

Step 1: Assign Ability Scores

To make characters fair, we use the standard array of 15, 14, 13, 12, 10, 8 for the ability scores. Pencil in one of those in each of the 6 abilities.

Step 2: Assign Racial Traits

Your ability score is affected by your race. Add those to the base score assigned above.

Your speed is determined by your race. Mark it on your sheet.

You also get a selection of traits. Write those down on your sheet in the appropriate places

Step 3: Select Background

Your background tells you a bit about your character.

You get proficiency in two skills. Mark those on your sheet.

You gain some starting items. Add those to your sheet.

Make a note of any abilities or story you get from your selections

Step 4: Select Class

Your class gives you proficiency in two saving throws. Mark those on your sheet.

Your class gives you proficiency in some skills. Mark those on your sheet.

Your class may give you other proficiencies. Mark those on your sheet.

Your class determines your hit die. Mark that on your sheet.

Your class lists starting equipment for your character. Add those to your sheet.

Your class provides abilities for your character. **Read them over.** Add them to your sheet.

Step 5: Other Numbers

Figure out the modifiers for your ability scores. (Subtract by 10, divide by 2, round down)

There's a chart on page 13 of the Player's Handbook, if needed.

At Level 1, your Proficiency bonus is +2.

Determine your Armor Class, using the table on Page 145 of the Player's Handbook

Light and medium armor let you add your Dexterity Modifier

If you wield a shield, you have +2 over your base armor.

If you are a Monk or a Barbarian, you have abilities to replace wearing armor.

Determine your starting hit points (listed at the start of each class)

Initiative is a Dexterity check. Most characters can just use their Dexterity Modifiers.

If desired, fill in the numbers for your skills

Using skills in which you are proficient allows you add your proficiency bonus.

Rogue's Expertise trait doubles proficiency bonus. Mark the skills with this bonus.

In the attack workspace in the center of the sheet, list the weapons you'll be attacking with.

Page 14 of the Player's Handbook describes the appropriate stat.

If you are proficient with the weapon, add your proficiency to the attack bonus.

The Weapons damage die and type is on page 149 of the Player's Handbook.

Weapons attacks also add the modifier used to make the attack.

Include the damage type: Piercing, Bludgeoning, or Slashing (Abbrev to P, B, or S)

Step 6: Spells (Only if applicable)

Your class table lists how many cantrips you know and how many spell slots you have.

Cantrips don't cost spell slots. You will be using these a lot, as they're free.

Read the Spellcasting section of your class to determine what spells you know.

Select spells know and prepared as applicable.