

Character Creation

Start with an idea of what type of character you'd like to play and then go from there. Whether you're rolling abilities first or choosing your class up front, either approach is fine. All characters must be entered into D&D Beyond, and a PDF version of your character should be sent to me before Session 1. You can make any changes to your character prior to Session 4.

Session 0 will be partly dedicated to character creation. While nothing is set in stone, you should come prepared with a clear character concept. Use the Player's Handbook (PHB) as your primary reference; character creation starts in Chapter 2, with classes detailed in Chapter 3. With respect to D&D Beyond, take advantage of the following resources to help guide your process:

<https://www.youtube.com/watch?v=pwSTIfvvNrk>

How to Make a Character in D&D 5E (2024)

<https://www.youtube.com/watch?v=Za0HRcjLDk>

How to Make a Character! - D&D 2024 Player's Handbook

<https://www.youtube.com/watch?v=GXwYXyKwaDo>

D&D 2024 Character Creation Guide

<https://www.youtube.com/watch?v=z-gWpNYdcBg&t=261s> Let's Create

A 2024 Dungeons & Dragons Character on D&D Beyond!

<https://www.youtube.com/watch?v=wLq-JL6ScdY&t=7s> DnDBeyond

Character Creation Tips and Guide for 2024 Rules!

Character Sheet & Official Sources

- https://media.dndbeyond.com/compendiumimages/phb/downloads/DnD_2024_Character-Sheet.pdf
- Official 2024 Record Sheet (fillable PDF)

You'll have access to 20 official sourcebooks on D&D Beyond. You may only select spells, traits, etc., from these sources.

Ability Scores

- Roll 4d6, drop the lowest die, and total the highest three. Repeat for all six abilities. Arrange them as you like.
- No individual score should be lower than 8.

Hit Points (HP) • Characters begin with enhanced HP due to increased encounter difficulty.

- Starting HP = Max Hit Die + Constitution modifier + 9 to 16 bonus HP.

Level & Advancement

- All characters begin at Level 1.
- Multiclassing becomes available at Level 2. You'll need a 13+ in both your current and desired class's primary stats to qualify.
- Refer to PHB pp. 44–45 for more multiclassing info.

Class & Features

- Review Chapter 2 of the PHB and choose your class. Record all class features from Chapter 3 for Level 1.
- Classic party roles (Cleric, Fighter, Rogue, Wizard) offer balance but can be modified. For example:

- Cleric → Bard or Druid
 - Fighter → Barbarian, Monk, Paladin, or revised Ranger
 - Rogue → Bard or Ranger
 - Wizard → Bard, Sorcerer, or Warlock
- Contact other players on Discord to ensure party synergy.

Background & Species

- Choose a background from pp. 178–185
- Choose a species from pp. 186–197.

Trinkets & Feats

- Roll once on the Trinket Table (pp. 46–47).
- Choose one Origin Feat (pp. 200–209) and your starting equipment from Chapter 6 (pp. 213–233).

Armor & Spells

- Armor training depends on your class. See Chapter 6 for armor types.
- Spells are listed from pp. 235–343.

Alignment

- Alignment is not tracked in this campaign. You're expected to make choices based on your character's perspective—not a predetermined moral axis.

Backstory & Setting

All characters should have a backstory that ties them to Gryrax, in the Principality of Ulek, where the adventure begins. A few short paragraphs are enough. For setting reference:

- Use Anna Meyer's Greyhawk maps: greyhawkonline.com
- Refer to the 1983 World of Greyhawk TSR1015 PDF if needed.

Some prompts to help shape your backstory:

- What is your character's name?
- Why did they become an adventurer?
- Are their parents alive? Any siblings, spouse, or children?
- Any known allies, enemies, or organizations they're connected to?
- Are they on their first adventure, or is this a second life or career?

Final Notes

- All character info must be finalized before Part 2 of the campaign begins.
- Make full use of Discord to collaborate, ask questions, and sync up with others.
- If you have technical questions or need help with D&D Beyond, reach out to me directly online.