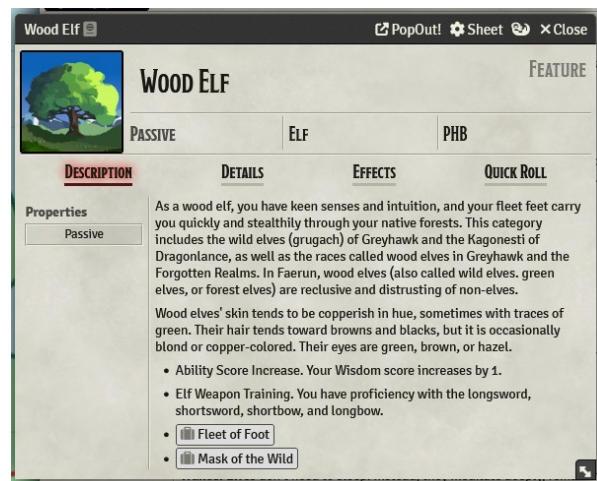


That's it for the Elf feature. Now open the Wood Elf window from the **FEATURES** tab.

The only thing that would need to be addressed at this point is the Elf Weapon Training, but we see that, in this case at least, the weapon proficiencies were set automatically. If they weren't you would click the Configure Weapon Proficiencies button to the right of Weapon Proficiencies and check the indicated ones in the Weapon Proficiencies window when it opens.

Fleet of Foot was automatically added and automatically updated the Movement score to 35.

We can close the Elf and Wood Elf windows now.

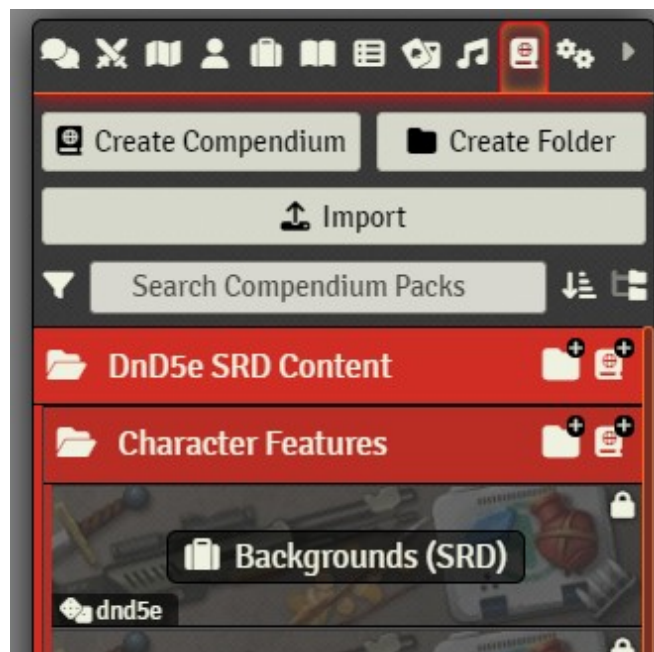



Selecting a Background

Change back to the **FEATURES** tab in the character sheet. Then open the Backgrounds (SRD) and Backgrounds (Supplemental) windows from the Compendium Packs in the right sidebar.

Find the background you want for your character and click and drag it into the **FEATURES** tab. We'll pick Outlander for this example.

Your background will be placed in the **BACKGROUND** section of the **FEATURES** tab.



Open the Outlander window by clicking the Edit Item icon to the right of Outlander: 

(Backgrounds should automatically add things like **Wanderer** when you add the class, so you don't have to do anything about that link right now.)

After that, click the **ATTRIBUTES** tab.

Outlander gives Athletics and Survival skill proficiencies, a Tool proficiency for a musical instrument and a Language proficiency. Add those proficiencies the same way you did for the Elf.

In this campaign equipment is free and your character get 50 gp for free.

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: One type of musical instrument
Languages: One of your choice
Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 10gp

Setting Abilities

Setting the abilities is next. Go back and review Elf and Wood Elf to see what ability score increases being a Wood elf gives you: Dexterity +2 and Wisdom +1.

Click **ATTRIBUTES** in the character sheet if you're not already on that tab.

We're going to make a Druid, so we'll want good Wisdom, Dexterity (because druid armor choices are limited and Dex increases AC) and Constitution (more hit points are always good).

Open a browser window and go to this website:

<https://5e.tools/statgen.html#pointbuy>

Select your race [Elf (Wood) for our example] under **Select a Race**, and your background under **Select a Background**. Make sure the racial bonuses shown under **Static** match what you should be getting for your race.

Click the **Point Buy** button. Modify the **Base** values, and the **Total** will display the value including any racial bonuses.

