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Who do you want to be? Become a legendary adventurer with the 2024 Players Handbook. Will you play as an evil elf sorcerer, a bombastic orc fighter, or a world-weary druid looking for some peace and quiet? Defend your friends, melt your enemies, heal the wounded, or turn into a bear. You choose how you play. D&D Beyond Desktop View You can make a character for Dungeons & Dragons using the building blocks found here. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You also invent the personality and appearance of your character. Once completed, your character serves as your avatar in the D&D multiverse. Before you dive into character creation, there are a few things to do to get ready, as explained below. Start by talking with your Dungeon Master about the type of D&D game they plan to run. If the DM draws inspiration from Greek myth, for example, you might choose a different direction for your character sheet. Throughout this chapter, we use the term character sheet to mean whatever you use to track your characters details, whether its a printed character sheet, a digital character sheet like the one on D&D Beyond, or plain paper. Choose whichever style of sheet works for you, and then embark on creating a character! Here are the steps to make a character; each step is explored in detail in this chapter: Choose a Class. Every adventurer is a member of a class. A class broadly describes a characters vocation, special talents, and favored tactics. Determine Origin. A character spend the years leading up to a life of adventure? Who are the characters ancestors? You can also choose your characters languages. Determine Ability Scores. Much of what your character six abilities. Choose an Alignment is a shorthand for your character sheet. Choose a class, and write it on your character sheet. The Class Overview table summarizes the classes. See Character Classes for the classes details. Class Likes... Primary Ability Complexity Barbarian Battle Strength or Dexterity Low Monk Unarmed combat Dexterity and Wisdom High Paladin Defense Strength and Charisma Average Rogue Stealth Dexterity and Wisdom Average Rogue Stealth Dexterity Low Sorcerer Power Charisma High Warlock Occult lore Charisma H adventuring and gaining Experience Points (XP). Write Your XP. Also record your Experience Points. A level 1 character has 0 XP. Starting at a Higher Level. Your DM might start you at a higher level section later in the chapter for more information. Your class might give you training with a kind of armor means you can wear that armor effectively, gaining defensive bonuses from it. The categories of armor are described in Equipment. Youll fill in more details about your class later. Choosing your class is the most important decision you make in creating a character, and it informs many of the decisions you make in later steps. Youll return to your classs description in Character Classes several more times before youre done. Determining your characters origin involves choosing a background, a species, and two languages. A characters background represents the place and occupation that were most formative for the character sheet. You can choose any of the backgrounds detailed in Character Origins, and your DM might offer additional backgrounds as options. The backgrounds determine your characters ability scores. If youre having trouble choosing, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your classs primary ability there. Record Your Feat. A background gives you a feat, which grants your character sheet. Your class also gives proficiencies. Check your class description in Character sheet, you can indicate proficiency in skills and saving throws by marking the circle next to them. The features table in your class description shows your Proficiency Bonus (described in Running the Game), which is +2 for a level 1 character. Note this number on your character sheet. Youll fill in other numbers connected to these proficiencies in step 5. Your background and class both provide starting equipment. Any coins that you gain at this step can be immediately spent on equipment from Equipment. In addition, you can have one trinket at no cost (see the Trinkets table at the end of this chapter). Record your chosen equipment on your character sheet. Equipment is described in Equipment, but for now you can just write it all down and look up the specifics in that chapter later. Theres also space on the sample character sheet to note any coins you have left after purchasing your equipment, as well as treasure you acquire on your character Origins: Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling. Once youve chosen a species options are detailed in Character Origins: Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling. characters size and Speed are determined by the characters species; record these in the appropriate places on your characters background and species inspire how you imagine their past. That past fed into the characters present. With that in mind, consider answers to the following questions as your character: Who raised you? Who was your dearest childhood friend? Did you grow up with a pet? Have you fallen in love? If so, are you still a member of it? What elements of your past inspire you to go on adventures now? Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it. Your class and other features might also give you languages. The Standard Languages table lists languages that are widespread on D&D worlds. Every player character knows Common, which originated in the planar metropolis of Sigil, the hub of the multiverse. The other standard languages originated with the first members of the most prominent species in the worlds of D&D and have since spread widely. 1d12 Language Origin Common Sigil 1 Common Sigil 2 Draconic Dragons 34 Dwarvish Dwarves 56 Elvish Elves 7 Giant Giants 8 Gnomish Gnomes 9 Goblin Goblinoids 1011 Halfling Halflings 12 Orc Orcs The Rare Languages table lists languages table lists languages that are either secret or derived from other planes of existence and thus less widespread in the worlds of the Material Plane. Some features let a character learn a rare language. Language Origin Abyssal Demons of the Abyss Celestial Celestials Deep Speech Aberrations Druidic circles Infernal Devils of the Nine Hells Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark \*Primordial\* Elementals Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon Thieves Cant Various Cant Vario that know one of these dialects can communicate with those that know a different one. To determine your characters ability scores, you first generate a set of six numbers using the instructions below and then assign them to your six abilities. Playing the Game explains what each ability means. Determine your ability scores by using one of the following three methods. Your DM might prefer you to use a particular one. Standard Array. Use the following six scores for your abilities: 15, 14, 13, 12, 10, 8. Random Generation. Roll four d6s and record the total of the highest three dice. Do this five more times, so you have six numbers. Point Cost. You have 27 points to spend on your abilities: scores. The cost of each score is shown on the Ability Score Point Costs table. For example, a score of 14 costs 7 of your 27 points. Score Cost 8 0 9 1 10 2 11 3 12 4 13 5 14 7 15 9 Once youve generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind your classs primary ability. Fill in the ability modifiers as well. If your exing the Standard Array option, consult the Standard Array option are standard Array option. highest and lowest scores. Class Strength Dexterity Constitution Intelligence Wisdom Charisma Barbarian 15 13 14 10 12 8 Bard 8 14 12 13 10 15 12 Druid 8 12 14 Ranger 12 15 13 8 14 10 Rogue 12 15 13 14 10 8 Sorcerer 10 13 14 8 12 15 Warlock 8 14 13 12 10 15 Wizard 8 12 13 15 14 10 After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and a different one by 1, or increase all three by 1. None of these increases can raise a score above 20. Some players like to increase their classs primary ability, while others prefer to increase a low score. Backgrounds and Species from Older Books Background from an older book, adjust your ability scores by 1. None of these increases can raise a score above 20. Similarly, species in older books include ability score increases. If youre using a species from an older book, ignore those doesnt provide a feat, you gain an Origin feat of your choice. Finally, determine your ability modifiers using the Ability Scores and Modifiers table. Write the modifier at 4 45 3 67 2 89 1 1011 +0 1213 +1 1415 +2 1617 +3 1819 +4 20 +5 Ability scores, give some thought to what those scores might say about your characters appearance and personality. A very strong character with low Charisma might look and behave differently from a charismatic character with low Strength. The following tables of descriptive words give suggestions of how you might describe your character with low Strength. The following tables of descriptive words give suggestions of how you might describe your character with low Strength. characters appearance and personality on your character sheet. 1d4 High Strength 1 Muscular Weak 2 Sinewy Slight 3 Protective Self-conscious 4 Direct Indirect 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1d4 High Dexterity 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety Hesitant 4 Poised Unsteady 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidgety 1 Lithe Jittery 2 Dynamic Clumsy 3 Fidg Squeamish 3 Hearty Lethargic 4 Stable Fragile 1d4 High Intelligence Low Intelligence 1 Decisive Artless 2 Logical Illogical 3 Informative Uninformed 4 Curious Frivolous 1d4 High Charisma Low Charisma 1 Charming Pedantic 2 Commanding Humorless 3 Hilarious Reserved 4 Inspiring Tactless Choose your characters alignment from the options below, and note it on your characters arent of an evil alignment from the options below, and note it on your characters arent of an evil alignment from the options below. a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). The summaries of the alignments below describe the typical behavior of a creature with that alignment; individuals can vary from that behavior. Lawful Good (LG). Lawful Good creatures endeavor to do the right thing as expected by society. Someone who fights injustice and protects the innocent without hesitation is probably Lawful Good. Neutral Good (NG). Neutral Good creatures do the best they can, working within rules but not feeling bound by them. A kindly person who helps