

**How to make a
character for
Dungeons & Dragons
(for beginners)**



Where to start?





Good question.

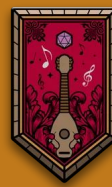
What you need to make a Character

For making a character there are 4 things you need:

1. Race (what you are)
2. Class (how you fight/operate in situations)
3. Background/Backstory (where you come from, and what you did in the past)
4. Stats (what you are good at, not so good at, and bad at)

Let's start with Classes, because usually that can dictate all of the other things.

Choosing a Class





Basic Classes



Because most of you are beginners, the next few slides are about basic classes. These classes are a lot more simple -in my opinion- and most of them are just good ones to start with. Each slide we'll go over the basic idea of what the class is/ what it can do, and some of the strengths as well as weaknesses of each class.

NOTE just because these classes are considered basic by me, doesn't mean they are easy. All classes in D&D are complex and confusing in their own way.

Barbarian

Warriors that use the rage of battle to guide them. They require a high **Strength** and **Constitution** to be able to be a heavy hitter that can tank a lot of damage.



Pros

- Rages (Damage bonuses and resistances)
- Unarmored Defence
- Most HP

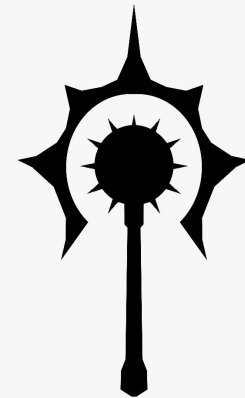
Cons

- Typically targeted by enemies (Some people view this as a Pro)
- Rages (Exhaustion)
- Not ideal for non combat situations



Cleric

Spell casters that use their faith to guide them. They require a high **Wisdom** to cast spells and **Charisma** to be able to peacefully talk to and negotiate with people.



Pros

- Spells
- Healing Spells
- Bless

Cons

- No bladed weapons (swords, axes, dagger, ect.)
- Components
- Arcane Focus



Fighter

Warriors that use what they know about fighting to get victory. They require a high **Strength** or **Dexterity** to use weapons and **Constitution** to be able to tank a fair amount of damage.

Pros

- Fighting style
- Second Wind
- Multi-attacks at later levels

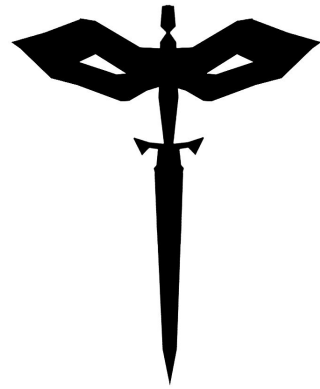
Cons

- Not ideal for non combat situations



Rogue

Sneaky ones who use stealth, to solve problems. They require a high **Dexterity** to sneak and use a weapon, and **Intelligence** to be able to understand what they are seeing and out smart enemies.



Pros

- Sneak attack
- Can speak/write in code
- Can attack twice per action (see cons)

Cons

- Not very good at tanking hits
- Once found can have difficulty hiding again.
- Second attack has no modifiers



Wizard

Warriors that use what they know magic to cast spells. They require a high **Intelligence** to cast spells and **Wisdom** to be able to be aware of their surroundings and for mental strength.

Pros

- Spells
- Lots of Spells to pick from
- Short rests can regenerate spell slots
- Can change spells during long rest
- Magic Missile

Cons

- Can't wear armor
- Lowest HP
- Components
- Arcane Focus





Now that you know the basics, choose a class

RACE





Race

Race in D&D can play a HUGE part of the game. Not only can Races dictate what NPCs (and potentially other PCs) think of you, Race can also provide additional features that help you.

There are also sub-races that can provide slightly different features to you.

Side note: I am aware that there is more races and subraces that I have not listed that are available to be played as, I simply listed the more popular races and the most commonly used subraces. I did this for the same reason I only listed certain classes, they are simply just good ones to start with.



Humans



Humans

Not a lot to explain here, the only noteworthy thing is: a typical human usually has a choice you can add 1 to every stat (Strength, Dexterity, Constitution, Charisma, Wisdom, and Intelligence but more on those later) or you could start a game with a feat. Feats are typically extra talents that you unlock after every 4 levels, but humans (if you choose) can start with one right off the bat. There is also Variant Humans, they get a proficiency in a skill of their choice (skills are things like: Animal handling, Athletics, History, ect.) and they get a feat as well. Humans are the only official race that can start with a feat.

Hi I'm Normal



SpongeBob



Other Races... where to begin...

Elves, Dwarves, Gnomes, and pretty much every other race is just a bit more complex than humans. So for each other race I will try to go over a little bit of an origin story for each race.