The screenshot shows the 'Point Buy' tool interface. On the left, there are buttons for 'Roll', 'Standard Array', 'Point Buy' (highlighted), and 'Manual'. The main area has a table for ability scores. The 'Budget' is 27 and 'Remain' is 27. The 'Race' is set to 'Elf (Wood)'. The table shows the following values:

	Base	Static	User	Total	Mod.
STR	8	0	0	8	-1
DEX	8	2	0	10	+0
CON	8	0	0	8	-1
INT	8	0	0	8	-1
WIS	8	1	0	9	-1
CHA	8	0	0	8	-1

Below the table, there are dropdown menus for 'Select a Race' (set to 'Elf (Wood)') and 'Select a Background' (set to 'Outlander'). There are also checkboxes for 'Filter' and 'Allow Origin Customization'.

As you change the **Base** value the **Total** value will update, as will the **Remain** value above. Change the ability values under **Base** until the **Total** values are what you want and the **Remain** value is 0.

For our example we wound up with total values of Str 10, Dex 15, Con 14, Int 10, Wis 16, Cha 10.

The screenshot shows the 'Point Buy' tool interface with the final values. The 'Budget' is 27 and 'Remain' is 0. The 'Race' is still 'Elf (Wood)'. The table shows the following values:

	Base	Static	User	Total	Mod.
STR	10	0	0	10	+0
DEX	13	2	0	15	+2
CON	14	0	0	14	+2
INT	10	0	0	10	+0
WIS	15	1	0	16	+3
CHA	10	0	0	10	+0

The 'Select a Race' dropdown is still 'Elf (Wood)' and 'Select a Background' is still 'Outlander'.

Go back to Foundry and the **ATTRIBUTES** tab of the character sheet.

Click the big number under each ability name and enter the corresponding values for all six abilities.

Your hit points should automatically update from 8 to 10 when you set Constitution to 14, for the +2 Con bonus. Ditto for Armor Class, which will go up to 12 for Dexterity 15.

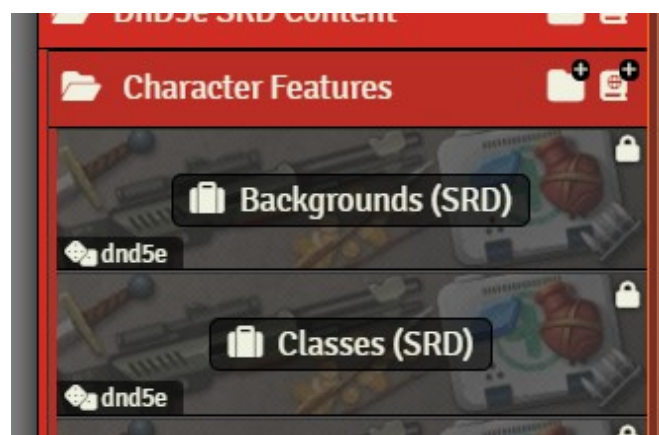


Adding Your Class

Click Classes (SRD) in the Compendium Packs tab of the right sidebar to open the list of classes.

Click **FEATURES** on the character sheet, then drag and drop the class you want from the Classes (SRD) window on to the **FEATURES** section of the character sheet. In our example we'll make a druid.

It will get added in the **CLASSES** section of the **FEATURES** tab.



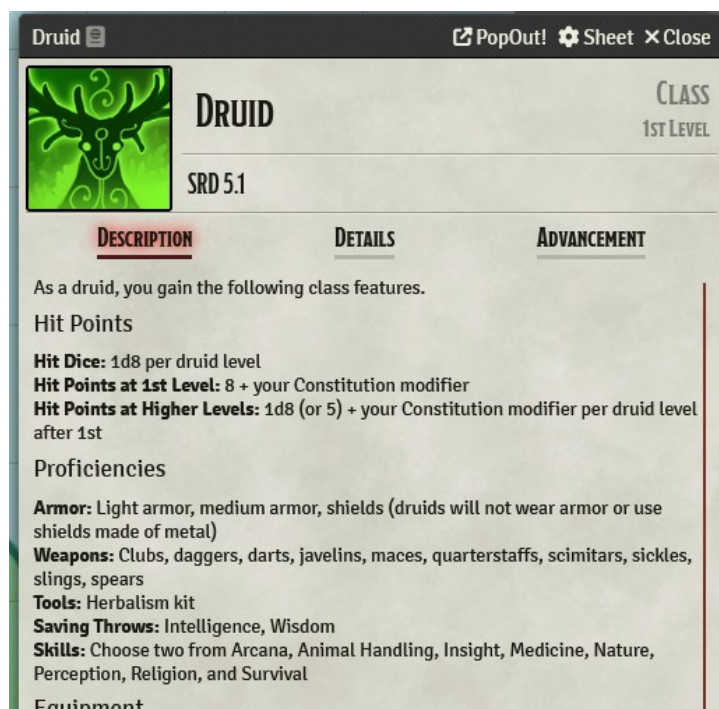
When you do this you'll get a sequence of dialog boxes, showing you the hit points the class gets at first level, the features that you get at first level [Druidic language and Spellcasting (Druid)], and tell you the number of cantrips you get at first level. Adding the class will also automatically add any background features (in this case, Wanderer from Outlander).



