# Choose A Race (Chapter 2 Players Guide)

Make a note of natural talents, racial traits, ability score adjustments

# Choose A Class (Chapter 3 Players Guide)

Make a note of all features that class gets at 1st level.

Starting XP is 0

At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You start with hit points equal to the highest roll of that die, as indicated in your class description. (You also add your Constitution modifier, which you'lI determine in step 3.) This is also your hit point maximum.

your proficiency bonus, which is +2 for a 1st level character.

# Determine Ability Scores

You generate your character's six ability scores randomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers.

If you want to save time or don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10,8.

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race choice.

After assigning your ability scores, determine your ability modifiers using the Ability Scores and Modifiers table.

Write the modifier next to each of your scores.

# Describe Your Character (Chapter 4 Players Guide)

Give character a name, alignment, ideals, etc.

# Choose Equipment (Chapter 5 Players Guide)

Your class and background determine your character's starting equipment, including weapons, armour, and other adventuring gear.

Record this equipment on your character sheet. All such items are detailed in chapter 5.

Instead of taking the gear given to you by your class and background, you can purchase your starting equipment. You have a number of gold pieces (gp)

to spend based on your class, as shown in chapter 5.

Your Strength score limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15.

**Armour Class**

Without armour or a shield, your character's AC equals 10 + his or her Dexterity modifier. If your character wears armour, carries a shield, or both, calculate your AC using the rules in chapter 5. Record your AC on your character sheet.

**Weapons**

For each weapon your character wields, calculate the modifier you use when you attack with the weapon and the damage you deal when you hit.

When you make an attack with a weapon, you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier

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