others according to their needs is probably Neutral Good. Chaotic Good (CG). Chaotic Good creatures act as their conscience directs with little regard for what others expect. A rebel who waylays a cruel barons tax collectors and uses the stolen money to help the poor is probably Chaotic Good. Lawful Neutral individuals act in accordance with law, tradition, or personal codes. Someone who follows a disciplined rule of lifeand isnt swayed either by the demands of those in need or by the temptations of evilis probably Neutral. Neutral is the alignment of those who prefer to avoid moral questions and dont take sides, doing what seems best at the time. Someone whos bored by moral debate is probably Neutral. Chaotic Neutral (CN). Chaotic Neutral (cn). Chaotic Neutral creatures follow their whims, valuing their personal freedom above all else. A scoundrel who wanders the land living by their wits is probably Chaotic Neutral. Lawful Evil (LE). Lawful Evil (cn). Chaotic Neutral (cn). Chaotic citizens while scheming for power is probably Lawful Evil. Neutral Evil (NE). State of the second in the second hatred or bloodlust. A villain pursuing schemes of vengeance and havoc is probably Chaotic Evil. Alignment tan shape a characters personality, goals, and core beliefs. Looking at the two elements of an alignment, you can use the lists below to inspire details of your characters personality. Alignment 1d4 Associated Trait Chaotic 1 Boastful 2 Impulsive 3 Rebellious 4 Self-absorbed Good 1 Compassionate 2 Helpful 3 Honest 4 Kind Evil 1 Dishonest 2 Vengeful 3 Cruel 4 Greedy Lawful 1 Cooperative 2 Loyal 3 Judgmental 4 Methodical Neutral 1 Selfish 2 Disinterested 3 Laconic 4 Pragmatic Now fill in the rest of your character sheet. Look at your classs feature table in Character Classes, and write down the level 1 features. The class features are detailed in that same chapter. Some class features and make any offered choices. Note these numbers on your character sheet. Saving Throws. For the saving throws, you have proficiency in, add your Proficiency Bonus to the appropriate ability modifier and note the total. Some players also like to note the modifier for saving throws theyre not proficiency in, add your Proficiency in, add your Proficiency Bonus to the ability modifier. Skills. For skills, and note the total. You might also wish to note the modifier for skills youre not proficient in, which is just the relevant ability modifier. Passive Perception. Sometimes your DM will determine whether your character notices something without asking you to make a Wisdom (Perception) check; the DM uses your Passive Perception instead. Passive Perception is a score that reflects a general awareness of your surroundings when youre not actively looking for something. Use this formula to determine your Passive Perception score: Passive Perception) checks. For example, if your character has a Wisdom (Perception) check modifier Include all modifiers that apply to your Wisdom (Perception) checks. Perception of 14 (10 + 2 for your Wisdom modifier + 2 for proficiency). Hit Points. Your class and Constitution modifier Bard, Cleric, Druid, Monk, Rogue, or Warlock 8 + Con. modifier Sorcerer or Wizard 6 + Con. modifier The character sheet includes room to note your characters Hit Points when you take damage, as well as any Temporary Hit Points you might gain. Theres also space to track Death Saving Throws. Hit Point Dice. Your classs description tells you the die type of your characters Hit Point Dice (or Hit Dice for short); write this on your character sheet. At level 1, your character sheet also includes space to note how many Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice during a Short Rest to recover Hit Points. Your character sheet. Armor Class. Without armor or a shield, your base Armor Class is 10 plus your Dexterity modifier. If your starting equipment includes armor or a Shield (or both), calculate your AC. Attacks. In the Weapons & Damage Cantrips section of the character sheet, write your starting weapons. The attack bonus = Dexterity modifier + Proficiency Bonus Look up the damage and properties of your weapons in Equipment. You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon. Spell attack bonus for attacks you make with them, using these formulas: Spell save DC = 8 + spellcasting ability modifier + Proficiency Bonus Spell attack bonus = spellcasting ability modifier + Proficiency Bonus Your spellcasting ability modifier for a spell is determined by whatever feature gives you the Spellcasting or Pact Magic feature, your class features table shows the number of spell slots you have available, how many cantrips you know, and how many spells you can prepare. Choose a name for your character sheet. The name can be whatever you like. Was it the name of an ancestor? Does it have religious or other significance? Is it a name you chose for yourself? As you finish creating your character, consider whether youd like to make up any other details about the character. What person or people do you care most about? Whats your deepest fear? On your adventures, will you seek knowledge, wealth, glory, enlightenment, justice, mercy, power, or something else? While going on adventures, your character who reaches a specified Experience Point total advances in capability. This