Click >> Next for each dialog until you get to the last one, which has a Complete button instead.

Click the Edit Item button for the class to open its window. This will give you a lot of information, similar to the Race windows.

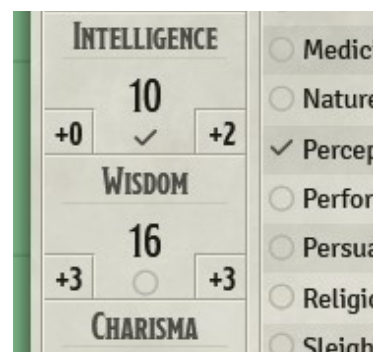
Click back to the **ATTRIBUTES** tab again and add the Proficiencies granted by the class by clicking the Configure Weapon Proficiencies and Configure Armor Proficiencies buttons. Do the same for any tools your class gives you (Herbalism kit in the druid example).



Now set your saving throws. Click the light gray circle under the abilities that get saving throws, **INTELLIGENCE** and **WISDOM** in the case of Druids.

The value in the lower right will increase to include your proficiency bonus in the saving throw.

Do the same for skills: for most classes you get to choose two skills from a list of six or so. Click the light gray circle to the left of the skill name to select it.



We'll pick Medicine and Stealth for our two druid skills:



Adding the Subclass

Click the Subclasses (SRD) and Subclasses (Supplemental) entries in the Compendium Packs tab of the right sidebar. The SRD includes very few subclasses, so you'll have to check both windows for the one you want.

Drag and drop your desired subclass from the window on to the **FEATURES** tab of the character sheet. It should be added directly under the class, with an arrow pointing to the name. If the subclass is placed in another location, it means you picked a subclass for a different class, and it won't work properly. Delete by clicking the trashcan icon on the right side of its entry and find a subclass that works for your class.



In this example we chose Circle of the Moon for the druid subclass.

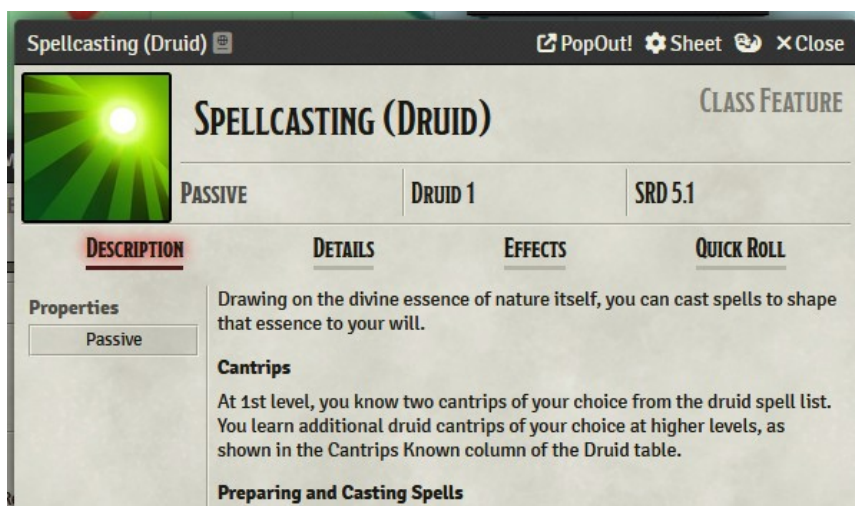
If you chose a subclass that gives features at level 1, such as cleric, the features will be added immediately, as soon as you drop the subclass on to the character sheet.

Adding Spells

Open the Spellcasting item in the **FEATURES** tab. Check what ability is used for spellcasting, and also see how many cantrips and spells you get.

If your race or subclass grants spells or cantrips you should check those entries as well (High Elves get an extra cantrip, for example).

Our wood elf druid uses Wisdom and gets just two cantrips.



Click the Spells (SRD) and Spells (Supplemental) entries in the Compendium Packs tab to open those windows.

Then click the **SPELLBOOK** tab in the character sheet.



Click the Spellcasting dropdown and change the ability used to the one required for your class, Wisdom for druid.

