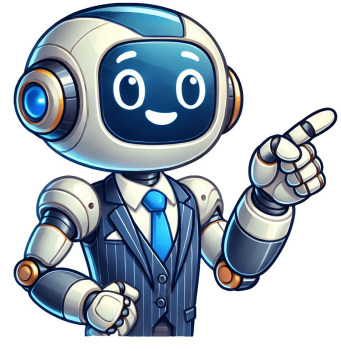


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Who do you want to be? Become a legendary adventurer with the 2024 Players Handbook. Will you play as an evil elf sorcerer, a bombastic orc fighter, or a world-weary druid looking for some peace and quiet? Defend your friends, melt your enemies, heal 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 choose a class (such as Fighter or Wizard), a background (such as Soldier or Acolyte), and a species (such as Human or Elf). 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 than if the DM is planning for swashbuckling on the high seas. Think about the kind of adventurer you want to play in this game. You'll record the main details of your character on a 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 characters origin includes two elements: background and species. How did the 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. Ability scores are the numbers that determine how good your character is at the six abilities. Choose an Alignment. Alignment is a shorthand for your characters moral compass. Fill in the Character Details. Using the choices youve made, fill in the remaining details on 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 Average Bard Performing Charisma High Cleric Gods Wisdom Average Druid Nature Wisdom High Fighter Weapons Strength or Dexterity Low Monk Unarmed combat Dexterity and Wisdom High Paladin Defense Strength and Charisma Average Ranger Survival Dexterity and Wisdom Average Rogue Stealth Dexterity Low Sorcerer Power Charisma High Warlock Occult lore Charisma High Wizard Spellbooks Intelligence Average Writer your characters level on your character sheet. Typically, a character starts at level 1 and advances in level by 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. If you start at level 3 or higher, write your chosen subclass on your character sheet. See the Starting at Higher Levels section later in the chapter for more information. Your class might give you training with certain categories of armor. Note your armor training on your character sheet. Armor 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 class 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. The combination of background, species, and languages provides fertile soil for your imagination as you ponder your characters earliest days. Choose your characters background, and write it on your character sheet. You can choose any of the backgrounds detailed in Character Origins, and your DM might offer additional backgrounds as options. The background you choose influences step 3, when you 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 class primary ability there. Record Your Feat. A background gives you a feat, which grants your character particular capabilities. Feats are detailed in Feats. Write the feat on your character sheet. Note Proficiencies. Your background gives proficiency in two skills and with one tool. Record this information on your character sheet. Your class also gives proficiencies. Check your class description in Character Classes and note the proficiencies on your character sheet. On the sample 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 adventures. Choose a species for your character. The following species options are detailed in Character Origins: Dragonborn, Dwarf, Elf, Gnome, Goliath, Halfling, Human, Orc, and Tiefling. Once youve chosen a species, write it on your character sheet. Then record your species traits. Your characters size and Speed are determined by the characters species; record these in the appropriate places on your character sheet as well (you may write just the first letter of your size). Let 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? What was your dearest childhood friend? Did you grow up with a pet? Have you fallen in love? If so, with whom? Did you join an organization, such as a guild or religion? 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 Sign Language Sigil 2 Draconic Dragons 3 Dwarvish Dwarves 56 Elvish Elves 7 Giant Giants 8 Gnomish Gnomes 9 Goblin Goblins1011 Halfling Halflings 12 Orc Orcs The Rare 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 Druids Circles Infernal Devils of the Nine Hells Primordial* Elementalists Sylvan The Feywild Thieves Cant Various criminal guilds Undercommon The Underdark *Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures 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 ability 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. 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