



D&D LIVE 2020 CHARACTER CREATION

This is your guide to creating a D&D character for play in the Forgotten Realms campaign managed by the D&D Adventurers League for *D&D Live 2020*. If you continue to play this character during the upcoming season, it can be adjusted according to the rules found in the *D&D Adventurers League Player's Guide*, which will be made available shortly before the official opening of the season in September 2020.

WHAT YOU NEED TO BEGIN

The minimum you'll need to participate in games at *D&D Live 2020*, is access to the D&D Basic Rules, a Character Sheet and an Adventure Logsheet. For a more complete experience, we recommend you use a fifth edition D&D Player's Handbook.

D&D Basic Rules. This [pdf document](#) is free on the Wizards of the Coast website and contains all the basic rules of the game.

A Character Sheet and an Adventure Logsheet. These are attached to this document.

You can also gain free access to the basic rules and a character builder by opening up a free account on [D&D Beyond](#).

CHARACTER CREATION

All characters begin at 1st level and follow the guidelines for creation below.

STEP 1: CHOOSE A RACE AND CLASS

Characters are created using race and class options found in the fifth edition *Player's Handbook (PHB)* and *Xanathar's Guide to Everything (XGE)*.

STEP 2: DETERMINE ABILITY SCORES

Your character's ability scores are generated using one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (*PHB*).

STEP 3: DESCRIBE YOUR CHARACTER

Describe your character and choose a background.

Background. Choose a background from the *PHB* or *Xanathar's Guide to Everything*. Alternatively, you can create a custom background using the rules found in the *PHB*.

Alignment. Characters can be any **non-evil** alignment.

Deities. Your character can choose to worship any deity listed in **Deities of the Forgotten Realms** and **Nonhuman Deities** tables in the *PHB*. Clerics must worship a **single, specific** deity but aren't limited to their deity's recommend domains; they can choose whatever domain they wish from the *Player's Handbook* and *Xanathar's Guide to Everything*. Other characters aren't required to worship a deity.

STEP 4: CHOOSE EQUIPMENT

Your character's starting equipment and gold is determined by their class and background; you don't roll for their gold.

Trinkets. You may start with a trinket of your choice from the table in Chapter 5 of the *PHB*.

ADVENTURE LOGSHEET

Though there isn't a required format, you **must** use some form of Adventure Logsheet to track your character's rewards from adventure to adventure. At a minimum, your Adventure Logsheet should accommodate the following information, which you fill in the end of each session.

Adventure Name. Write the name of the adventure you played.

Advancement. Indicate whether your character gained a level at the end of the session.

Gold. Indicate how much gold your character started the session with, earned and spent during the session, and how much they ended the session with.

Magic Item. Note any magic items that your character gained or lost during the session.

Downtime. Annotate downtime days that were earned during the session. Details on spending these will be made available at the official start of the season in September 2020.

Adventure Notes. Record other important things that happened during the adventure or information you believe you'll need later: deaths, special rewards (story items/effects, etc.).



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record permanent magic items toward Magic Item Limit; story, consumable and common magic items do not count towards this limit. Note that 4 to 8 hours of hardcover play may result in a level gain - be sure to consult the AL Players Guide.

GP Limit Per Level T1: 80 gp | T2: 240 gp | T3: 1600 gp | T4: 6000 gp

Magic Item Limit T1: 1 | T2: 3 | T3: 6 | T4: 10

CHARACTER NAME	CLASS/LEVEL	CHARACTER RACE
PLAYER NAME	FACTION (Optional)	SHEET #

Adventure Code	Adventure Name	Date	DM Name
Starting Level	Starting Gold	Starting Downtime	Starting Permanent Magic Items
Level Accepted Y/N	Gold +/-	Downtime +/-	Magic Items +/-
Ending Level	Gold Total	Downtime Total	Total Permanent Magic Items
Adventure Notes/Downtime Activity			
Soul Coin Charges Used []			

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Level Accepted Y/N	Gold +/-	Downtime +/-	Magic Items +/-
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