advancement is called gaining a level. The Character Advancement table lists the XP you need to advance to a level and the Proficiency Bonus for a character of that level. When your XP total equals or exceeds a number in the Experience Points column, you reach the corresponding level. Level Experience Points Proficiency Bonus 1 0 +2 2 300 +2 3 900 +2 4 2,700 +2 5 6,500 +3 6 14,000 +3 7 23,000 +3 8 34,000 +3 9 48,000 +4 10 64,000 +4 11 85,000 +4 12 100,000 +5 15 165,000 +5 15 165,000 +5 16 195,000 +5 16 195,000 +5 16 195,000 +5 17 225,000 +6 18 26 class using the rules in the Multiclassing section later in this chapter. Adjust Hit Point Dice. Each time you gain an additional Hit Die. Roll that die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Point and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Point maximum of 1) to your Hit Point maximum. Points by Class table. Class Hit Points per Level Barbarian 7 + Con. modifier Fighter, Paladin, or Ranger 6 + Con. modifier Forcerer or Wizard 4 + Con. modifier Record New Class Features. Look at your class features table in Character Classes, and note the features you gain at your new level in that class. Make any choices offered by a new feature. Adjust Proficiency Bonus increases at certain levels, as shown in the Character Advancement table and your character sheet that include your Proficiency Bonus. Adjust Ability Modifiers. If you choose a feat that increases one or more of your ability modifier increases one or more of your ability modifier also changes if the new score is an even number. When that happens, adjust all the numbers on your character sheet that use that ability modifier. When your Constitution modifier increases by 1, your Hit Point maximum increases by 1 for each level you have attained. For example, if a character reaches level 8 and increases to +4. The characters Hit Points gained for reaching level 8. With each new level, characters acquire new capabilities that equip them to handle greater challenges. As characters advance in level, the tone of the game also changes, and the stakes of the campaign get higher. Its helpful to think of a character just beginning an adventuring career to the epic heights of level 20. These tiers dont have any rules associated with them; they point to the fact that the play experience evolves as characters gain levels. In tier 1, characters gain levels. In tier 1, characters gain levels. In tier 1, characters are apprentice adventurers, though they are already set apart from the broader populace by virtue of their extraordinary abilities. They learn their starting class features and choose a subclass. The threats they face usually pose a danger to local farmsteads or villages. In tier 2, characters are full-fledged adventurers. Spellcasters gain the ability to make multiple attacks in a round. The characters now face dangers that threaten cities and kingdoms. In tier 3, characters have reached a level of power that makes them special among adventurers often confront threats to whole regions. At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures. Your DM might start your groups characters at a level higher than 1. It is particularly recommended to start at starts you at level 10, you have 64,000 XP. The DM decides whether your character starts with more than the standard equipment at Higher Levels table is a guide for the DM. Also, check with your DM about what equipment at Higher Levels table for you to buy with your beautiful for the DM. Also, check with your DM about what equipment at Higher Levels table is a guide for the DM. Also, check with your DM about what equipment at Higher Levels table is a guide for the DM. 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Starting Level Equipment and Money Magic Items 24 Normal starting equipment 1 Common, 1 Uncommon 1116 5,000 gp plus 1d10 250 GP plus normal starting equipment 2 Common, 3 Uncommon, 4 Uncommon, 4 Uncommon, 4 Uncommon, 5 Uncommon, 6 Uncommon, 6 Uncommon, 6 Uncommon, 7 Uncommon, 7 Uncommon, 8 Uncommon, 8 Uncommon, 9 Uncommo whenever you advance in level instead of gaining a level in your current class. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in a single class. To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. For example, a Barbarian who decides to multiclass into the Druid class must have Strength and Wisdom is the primary ability for Barbarians and Wisdom Advancement table in this chapter. For example, if you are a level 6 Cleric / level 1 Fighter, you must gain enough XP to reach level 8 before your seventh level as a Cleric. You gain the level 1 Hit Points for a class only when your total character level is 1. Add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If your classes give you Hit Dice of Fighter / level 5 Fighter / level 5 Fighter / level 5 Fighter and the Fi have the Proficiency Bonus of a level 5 character, which is +3. When you gain your first level in a class other than your initial class, you gain only some of the new classs starting proficiencies, as detailed in each class other than your initial class, you gain only some of the new class starting proficiencies, as detailed in each class other than your first level in a class other than your first level. A few features have additional rules when youre multiclassing. Check the information about multiclassing included in each of your classes descriptions. Special rules apply to Extra Attack, Spellcasting, and features (such as Unarmored Defense) that give you alternative ways to calculate your Armor Class. If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monks Unarmored Defense feature and a Sorcerers Draconic Resilience feature from more than one class, the features dont stack. You cant make more than two attacks with this feature unless you have a feature that says you can (such as the Fighters Two Extra Attacks feature). Similarly, the Warlocks Thirsting Blade invocation, which grants you the Extra Attack feature with your pact weapon, doesnt give you additional attacks if you also have Extra Attack. Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, tollow the rules for that class. Level 1 2 3 4 5 6 7 8 9 1 2 2 3 3 4 2 4 4 3 5 4 3 2 6 4 3 3 7 4 3 3 class. If you are a level 4 Ranger / level 3 Sorcerer, for example, you can prepare six Sorcerer spells, and you use the spellcasting ability of that class when you cast the spell. Cantrips. If a cantrip of yours increases in power at higher levels, the increase is based on your total character level, not your levels in the Bard, Cleric, Druid, Sorcerer, and Wizard classes Half your levels (round you have. This table might give you spell slots of a higher level than the spells you prepare. You can use those slots but only to cast your lower-level spells. If a lower-level spell that you can use the enhanced effect as normal. For example, if you are a level 4 Ranger level 3 Sorcerer, you count as a level 5 character when determining your spell slots, counting all your levels as a Sorcerer and half your Ranger level 3 slots. However, you cant prepare any level 3 spells, nor can you prepare any level 2 slots, and two level 3 slots. However, you cant prepare any level 3 spells, nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spell slots of those levels to cast spells you have prepared from classes with the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from classes with the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from the Warlock class and the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from classes with the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from the Warlock class and the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from the Warlock class and the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from the Warlock class and the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from the Warlock class and the Spellcasting feature, you can use the spell slots of those levels to cast spells you have prepared from the Warlock class and the Spellcasting feature, you can use the spell slots of feature, and you can use the spell slots you gain from the Spellcasting feature to cast Warlock spells you have prepared. When you make your character, you can roll once on the Trinkets table. It can help stock a room in a dungeon or fill a creatures pockets. 1d100 Trinket 01 A mummified goblin hand 02 A crystal that faintly glows in moonlight 03 A gold coin minted in an unknown land 04 A diary written in a language you dont know 05 A brass ring that never tarnishes 06 An old chess piece made from glass 07 A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips 08 A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it 09 A lock of someones hair 10 The deed for a parcel of land in a realm unknown to you 11 A 1-ounce block made from an unknown material 12 A small cloth doll skewered with needles 13 A tooth from an unknown beast 14 An enormous scale, perhaps from a dragon 15 A bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 16 An old divination card bearing your likeness 17 A glass orb filled with moving smoke 18 A 1-pound egg with a bright-green feather 18 A 1-pound egg wit remember from your childhood 22 A wooden statuette of a smug halfling 23 A brass orb etched with strange runes 24 A multicolored stone disk 25 A silver icon of a raven 26 A bag containing forty-seven teeth, one of which is rotten 27 A shard of obsidian that always feels warm to the touch 28 A dragons talon strung on a leather necklace 29 A pair of old socks 30 A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking 31 A silver badge that is a five-pointed star 32 A knife that belonged to a relative 33 A glass vial filled with nail clippings 34 A rectangular metal device with two tiny metal cups on one end that throws sparks when wet 35 A white, sequined glove sized for a human 36 A vest with one hundred tiny pockets 37 A weightless stone 38 A sketch of a goblin 39 An empty glass vial that smells of perfume 40 A gemstone that looks like a lump of coal when examined by anyone but you 41 A scrap of cloth from an old banner 42 A rank insignia from a lost legionnaire 43 A silver bell without a clapper 44 A mechanical canary inside a lamp 45 A miniature chest carved to look like it has numerous feet on the bottom 46 A dead sprite inside a clear glass (your choice) 48 A glass orb filled with water, in which swims a clockwork goldfish 49 A silver spoon with an M engraved on the handle 50 A whistle made from gold-colored wood 51 A dead scarab beetle the size of your hand 52 Two toy soldiers, one missing a head 53 A small box filled with different-sized