Catti Brie

Elves





Elves

Basic Elves get some of the starting skills:

- 60ft of Darkvision
- Advantage against being poisoned and resistance to poison damage
- Resistant against being magically charmed and can't be put to sleep through magic
 - You have proficiency in Perception
- Don't need sleep, but does need to rest for a minimum of 4 hours (as opposed to 8 hours) while resting you are essentially meditating in a trance.

Elves also gain a +2 in **Dexterity**





List of different Elves:

To save time, and for simplicity I'm going to explain only the most commonly used variants for each race. As well my personal favorites (because no one can stop me from putting them into this slideshow)

- High Elves
- Wood Elves
- Drow (also known as Deep Elves or Dark Elves)
- Eldrin (variants)
- Half-Elves (technically not an elf)



Drizzt Do'Urden & Guenhwyvar



High Elves

High Elves, typically considered more arrogant and smarter than other elves. They get some of the starting skills in addition to the typical elf skills:

- Proficiency with Longsword, Shortsword, Longbow, and Shortbow
 - A Cantrip (lvl. 0 spell) from the wizard spell list.
 - An extra language of your choice

High Elves also gain a +1 in **Intelligence**





Wood Elves

Wood Elves, elves that live within the woods. They get some of the starting skills in addition to the typical elf skills:

- Proficiency with Longsword, Shortsword, Longbow, and Shortbow
 - Gain a bonus +5 ft to their base movement speed
 - Can camouflage self using nature

Wood Elves also gain a +1 in **Wisdom**





Drow

Drow, live deep within a underground world known as the underdark. Drow are thought to be evil, because most are. They get some of the starting skills in addition to the typical elf skills:

- Proficiency with Rapier, Shortsword, and Hand crossbow
 - Gain a bonus +60 ft to their Darkvision
- Has disadvantage on Attack rolls and Wisdom rolls that rely on sight while in direct sunlight
- Knows: the cantrip Dancing Lights (at level 1), the lvl 1 spell Faerie Fire (at level 3) that you can cast once per long rest, and the lvl 2 spell Darkness (at level 5) you can also cast once per day.

Drow also gain a +1 in **Charisma**



Jarlaxle Baenre, leader and founder of Bregan D'aerthe

Eladrins (variant) **NOT RECOMMENDED**

Eladrins, are elves that relate closer to their fey ancestors than normal elves. They also can affect the weather around them slightly depending on the mood they are in. They get some of the starting skills in addition to the typical elf skills:

- Proficiency with Longsword, Shortsword, Longbow, and Shortbow
- Can cast Misty Step, with an additional bonus based on their mood (witch also can somewhat affect the weather), once per long rest

Eladrins also gain a +1 in **Intelligence**





Half-Elves

As the name implies, Half-Elves are only half elf. Drow are thought to be evil, because most are. They get the following skills:

- 60ft of Darkvision

Resistant against being magically charmed and can't be put to sleep through magic

- Gain proficiency in 2 skills of your choice

Half-Elves have a +2 in **Charisma**



Dwarves





Dwarves

Basic Dwarves get the starting skills:

- 60ft of Darkvision
- Advantage against being poisoned and resistance to poison damage
- Proficiency with: battleaxes, throwing hammers, and warhammers
- You have proficiency with an Artisan's tools of your choice (things like: smith's tools, brewer's supplies, mason's tools, ect.)
- Proficiency on history checks that deal with stonework.

Dwarves also gain a +2 in **Constitution**



Tyrion Lannister (Actor Peter Dinklage) from Game of Thrones

List of different Dwarves:

- Hill Dwarves
- Mountain Dwarves
- Duergar (also known as Deep Dwarves or Dark Dwarves)



Side note: TECHNICALLY these guys are NOT Dwarves, Dwarves typically live underground. These are Gnomes (more accurately Forest Gnomes). Like Forest Gnomes the "7 dwarves" live in the woods alongside wildlife, and get along with the wildlife, and they are unable to grow hair on the top of their heads (a common trait among male gnomes).