Adding Cantrips

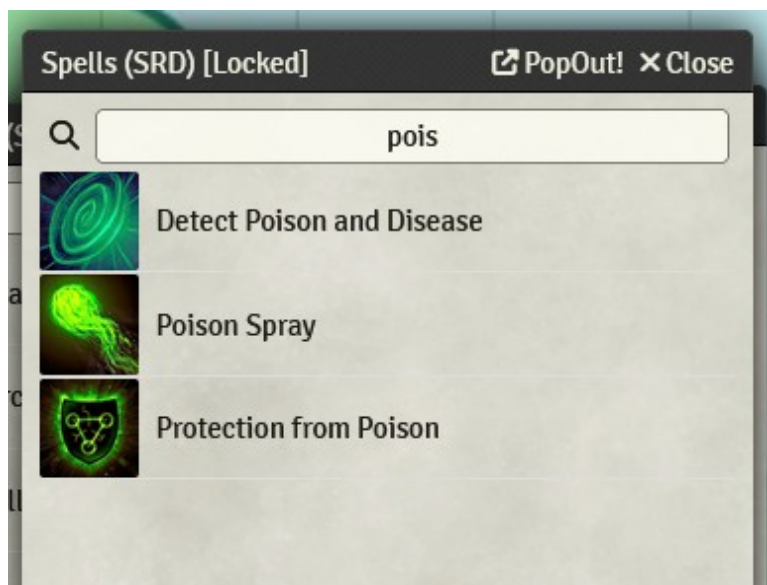
Most spells can be found in the Spells (SRD) window, but a few are in the supplemental list.

To search for a cantrip, start typing its name in the search box at the top of the Spells (SRD) window.

We'll add *poison spray* and *produce flame* for our two spells.

If a spell isn't in Spells (SRD) check Spells (Supplemental).

Drag and drop the spells from the Spells (SRD/Supplemental) window to the **SPELLBOOK** tab of the character sheet.
























Adding Higher-Level Spells

If your class gets a fixed number of first-level spells drag and drop those into your spellbook as well. Wizards, bards, sorcerers, warlocks, etc., know a limited number of spells. Wizards, for example, get three cantrips and six first-level spells.

Druids and clerics have access to all spells, so they can add as many first-level spells as they like. However, they can only prepare a limited number of spells at a time: their level (currently 1) plus their Wisdom modifier (+3 in this case), for a total of four prepared spells.

For now we'll just add five spells (*cure wounds*, *healing word*, *thunderwave*, *faerie fire* and *goodberry*) and prepare four.

To prepare a spell click the light gray gear (the left-most icon on the right of the spell entries). The gear will turn dark to indicate the spell is prepared. The count of prepared spells is also displayed in the spellbook header.

ATTRIBUTES		INVENTORY		FEATURES		SPELLBOOK		EFFECTS		BIOGRAPHY	
Spellcasting	Wisdom	DC 13	Action	Bonus Action	Reaction	Conc.	Ritual	Prepared (4)			
CANTRIP			∞ / ∞		Spell School	Spell Usage	Spell Target	+ Add			
	Produce Flame	V S	Conjuration	1 Action	Self						
	Poison Spray	V S	Conjuration	1 Action	1 Creature						
1ST LEVEL			0 / 3		Spell School	Spell Usage	Spell Target	+ Add			
	Cure Wounds	V S	Evocation	1 Action	1 Creature						
	Healing Word	V	Evocation	1 Bonus Action	1 Creature						
	Thunderwave	V S	Evocation	1 Action	15 Feet Cube						
	Faerie Fire	V C	Evocation	1 Action	20 Feet Cube						
	Goodberry	V S M	Transmutation	1 Action	None						

Adding the Bonus Feat

Next we'll add the bonus feat that we're using in this campaign. Click the Feats (Supplemental) entry in the Compendium Packs tab to open the Feats window. Scroll through the list to search through the feats, or enter the name in the Search box.

Click an feat to open its window to look at its description.

For this example we'll pick Resilient. This adds 1 to an ability, and gives you proficiency in that saving throw. We'll add the bonus to Dexterity for this example.

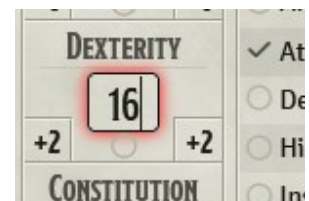
Drag and drop the Resilient feat on to the character sheet. It will land in the **PASSIVE ABILITIES** section of the **FEATURES** tab. Click the Edit Item button to open the window and see its description.

When the window opens, click the word **RESILIENT** in the top of the window and change the name to Resilient: Dexterity to record what we chose for this feat.

Since this druid's Dexterity is 15, increasing it to 16 would give add an additional 1 to AC, as well as increase the Initiative bonus and all skills that use Dexterity, such as Stealth. So we'll increase Dexterity by 1.

Click to the **ATTRIBUTES** tab, click the 15 below **DEXTERITY** and enter 16.

Also click the gray circle under the number to set this as a proficient saving throw, increasing it from +2 to +5.



Choosing Equipment

First open the **INVENTORY** tab of the character sheet.

Click the Items (SRD) entry in the Compendium Packs tab to open the Items window.

Start typing the name of the item you want in the search box at the top to look for the item you want.