buttons 54 A candle that cant be lit 55 A miniature cage with no door 56 An old key 57 An indecipherable treasure map 58 A hilt from a broken sword 59 A rabbits foot 60 A glass eye 61 A cameo of a hideous person 62 A silver skull the size of a coin 63 An alabaster mask 64 A cone of sticky black incense that gives you pleasant dreams when you wear it 66 A single caltrop made from bone 67 A gold monocle frame without the lens 68 A 1-inch cube, each side a different color 69 A crystal doorknob 70 A packet filled with pink dust 71 A fragment of a beautiful song, written as musical notes on two pieces of misery in disturbing detail 74 A fan that, when unfolded, shows a sleepy cat 75 A set of bone pipes 76 A four-leaf clover pressed inside a book discussing manners and etiquette 77 A sheet of parchment upon which is drawn a mechanical contraption 78 An invitation to a party where a murder happened 80 A bronze pentacle with an etching of a rats head in its center 81 A purple handkerchief embroidered with the name of an archmage 82 Half a floor plan for a temple, a castle, or another structure 83 A bit of folded cloth that, when unfolded, turns into a stylish cap 84 A receipt of deposit at a bank in a far-off city 85 A diary with seven missing pages 86 An empty silver snuffbox bearing the inscription dreams on its lid 87 An iron holy symbol devoted to an unknown god 88 A book about a legendary heros rise and fall, with the last chapter missing 89 A vial of dragon blood 90 An ancient arrow of elven design 91 A needle that says, The Wizard of Wines Winery, Red Dragon Crush 331422-W 94 A mosaic tile with a multicolored, glazed surface 95 A petrified mouse 96 A black pirate flag adorned with a dragons skull and crossbones 97 A tiny mechanical crab or spider that moves about when its not being observed 98 A glass jar containing lard with a label that reads, Griffon Grease 99 A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body 00 A metal urn containing the ashes of a hero Site news and announcements from the DDB team Jul 18, 2025 Go to last post - - Have any feedback you want to share? This is the place! Jul 19, 2025 Go to last post 11,256 80,906 Rolled a 1 on a feature and get a bug? Report them here! 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It is a cooperative, storytelling game where you and other players take on the roles of different characters within a story. As you play, your character will make friends and enemies, fight monsters, discover loot, and complete quests. But while the goal of many games is to score the most points or win, the ultimate goal of D&D is to tell a story. There are discover loot, and complete quests. and Basic Rules involved, and often maps and miniatures or tokens, but the tools that come into play most often are the imaginations of the players. Whether your discovering the game after watching Dungeons & Dragons: Honor Among Thievesor your friends have invited you to take a seat at their gaming table, understanding how D&D works can be daunting. To help you on your journey, heres a deep dive into the game. How Does D&D Work? A typical D&D gameconsists of a handful of players and a Dungeon Master (DM). The players and a Dungeon Master (DM). The players and a Dungeon Master (DM) and the continuous the continuous about the continuous th adventure to players, which includes things like: Describing where the adventurers are Narrating actions that occur around them Describing obstacles or puzzles that may be in their path Roleplaying as the supporting characters in the story, usually referred to as non-player characters (NPCs) Players use character sheets, which are a compilation of stats that represent all the things that their adventurers can do to interact with their environment. This can include things such as: Basic attributes like how intelligent or strong the character is Things theyre skilled at, such as Investigation or Persuasion Actions such as attacking with weapons or casting spells Languages the character speaks or tools they know how to use When the DM has described a setting and any given challenges, the player's actions are. They may be asked to roll dice to see if they succeed, or allow them to narrate the action and allow the story to continue. They may be asked to roll dice to see if they succeed, or allow them to narrate the action and allow the story to continue. players roll is usually modified based on the skills in their character sheet. DMs also roll dice if the narrative calls for it, such as for NPCs, monsters, or traps. This process in general is how all stories in D&D unfold, whether adventurers are snooping around in the dimly lit rooms of a dungeon, locked in heated combat with monsters, or even eavesdropping in on secret conversations while gatecrashing a gala. Try Out D&D for Yourself To help you jump into the game, we created this interactive video to show you how a D&D session may go. You'll hear a Dungeon Master narrate a scene, see how players respond, and even get to make decisions that drive the story forward. Click below toget started! The Worlds of D&D So weve talked about the DMs role in describing the environment around the players adventurers. But where are these environments located? The short answer: anywhere and everywhere. Like the stories you create as a group