

Guide to making your D&D character on the website

- Step 1: Go to <https://www.dndbeyond.com/> and login with google/create an account
- Step 2: Scroll to the bottom of the homepage and click “Create a character”

Page 1: Enter your character name at the top. Make sure all the options match the ones shown below

The screenshot shows the character creation interface on the D&D Beyond website. At the top, there is a navigation bar with links: HOME, 1. RACE, 2. CLASS, 3. ABILITIES, 4. DESCRIPTION, 5. EQUIPMENT, and WHAT'S NEXT. Below the navigation bar, the 'Character Name' section features a text input field containing 'character name here' in red, a 'Randomize' button, and a blue arrow button. Below this is the 'Character Preferences' section, which includes several toggle switches and dropdown menus. The 'Sources' section has toggles for Homebrew Content, Critical Role Content, Playtest Content, Magic: The Gathering Content, Eberron Content, Rick and Morty Content, and Noncore D&D Content. The 'Partnered Content' section has a toggle for Runeterra Content. The 'Advancement Type' section has a dropdown menu set to 'Milestone'. The 'Hit Point Type' section has a dropdown menu set to 'Fixed'. The 'Use Prerequisites' section has toggles for Feats and Multiclass Requirements. The 'Show Level-Scaled Spells' section has a toggle. The 'Encumbrance Type' section has a dropdown menu set to 'No Encumbrance'. The 'Ignore Coin Weight' section has a toggle. The 'Ability Score/Modifier Display' section has a dropdown menu set to 'Scores Top'. At the bottom, the 'Character Privacy' section has a toggle for 'Private'.

Character Name Randomize

character name here

Names by [Fantasy Name Generators](#)

Character Preferences

Sources

Allow or restrict sources to be used for this character.

- ☒ Homebrew Content
- ☐ Critical Role Content
- ☐ Playtest Content
- ☐ Magic: The Gathering Content
- ☐ Eberron Content
- ☐ Rick and Morty Content
- ☐ Noncore D&D Content

Partnered Content

Allow or restrict partnered content to be used for this character. This content is unofficial and should be used only at your DM's discretion.

- ☐ Runeterra Content

Advancement Type

Story-based character progression / XP-based character progression

Milestone

Hit Point Type

When leveling up, increase hit points by the fixed value for your chosen class or manually enter a rolled value

Fixed

Use Prerequisites

Allow or restrict choices based on rule prerequisites for the following for this character

- ☒ Feats
- ☒ Multiclass Requirements

Show Level-Scaled Spells

Display and highlight available spells to cast with higher level spell slots

- ☒

Encumbrance Type

Use the standard encumbrance rules / Disable the encumbrance display / Use the more detailed rules for encumbrance

No Encumbrance

Ignore Coin Weight

Coins do not count against your total weight carried (50 coins weigh 1 lb.)

- ☒

Ability Score/Modifier Display

Reverse the arrangement of ability modifiers and scores


Scores Top

Character Privacy

Toggle the viewing of your character to 'Private' (only you can access your character), or 'Public' (anyone can view your character)

Private

Page 2: Choose any of the races from the ones shown below, all sub races of these ones are allowed


[HOME](#) [1. RACE](#) [2. CLASS](#) [3. ABILITIES](#) [4. DESCRIPTION](#) [5. EQUIPMENT](#) [WHAT'S NEXT](#) 


Choose a Race

Filter Race Source(s)


Player's Handbook

Looking for something not in the list below? Unlock all official options in the [Marketplace](#).


**DRAGONBORN**


**DWARF**


2 Subraces

**ELF**


3 Subraces

**HALF-ELF**


**HALF-ORC**


**HALFLING**

2 Subraces

**HUMAN**

1 Base Race, 1 Variant


**ROCK GNOME**


**TIEFLING**


Page 3: Choose any of the classes from the list shown below


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Choose a Class


 **BARBARIAN** >


 **BARD** >


 **CLERIC** >


 **DRUID** >


 **FIGHTER** >


 **MONK** >


 **PALADIN** >

 **RANGER** >

 **ROGUE** >

 **SORCERER** >

 **WARLOCK** >

 **WIZARD** >

Page 4: Set your character level to “4” in the top corner. Once you’ve done that you will have a list of class features. If they have a blue ! in the top corner you need to click on them and choose some items/skills. If not, you don’t need to enter anything but they are worth reading.

The screenshot shows the '2. CLASS' step in a character creation interface. At the top, a navigation bar includes links for HOME, RACE, CLASS (highlighted), ABILITIES, DESCRIPTION, EQUIPMENT, and WHAT'S NEXT. Below this, the 'Character Level: 4' is set, with 'Max Hit Points: 23' and 'Hit Dice: 4d8' displayed. A 'MANAGE HP' button is next to the hit dice. The class selected is 'Bard'. A dropdown menu for 'Level' is set to '4' and is circled in black. Below the class name, there are tabs for 'CLASS FEATURES' and 'SPELLS'. A list of class features follows, each with a blue exclamation mark icon in the top left corner, indicating a selection is required. The features are: Hit Points (1st level), Proficiencies (6 Choices - 1st level), Spellcasting (1st level), Bardic Inspiration (1st level), Jack of All Trades (2nd level), Song of Rest (2nd level), Bard College (1 Choice - 3rd level), Expertise (2 Choices - 3rd level), and Ability Score Improvement (1 Choice - 4th level). Each feature has a green plus icon on the right to expand its details.