Drag and drop the items you want from the Items window on to the Inventory tab of the character sheet.

We'll add studded leather armor, longsword, shield, longbow, quiver and arrow to our druid.

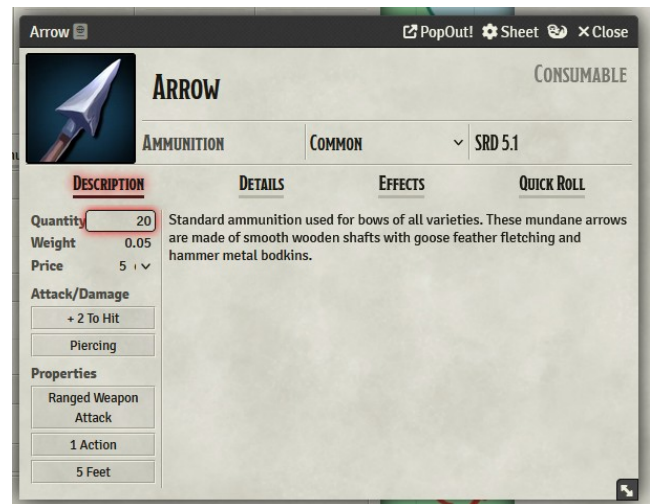
ATTRIBUTES	INVENTORY	FEATURES	SPELLBOOK	EFFECTS	BIOGRAPHY
Currency 	Platinum <input type="text" value="0"/>	Gold <input type="text" value="0"/>	Electrum <input type="text" value="0"/>	Silver <input type="text" value="0"/>	Copper <input type="text" value="0"/>
	Action	Bonus Action	Reaction	Equipped	
WEAPONS		Weight	Charges	Usage	+ Add
	Longsword	3 lbs.		1 Action	  
	Longbow	2 lbs.		1 Action	  
EQUIPMENT		Weight	Charges	Usage	+ Add
	Studded Leather Armor	13 lbs.			  
	Shield	6 lbs.			  
CONSUMABLES		Weight	Charges	Usage	+ Add
	Arrow	0.1 lbs.		1 Action	  
TOOLS		Weight	Charges	Usage	+ Add
CONTAINERS		Weight	Charges	Usage	+ Add
	Quiver	1 lbs.			  

To equip an item (which you need to do for your armor and shield to be included in the calculation of your AC and to fight with a weapon), click the light gray shield icon on the right of item entry to toggle the Equipped status.

To increase the number of arrows to 20, click the Edit Item button on the right of the Arrow entry to open the Arrow window.

Click the number after Quantity and enter 20.

Close the Arrow window.

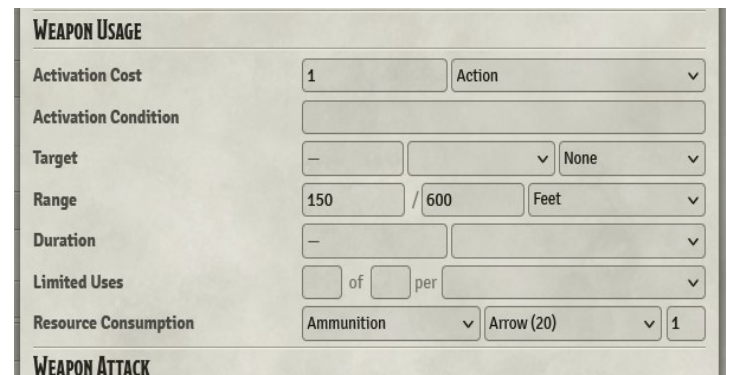


To set the longbow up to use these arrows click the Edit Item button for the longbow.

Click the **DETAILS** tab in the Longbow window.

In the **WEAPON USAGE** section of the Longbow window click the Resource Consumption dropdown and select Ammunition.

Click Arrow (20) in the dropdown to the right of that.