and the actions your adventurers take, the only true limit of the setting is your imagination. Many DMs will draw elaborate maps and set up miniatures to visualize a fantasy world. Others operate under whats known as theater of the mind, preferring to describe things in detail and let the players imaginations take over to fill in the blanks. Homebrewed Worlds Many DMs choose to create fantasy worlds of their own. This process is often referred to as homebrewing, or creating material of your own imagination to use in stories. There are a few approaches to homebrewing a world. You might start small, maybe with a single village for your first adventures, and then add on new towns or larger lands as the story expands into them. Or you might be the kind of DM who likes to games current fifth edition. Sourcebooks for these realms give extensive details on the locations and cultures within different regions of the settings. Some prime examples of those worlds are: The Forgotten Realms The core setting of most official D&D adventure books. The majority of the adventures take place on a continent known as Faern and cultures within different regions of the settings. features locations like the Sword Coast, the frigid north of Frozenfar, and cities such as Neverwinter, Waterdeep, and Baldurs Gate. Dungeons & Dragons; tho frozenfar, and cities such as Neverwinter, Waterdeep, and Baldurs Gate. Dungeons & Dragons, the world of Greyhawk is the setting for some of D&Ds most classic adventures. It contains are often epic fantasy vibe. Magic: The Gatheringsettings D&Dhasadapted settings from the popular trading card game, also published by Wizards of the Coast, into sourcebooks. They include: Ravnica is an ecumenopolis, a city that spans the entire globe. Urban stories told in Ravnica are largely focused on the machinations and competitions of the citys 10 powerful ruling guilds, ranging from criminal enterprises to subterranean swarms to magical science gone wild. Theros: Inspired by tales of ancient Greece and Rome, Theros presents a world directly influenced by the whims of deities. Strixhaven: Strixhaven: Strixhaven University offers the secrets of magic to the students lucky enough to enter its halls. Players take on the role of pupils studying the arcane arts in Strixhavens five colleges. Other settings There are plenty of other published worlds to explore as well, including adventures to be had in other planes of existence. In addition to the material realms, there are the elemental planes of fire, water, earth, and air. The Feywild serves as a fantastical reflection of the material world, while the Shadowfell stands as its dark echo. As you dive into your D&D journey, you may find yourself in these lands and more. How to Start Playing D&D So youve read through all of this, and now you want to know how to actually get started. Well, youre in luck because playdnd.comwas built with brand new players in mind. Here you can find premade characters to jump right into more advanced gaming when youre feeling ready. On D&D Beyond, you'll also find the Basic Rulesand new player guides including one onhow to build your first character using our digital tools. If youre not quite ready to start playing yet but just want to know how it works, you can still use the tutorial and the character builder to practice. Just pick your favorite character from the movie, such as Elgin, Holga, or Simon, and try to imagine what abilities, skills, and more you would give them if you were building them. Go Beyond! While D&D is traditionally played around a table with pencils, paper, and physical dice, in recent years, digital and online games have become more and more popular. The power of video chat software has allowed gaming groups to connect from all over the globe. Regardless of how you like to play, D&D Beyond has got you covered. Weve got character management tools, encounter builders, even digital dice and sourcebooks to help you manage your entire game. Our digital tools are perfectly positioned to be a benefit to the classic tabletop style of play or on screens with fellow players across the globe. FAQ Is D&D a video game? Nope! While there are video games that use D&D settings and adventures, the game itself is purely a cooperative roleplaying game, played with dice and group storytelling. While D&D was traditionally players manage their games. Does D&D cost money to play? You dont have to spend any money to play D&D! The Basic Rules of the game are available at no cost with a D&D Beyond account right here on the site. There are also adventures you can claim with your account, including Lost Mine of Phandelver, Frozen Sick, and Prisoner 13. Using these and homebrew options is all you need to get started, but books and digital tools are available for purchase when youre ready to explore other character options or worlds like the ones we mentioned in this article. What books that we recommend starting with. New players should check out the Players Handbook for a wealth of information about playable character species as well as subclasses, weapons, and more spells. Dungeon Masters should also consider the Dungeon Masters Guide, a tome of valuable help for the variety and nuances that occur while running games. DMs may also want to dive into the Monster Manual for access to