Hill Dwarves

Hill Dwarves interact probably the most with other races more than any other Dwarves (most Dwarves actually hate pretty much every other race ESPECIALLY elves) they get the following additional skills:

- Gain a bonus to HP an extra +1 to hp every time you level up

Hill Dwarves also gain a +1 in **Wisdom**



Mountain Dwarves

Mountain Dwarves live mostly in solitude up in the mountains and keep to themselves mostly (most Dwarves actually hate pretty much every other race ESPECIALLY elves) they get the following additional skills:

- Proficany with light and medium armor

Mountain Dwarves also gain a +2 in **Strength**



Bruenor Battlehammer



Duergar

Duergar live in the underdark and are mostly considered evil, because most of them are. (most Dwarves actually hate pretty much every other race ESPECIALLY elves) they get the following additional skills:

- Gain a bonus +60 ft to their Darkvision
- Has disadvantage on Attack rolls and Wisdom rolls that rely on sight while in direct sunlight
- In addition to your poison resistance, you also have advantage against illusions, being charms and being paralyzed
- When reach level 3 you can cast the second Level spell Enlarge/Reduce on yourself once per long rest, at level 5 you can cast the second level spell Invisibility once per long rest.

Duergar also gain a +1 in **Strength**



Gnomes





Gnomes

Basic Gnomes get the following skills:

- 60ft of Darkvision
- Advantage on Intelligence, Wisdom, and Charisma saves against magic

Gnomes also gain a +2 in **Intelligence**





List of different Gnomes:

- Forest Gnomes
- Rock Gnomes
- Svirfneblin (also known as Deep Gnomes)





Forest Gnomes

Forest Gnomes live among nature. They get the additional skills:

- Can cast the cantrip **Minor Illusion**
- Through sounds and gestures you can communicate simple idea to animals

Forest Gnomes also gain a +1 in **Dexterity**



Rock Gnomes **NOT RECOMMENDED**

Rock Gnomes live within the mountains and are known as Inventors, They get the additional skills:

- Proficiency in history rolls that deal with mechanical constructs.
- Proficiency with Tinker's tools, and can create certain small constructs.

Rock Gnomes also gain a +1 in **Constitution**





Svirfneblin

Svirfneblin live in the underdark, and are actually considered to be one of the least evil things within the underdark, but still people think of them that way. They get the additional skills:

- +60 ft. of dark vision.
- Proficiency in stealth in rocky terrain.

Svirfneblin also gain a +1 in **Dexterity**



Belwar Dissengulp

Orcs





Orcs



Basic Orcs are interesting, most people don't like orcs. This is because most orcs are just brutes and bandits that kill for fun. Orcs get the following skills:

- 60ft of Darkvision

Orcs also gain a +2 in **Strength**

List of Orcs



- Normal Orcs
- Common Orcs
- Mountain Orcs
- Orog (also known as Dark Orcs)
- Half-Orcs (technically not an Orc)

Normal Orcs **NOT RECOMMENDED**

Normal orcs are not smart This is because normal orcs have no need for brains, they just have muscle. Normal orcs get the following additional skills:

- As a bonus action you can move up to your maximum movement speed toward an enemy, however you must end your movement closer that when you started.
- You have proficiency in two of the following skills: Animal Handling, Insight, Medicine, Nature, Perception, or Survival.
- As far as strength goes, you count as one size larger when it comes to pushing, pulling, and carrying.

Normal orcs also gain a +1 in **Constitution** but a -2 in **Intelligence**





Common Orcs

Common orcs are orcs that are more trying to live in society and distance themselves from their savage ancestors. Common orcs get the following additional skills:

- Once per long rest, as a bonus action you can move up to your maximum movement speed toward an enemy, that is more than 5 ft. away from you.
 - You have proficiency with the Greataxe, and the Lance
- Once per long rest when you are dropped to 0 hp you can immediately stabilize yourself to 1 hp
- When you land a critical hit with a melee weapon you can roll an extra dice for the damage.

Common orcs also gain a +1 in **Constitution**





Mountain Orcs

Mountain orcs are orcs that live in the mountains some don't completely distance themselves from their savage ancestors, but most do. Mountain orcs get the following additional skills:

- Resistance to cold damage
- You have proficiency with the Handaxe, and the Spear
- You have advantage on Survival checks to track creatures in mountains
 - You are naturally adapted to live in cold conditions

Mountain orcs also gain a +1 in **Wisdom**





Orogs

Orogs are orcs that live in the underdark because of this they are feared by most. Orogs get the following additional skills:

- As far as strength goes, you count as one size larger when it comes to pushing, pulling, and carrying.
 - You have proficiency with the Greataxe, and the Maul
 - +60 ft. of Darkvision
- Has disadvantage on Attack rolls and Wisdom rolls that rely on sight while in direct sunlight



Orogs also gain a +1 in **Constitution**



Half-Orcs

Half-Orcs are, well as the name implies, half orc, they are typically mistaken for orcs at times. Half-Orcs have the following skills:

- When you land a critical hit with a melee weapon you can roll an extra dice for the damage.
- Once per long rest when you are dropped to 0 hp you can immediately stabilize yourself to 1 hp
 - 60 ft. of Darkvision
 - Proficiency in intimidation

Half-Orcs have a +1 in **Constitution** and a +2 in **Strength**



Halflings





Halflings

Halflings are quiet, but small (literally they are half the size of a human), people. They live out there lives, some among humans, in peace. Halflings get the following skills:

- When you roll a 1 on a dice for a attack, check, or save you can reroll the dice, but you must use the new number
 - Advantage against being frightened
- You can move through a space occupied by a monster, so long as it is a size larger than you.