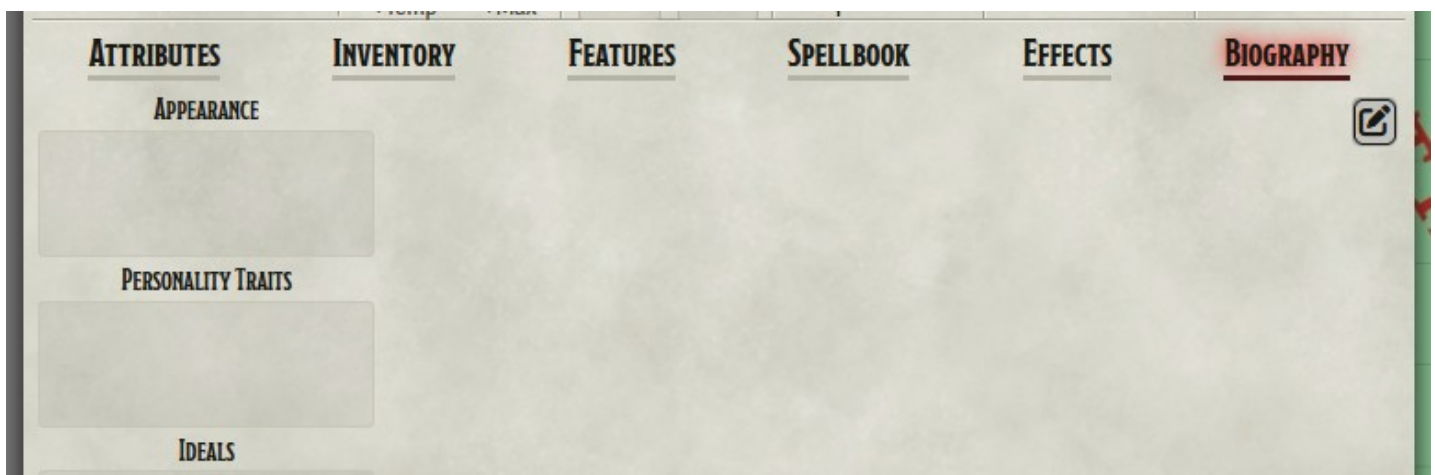


Then enter "1" in the edit box after that, and then close the window.

At this point you have a level 1 character with all your stats, features, spells and items selected.

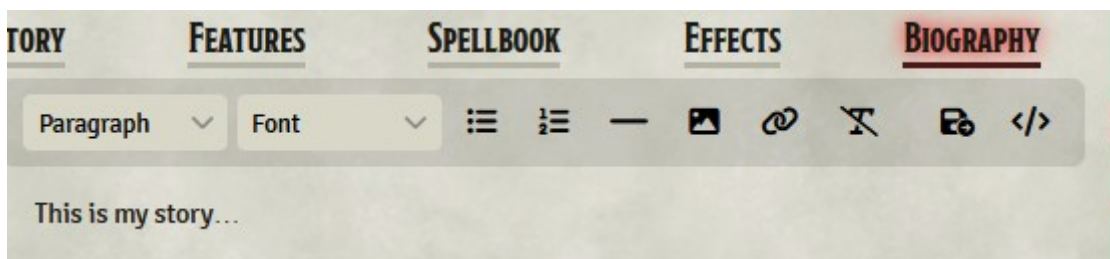
Biography and Personal Characteristics

Click the **BIOGRAPHY** tab in the character sheet. Hover the mouse over the big blank area to the right of **APPEARANCE** and the Edit button will appear. Click that button to edit your character's story.



When you're done entering your story, click the Save and Close Editor button, the floppy disk icon on

the right side of the editor header:

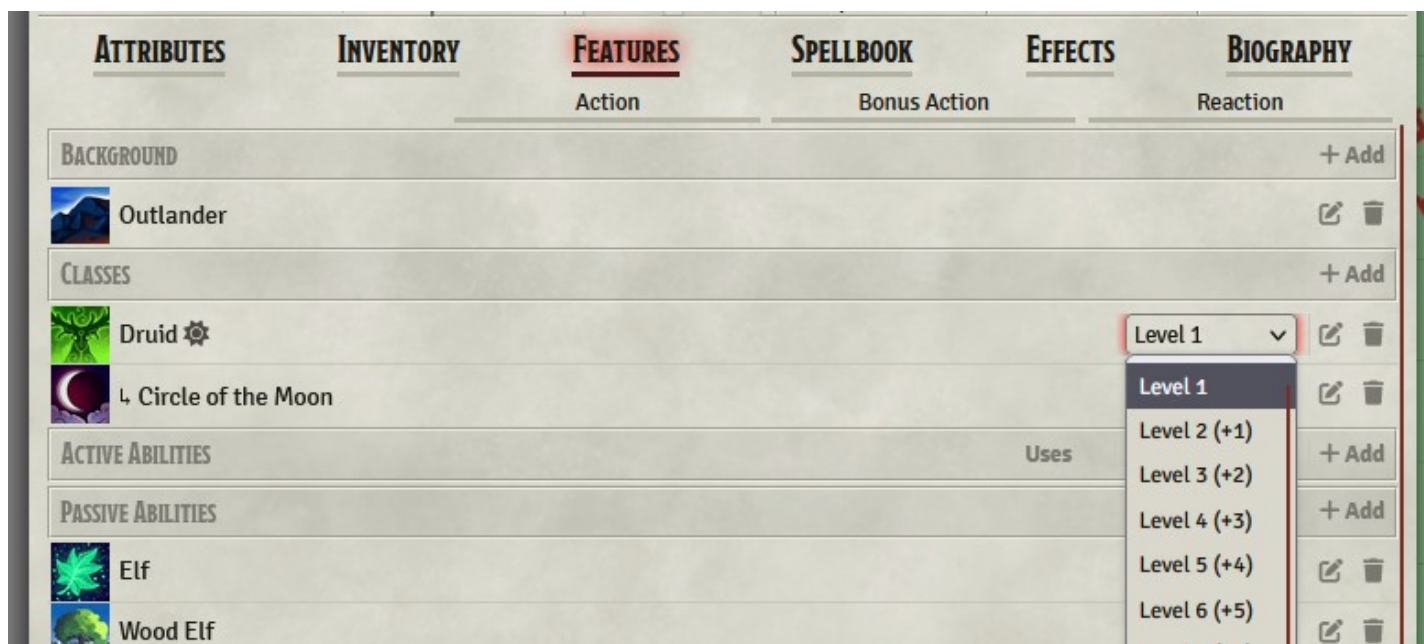


To edit your **APPEARANCE**, **PERSONALITY TRAITS**, etc., click in those edit fields and enter your text.

Leveling Up

Since we're starting characters at level 3, we can now advance the character to level 3.

Click back to the **FEATURES** tab and click the Level 1 dropdown in the Druid entry under **CLASSES**:



A list of all the levels will drop down. Click Level 3 (+2).

A series of dialogs will appear. In the first one click the Take Average checkbox, then click >> Next.

There will be five or so dialogs, depending on class and subclass, each adding features or hit points granted at level 2 and 3.

Click >> Next through the rest of the dialogs, until you get to the final one and click Complete.

Some classes can make choices in these dialogs.

Click the checkbox for the item(s) you choose. You can also click the text of the item to open its window and see the description.



Now your character will be level 3. Your hit dice and hit points should be increased.

At this point click the L. Rest button under **HIT DICE** to do a long rest. This ensures that any features that have a number of uses are properly updated.

If you're a spellcaster you will have received additional spell slots and possibly spells for turning level 3, so review the rules for your class and add any spells you are due for level 2 and 3. Note that at level 3 our druid would be able to prepare 6 spells (level 3 + 3 for 16 Wisdom).

RACE		OUTLANDER	
HIT POINTS		HIT DICE	
24 / 24		3 / 3	
+Temp	+Max	S. Rest	L. Rest

Multiclassing

If you are multiclassing instead of increasing the level on your initial class, you would simply add another class, as you did in Adding Your Class, by dragging and dropping the new class from the Classes (SRD) window. Then add the subclass for the second class, as above in Adding the Subclass.

Experience Points

Click the **ATTRIBUTES** tab, click the 0 in the upper right corner under your level and class, and enter 900 in the edit box. This is the number of experience points that were required to reach level 3.

Cormac

PopOut! Sheet Prototype Token Configure HTML Filter Close

LEVEL 3 DRUID

0 / 2700

WOOD ELF	OUTLANDER	NEUTRAL	PROFICIENCY +2	
HIT POINTS	HIT DICE	ARMOR CLASS	MOVEMENT	INITIATIVE
24 / 24	3 / 3	17	35 FT	+3
+Temp +Max	S. Rest L. Rest	Spell DC 13		

ATTRIBUTES INVENTORY FEATURES SPELLBOOK EFFECTS BIOGRAPHY

STRENGTH 10

ACROBATICS Dex +3 (13)

ANIMAL HANDLING Wis +3 (13)