a wide bestiary of monsters to use during combat encounters. For DMs not quite ready to dive into the many books, kits like the D&D Starter Set or D&D Essentials Kit can help you dip your toes further into the pool with some prewritten adventures and tools to aid in gameplay. How often do I need to play D&D? You can schedule D&D games with your group as often as you like. Some people enjoy having a standard weekly game, others prefer to play only a few times per month. Part of the beauty of the game is in the way you and your group can shape it to fit what works best for you! Go Forth, Adventurers! Were thrilled that youre interested in starting your own adventure with the worlds most popular tabletop roleplaying game. We hope this guide has helped clear up some of the questions you may have about the game and has led you toward some resources for when youre ready to join or start a game of your own. Riley Silverman (@rileyjsilverman) is a contributing writer to D&D Beyond, Nerdist, and SYFY Wire. She DMs the Theros-set Dice Ex Machina for the Saving Throw Show, and has been a player on the Wizards of the Coast-sponsored The Broken Pact. Riley also played as Braga in the official tabletop adaptation of the Rat Queens comic for HyperRPG, and currently 4 revised subclasses, 1 new subclassthe Cartographer, 28 feats, 5 species, 17 backgrounds, and new magic items! D&D Beyond Desktop View Dungeons & Dragons takes you and your friends on epic journeys. Become characters you create, battle deadly foes, uncover secrets, find treasure, and make memories that last a lifetime. In Dungeons & Dragons, the players form an adventuring party who explore fantasy worlds together, embark on epic quests, and level up. The Dungeon Master (also known as the DM) is the game's referee and lead storyteller. The collective creativity in your D&D game builds stories that youll tell again and again ranging from the stuff of legend to absurd incidents thatll make you laugh. At its heart, D&D is a storytelling game. Everything is your decision, from what you look like, to what you act. The dice just help you along. In D&D, each player creates a heroic character to represent them in the game. They might be a skilled fighter, a devout cleric, a deadly rogue, a spellcasting wizard, or something else entirely! Together, the Dungeon Master and players create an exciting story where their bold adventurers confront deadly perils. Both the DM and players use dice throughout the game to determine the outcome of certain actions. Creating your character is the first step in every D&D adventure for the players. You get to choose your characters background, skillset, appearance, personality, and add in a backstory if youd like! The number of character options in D&D is exciting, but it can also be overwhelming. If you arent sure whether a fighter or spellcaster is for you, check out these helpful D&D character class guides to find which type of skillset sounds like a good fit for you first character. Create Your First CharacterIn Dungeons & Dragons, one person serves as the Dungeon Master, the games lead storyteller, and referee. The DM describes the locations and creatures in an adventure using helpful descriptions from their adventure book, and the players decide what they want their characters to do. The DM uses their imagination and game rules to determine the results of their actions and narrates what they experience. Because the DM and players improvise with one another, D&D is infinitely flexible and each adventure can be exciting and unexpected. Your Dungeon Master may ask you to roll from a set of polyhedral dice to determine the outcome of your actions. Based on your characters skillset, you may have a higher Strength score than a wizard and would have bonuses to add to their roll to try and kick down a door. The wizard might not. When playing digitally using a D&D Beyond character sheet, you can roll the dice right on your sheet. D&D Beyond will automatically apply any bonuses your character has and tally the math for you. Build a character and click any rollable action to try it out! The below materials were written with first-time

Dnd outlander backstory ideas. Dnd charlatan backstory ideas. Dnd wizard backstory ideas. Dnd character backstory ideas. Dnd barbarian backstory ideas. Dnd sorcerer backstory ideas. Dnd cleric backstory ideas. Dnd ranger backstory ideas. Dnd fighter backstory ideas. Dnd druid backstory ideas. Dnd paladin backstory ideas. Dnd rogue backstory ideas. Dnd warlock backstory ideas. Dnd bard backstory ideas. Dnd monk backstory ideas.

players in mind. Check out the free adventure Intro to Stormwreck Isle, the D&D Starter Set, and even dive into the Basic Rules of the game. D&D is more popular now than its ever been before, and there are plenty of ways to find a group to play with. DISCORDLIVE PLAY WEEKENDSConnect with friends around the world and play D&D with some of the best Dungeon Masters anywhere. Find a game! FACEBOOKYou may have a built-in network of D&D players already! Follow D&D and D&D beyondon Facebook to see which of your friends do, too. We're just getting warmed up. Keep exploring! See all of our New Player's Guides! How to play D&D onlineWhich D&D class is right for you? How do you

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