Halfling also gain a +2 in **Dexterity**





List of Halflings

- Stout Halfling
- Lightfoot Halfling
- Ghostwise Halfling
- Lotusden Halfling





Stout Halflings

Stout halflings are quiet and earthy people, content to stay in their small communities and away from the crowds of "tall folk". They gain the following benefits:

- Advantage on saving throws against being poisoned and resistance against poison damage.

Stout halflings also have a +1 to **Constitution**.





Lightfoot Halflings



Lightfoot Halflings as the name implies are naturally light on their feet. They gain the following additional benefits:

- You can attempt to hide even when you are only obscured by a creature larger than you.

Lightfoot Halflings also have a +1 to **Charisma**

Ghostwise Halflings

Ghostwise Halflings live isolated from almost any other civilization. They gain the additional skills:

- You can speak telepathically to any creature within 30 ft of you, the creature though must share a language with you.

Ghostwise Halflings have a +1 to **Wisdom**





Lotusden Halfling

Lotusden Halflings are recluses, and as such spend a lot of time in their forests. They gain the additional skills:

- At level 1 you can cast the cantrip *Druidcraft*, and at level 3 you can cast *Entangle* and at level 5 you can cast *Spike Growth*, once these spells are casted you can not cast them again until you finish a long rest
 - Rolls that deal with tracking you through the forest have disadvantage

Lotusden Halflings have a +1 to **Wisdom**



Tiefling





Tieflings

Tieflings are basically demon people. How they got the way they are differs depending on your backstory, but usually it involves some kinda demonic curse or parent figure. Tieflings get the following skills:

- 60 ft. Dark vision

Tieflings also have a +2 to **Charisma**



List of Tieflings

- Infernal
- Abyssal





Infernal

Infernal implies that a Devil was involved with the curse placed upon you. Infernal Tieflings gain the following extra benefits:

- Resistance to Fire damage
- At level one you know the Cantrip Thaumaturgy, at level 3 you can cast Hellish Rebuke a second level spell you can cast it once per long rest, and at level 5 you can cast Darkness a second level spell you can cast it once per long rest

Infernal Tieflings also have a +1 to **Intelligence**





Abyssal

Abyssal implies that a Demon was involved with the curse placed upon you. Abyssal Tieflings gain the following extra benefits:

- Your maximum HP is increased by half your level (round if needed, minimum of 1)
- You can cast a small variety of spells and/or cantrips once per long rest (see Abyssal Arcana for more details)

Abyssal Tieflings also gain a +1 in **Constitution**





**Now, choose a race this is a little table to help pick a race to match your class.
(follow it... or not)**

1. Humans
2. High Elves
3. Wood Elves
4. Drow
5. Half-Elves
6. Dwarves
7. Forest Gnome/Svirfneblin
8. Rock Gnome
9. Orcs
10. Halflings
11. Tieflings

1. Any
2. Wizard
3. Rogue/Fighter
4. Cleric/Rogue/Fighter
5. Cleric
6. Barbarian/Fighter
7. Rogue/Wizard
8. Wizards
9. Barbarian
10. Rogue
11. Cleric

Stats





In D&D there are 6 stats that make your character.

Strength	How physically strong your character is. Will affect amount of damage done with your unarmed strike, as well as strength based weapons.
Dexterity	How quick you are on your feet. This can affect damage done with dexterity based weapons, and your AC (for base, light, and medium armor), as well as your initiative rolls for combat.
Constitution	How resilient you are. Will affect your ability to resist poisons and it dictates the amount of HP you have
Intelligence	How smart you are when it comes to knowing history and lore.
Wisdom	How aware you are of your surroundings. Will affect your passive perception,
Charisma	How charming your character is.



How to make stats?

Well... there are many different ways to make stats.

Here is a list of some of the more popular ways:

- Roll 4D6 subtract the lowest and add the 3 highest rolled numbers you got, repeat it for each stat.
- Roll 16d6, and divide them however you want among your stats.
- Start with 60 points then divide them however you want among your stats.

It's all up to your personal preference, personally I recommend the the first one.

ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10



Skills

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma


Skill modifiers are equal to the basic stat that they are based on. However, skills can be granted what is known as proficiency modifiers. Essentially if your character is good at a specific thing, you will gain a proficiency. Proficiencies can be chosen by a variety of things. Skills can be chosen by: Race, Background, Class, and even you get to choose some on your own

In D&D your stats can influence other sub-stats (also known as skills). The skills are as follows:

- 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)



**Background, Personality,
Ideals, Bonds, Flaws,
Backstory, and
Alignment**

The image features a solid orange background. In the top right corner, there are several decorative elements: a small circle, a larger circle, and another small circle, all with a lighter orange gradient and a subtle shadow effect.



What are backgrounds, and why are they important?

Backgrounds tell about your character: where they came from, what they are doing, what they did in the past, what items they have on their person, what extra skills they have, ect.

Now backgrounds do tie in with backstories, but they are not the same thing. Think of backgrounds as like a prompt for your back story, or like a life your character used to (or maybe still) lives.



Recommended Backgrounds

- Charlatan
- Criminal
 - Noble
- Folk Hero
 - Athlete
- Archaeologist
- City Watch
- Entertainer
 - Merchant
 - Fisher
 - Acolyte
- Mercenary Veteran

If you want us to explain more of each background, please ask. Each background can grant you: extra items to start with, extra skills, or even just extra “spice” to add to your character’s personality.



Personality

Pretty much self explanatory, how your character acts. Personality though can be hard to describe for a character at times though, because 9 out of 10 times your character will change as a person while the campaign progresses.



Ideals, Bonds, and Flaws

So these are things the DM should know before you start, well technically you should tell the DM everything about your character so they can prepare the campaign better (also just a PSA about one of the many unspoken rules: THE DM IS NOT A VILLAIN!!!! THEY ARE THE STORYTELLER, they are there to make sure you and everyone else have a good time. Don't try to fight with them or argue with them. They are trying their best to tell this story in a way that is fun for everyone, and if you paint them as the villain, or purposefully try to make things harder for them it kinda ruins the whole game for everyone. Same goes for other characters, I know that it is good to keep the campaign interesting by keeping small fights among your fellow adventurers and that's fine I love that, but try to remember this is just a game! Don't bring hate or arguments from in the game out in the real world, and don't bring hate or arguments from in the real world into the game. That being said try to make sure everyone is having fun, and remember if you do feel like someone is being mean or disrespecting you, talk to someone about it.)



Ideals, Bonds, and Flaws (take 2)

Kinda got off topic there a bit... anyway Ideals, Bonds, and Flaws, are very important for your character:

Ideals: What your character thinks of other people. Do they have trouble trusting people? Do they trust people too much? Are they slow to forgive? Things like that.

Bonds: Who your character knows, and there relationship with that person. Family, Friends, Love interest, City they come from, Enemies, Bully, ect.

Flaws: This could be like personality flaws and fears. Like: "They think that they are better than everyone else, and in doing so tends to underestimate others. Is deathly afraid of heights" this would be a perfect example of a flaw. A flaw is also something that you can try to fix in a character by the end of the campaign.



Backstory

This is where everything comes together, to tell your characters life and story. Be creative with this, add a plot twist. Maybe your character is secretly noble blood, but doesn't know. It's all up to you, have fun and be creative with this part. The better the backstory the more fun you can have with the character.



Alignment

Lawful:

You think things through thoroughly

Neutral:

You think things slightly, but not extremely.

Chaotic:

Act first, questions later.

<p>Lawful Good acts with sense of duty and honor and follows their code for good</p>	<p>Neutral Good believes doing the right thing requires breaking some rules</p>	<p>Chaotic Good does whatever is needed, often with disorganized methods, for good</p>
<p>Lawful Neutral follows concepts like honor and tradition but for their own personal code</p>	<p>True Neutral neutral on both axes and doesn't lean towards any alignment</p>	<p>Chaotic Neutral abandons rules and pursues their own desires; freedom first</p>
<p>Lawful Evil uses well-ordered systems and strict code of conduct for evil</p>	<p>Neutral Evil Sees no value in order and has no passion for chaos; has allies but will turn on them if they see fit</p>	<p>Chaotic Evil has no respect for rules or others; pursues their own often cruel desires and freedom</p>

Alignment isn't super important... it basically gives the idea of, "if it comes down to it, will your character do the right thing, and how do they go about doing it"
Alignment can also change as the adventure progresses

Good: you do the right thing

Neutral: you might do the right thing... perhaps, if you benefit from it

Evil **NOT RECOMMENDED**: You will NOT do the right thing, in fact odds are you will contribute to the problem

Are you ready?

If you have any questions, please ask.