RESOURCE 1 SR 0 / 0 LR

RESOURCE 2 SR 0 / 0 LR

RESOURCE 3 SR 0 / 0 LR

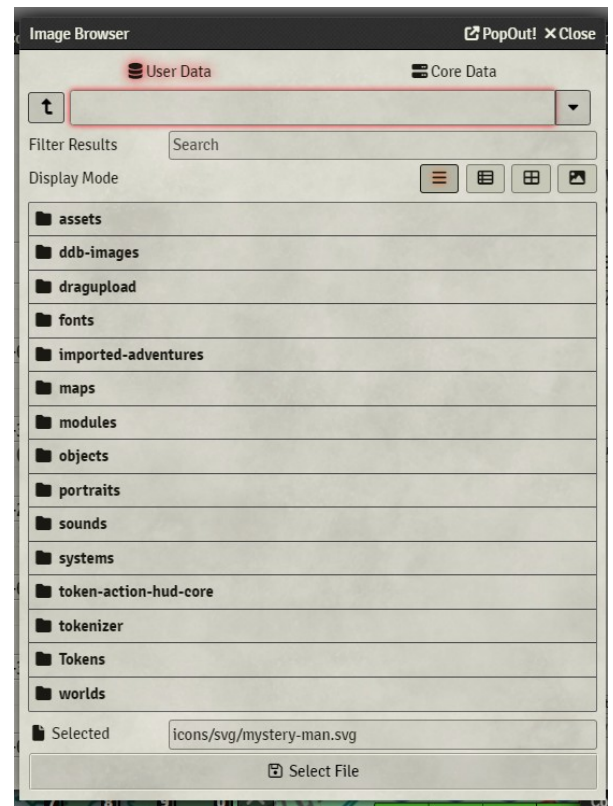
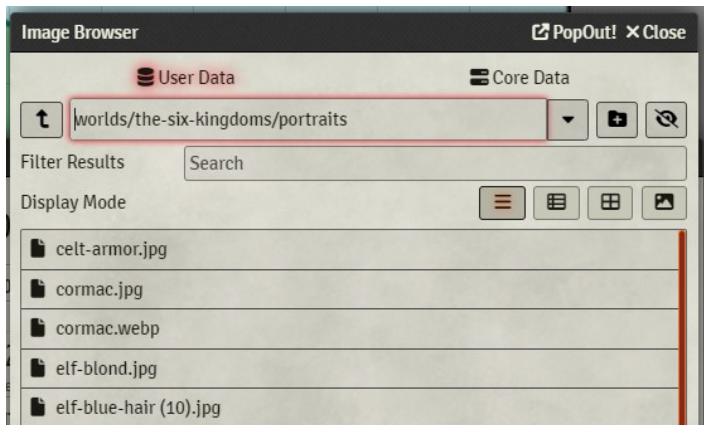
Character Portrait

If you sent me a character portrait you can add that to the character sheet. Otherwise there are a bunch of portraits I generated that you can pick from.

Click the hooded figure in the upper left corner of the character sheet to open the Image Browser.

Click the worlds folder near the bottom. That will open up that folder, where you'll click the-six-kingdoms folder, and then the portraits folder.

When that opens up you'll see something like this:



Click the third icon after Display Mode to view the images available. Then click the image you want to appear as the portrait, and finally click Select File. The portrait will show up on the character sheet.

Character Token

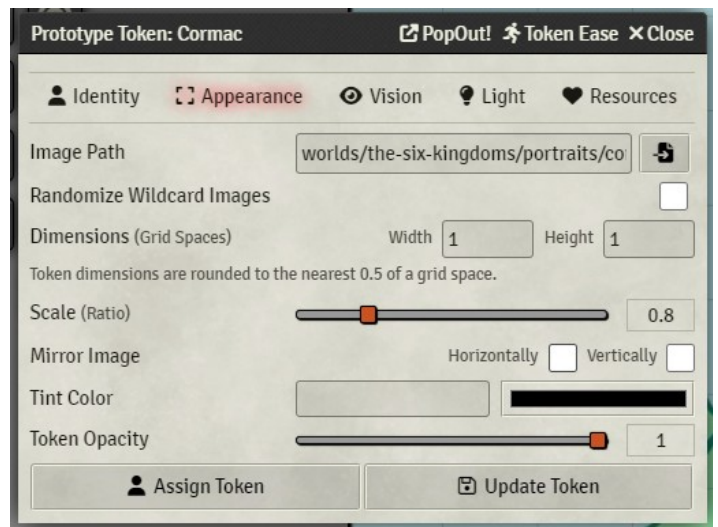
Click Prototype Token in the title bar of the character sheet window.

Click the Appearance tab, and then click the icon to the right of the Image Path edit field to open the image browser again.

Click the desired image for your token in the window and click Select File.

Click Update Token in the Prototype Token window to close it.

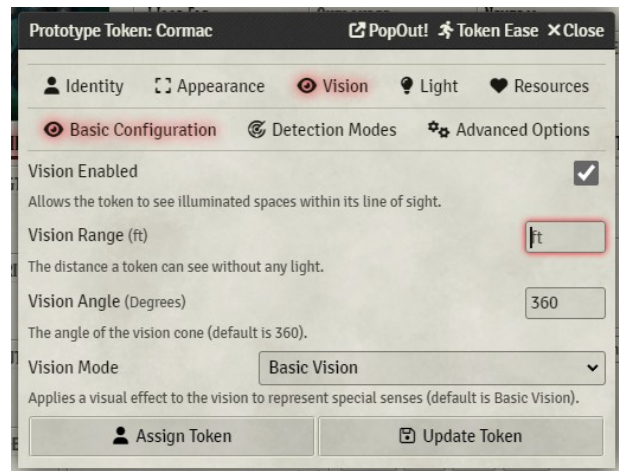
Switch to the Actors tab in the right sidebar, then click, drag and drop your character on to the map.



If your character has darkvision you can set that by clicking the Vision tab in the Prototype Token window.

Enter the range (usually 60) in the Vision Range (ft) edit field.

Click Update Token to save the change.



To dump out all your character's data click HTML Filter in the character sheet title bar. It will open a new browser tab with all the text from your character sheet.

You can use the Print function of your browser to print it to a PDF file if you want a local copy of your character choices (see below).