Character Level: 4
Milestone Advancement

Max Hit Points: 23
Hit Dice: 4d8 [MANAGE HP](#)

Bard

Level 4

CLASS FEATURES [^](#) SPELLS [v](#)

- Hit Points (1st level) [+](#)
- Proficiencies (6 Choices - 1st level) [+](#)
- Spellcasting (1st level) [+](#)
- Bardic Inspiration (1st level) [+](#)
- Jack of All Trades (2nd level) [+](#)
- Song of Rest (2nd level) [+](#)
- Bard College (1 Choice - 3rd level) [+](#)
- Expertise (2 Choices - 3rd level) [+](#)
- Ability Score Improvement (1 Choice - 4th level) [+](#)


Still page 4: If you're a magic character, you'll have an option of "Spells" at the top. Click on it and it will bring up the screen shown below. Click on "Add spells" and it will give you the option to add a certain number of spells shown in the circle. Choose ones you feel suit your character or want your character to have. If you click the + next to a spell you can see what it does and what it requires V = Line of sight, S = say some words, M = actual components (eg, a feather).

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Character Level: 4
Milestone Advancement

Max Hit Points: 27
Hit Dice: 4d8
[MANAGE HP](#)

>

 College of Lore
Bard

Level 4 ✕

[CLASS FEATURES](#) [SPELLS](#)


Known Spells (0) +

Add Spells —


Cantrips: 0/3
Known Spells: 0/7

Filter By Spell Level
0 1st 2nd


Looking for something not in the list below? Unlock all official options in the [Marketplace](#).

 **Dancing Lights** ◆
Cantrip - Concentration


LEARN +

 **Light**
Cantrip


LEARN +

 **Mage Hand**
Cantrip


LEARN +

 **Mending**
Cantrip


LEARN +

 **Message**
Cantrip


LEARN +

 **Minor Illusion**
Cantrip


LEARN +

 **Prestidigitation**
Cantrip


LEARN +

 **Thunderclap**
Cantrip

LEARN +

 **True Strike** ◆
Cantrip - Concentration

LEARN +

 **Vicious Mockery**
Cantrip

LEARN +

Page 5: At the top open the drop down and select “Standard array”. Then for each category click the drop down and assign a number. You want the highest number for your most important skill. Eg, fighter would need strength. You don’t need to touch anything under “score calculations”.

Ability Scores

Standard Array

STRENGTH 8 **DEXTERITY** 10 **CONSTITUTION** 12 **INTELLIGENCE** 14 **WISDOM** 13 **CHARISMA** 15

Score Calculations


Calculations, including the base scores you set above and any modifiers, are found below. You can also override any automatic calculations or modify them under each ability summary.

STRENGTH		DEXTERITY		CONSTITUTION	
Total Score	8	Total Score	12	Total Score	12
Modifier	-1	Modifier	+1	Modifier	+1
Base Score	8	Base Score	10	Base Score	12
Racial Bonus	+0	Racial Bonus	+2	Racial Bonus	+0
Ability Improvements	+0	Ability Improvements	+0	Ability Improvements	+0
Misc Bonus	+0	Misc Bonus	+0	Misc Bonus	+0
Set Score	0	Set Score	0	Set Score	0
Other Modifier	—	Other Modifier	—	Other Modifier	—
Override Score	—	Override Score	—	Override Score	—


INTELLIGENCE		WISDOM		CHARISMA	
Total Score	14	Total Score	14	Total Score	17
Modifier	+2	Modifier	+2	Modifier	+3
Base Score	14	Base Score	13	Base Score	15
Racial Bonus	+0	Racial Bonus	+1	Racial Bonus	+0
Ability Improvements	+0	Ability Improvements	+0	Ability Improvements	+2
Misc Bonus	+0	Misc Bonus	+0	Misc Bonus	+0
Set Score	0	Set Score	0	Set Score	0

Page 6: Select a background from the list for your character (don't make a custom one for this campaign). Skill proficiencies are just skills your character is good at. Suggested characteristics are ones you can add to add some depth to your character (don't add too many). Character details are up to you. NO PICKING ANYTHING EVIL. Physical characteristics are also up to you. Personal characteristics will already be filled by the suggested ones. Notes are only needed if you want them.

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Character Name [Randomize](#)
Placeholder Smith
Names by [Fantasy Name Generators](#)



Background

Looking for a background? Select from the list below. [Unlock all official options in the Marketplace.](#)

Criminal / Spy

are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies:

Performance

Acrobatics

Tool Proficiencies: Thieves' Tools

Dice Set

Criminal Contact
Background Feature

+

Suggested Characteristics

+

Character Details
Alignment • Faith • Lifestyle

+

Physical Characteristics
Hair • Skin • Eyes • Height • Weight • Age • Gender

+

Personal Characteristics
Personality • Ideals • Bonds • Flaws

+

Notes
Organizations • Allies • Enemies • Backstory • Other

+

no picking evil

Page 7: Click “equipment” on this page and it will bring up a list of starting equipment. Select the ones you want and then click “add starting equipment”.

MANAGE CURRENCY MORE

Total Weight: 0 lb

ATTUNED MAGIC ITEMS

Starting Equipment

Choose EQUIPMENT GOLD

Bard Starting Equipment

☐ a rapier
OR
☐ a longsword
OR
☒ any simple weapon
Dagger

☐ a diplomat's pack
OR
☒ an entertainer's pack
Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

☒ a lute
OR
☐ any other musical instrument

☒ leather armor and a dagger

Criminal / Spy Starting Equipment

☒ crowbar

☒ a set of dark common clothes including a hood

☒ a pouch containing 15 gp

ADD STARTING EQUIPMENT Clear All

YOU'RE DONE. Now on the end screen just copy the PDF link and send it to Laura