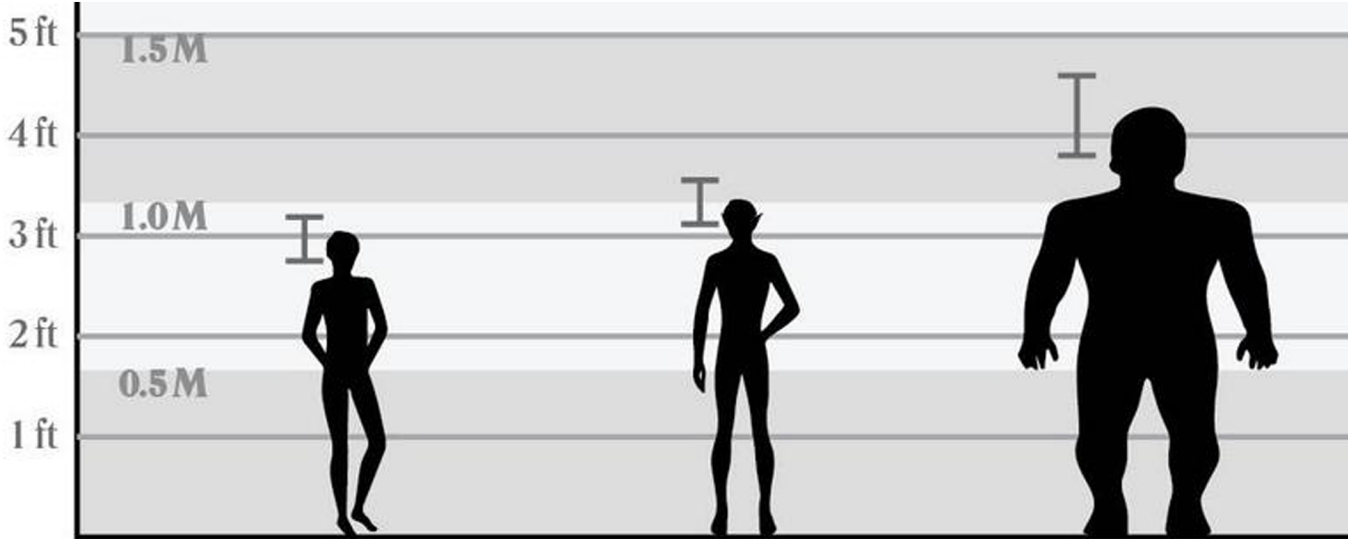


Character Creation Outline (5th Edition)


in **5** steps



1 Choose Your Race



Halfling

 $\frac{37 - 45 \text{ lb}}{16.8 - 20.4 \text{ kg}}$

Lifespan: 150 yr
Adulthood: 20 yr


Size : Small
Speed : 25

-  **Common Traits:**
Lang 1: Common
Lang 2: Halfling
Dex + 2
Lucky
Brave
Halfling nimbleness

Subrace Traits:


-  **Lightfoot**
Cha + 1
Naturally Stealthy
-  **Stout**
Con + 1
Stout Resilience

Gnome

 $\frac{37 - 45 \text{ lb}}{16.8 - 20.4 \text{ kg}}$

Lifespan: 425 yr
Adulthood: 40 yr


Size : Small
Speed : 25

-  **Common Traits:**
Lang 1: Common
Lang 2: Gnomish
Int + 2
Darkvision
Gnome Cunning

Subrace Traits:

-  **Forest Gnome**
Dex + 1
Natural Illusionist
Speak with -
Small Beasts
-  **Rock Gnome**
Con + 1
Artificer's Lore
Tinker

Dwarf

 $\frac{119 - 226 \text{ lb}}{54 - 103 \text{ kg}}$

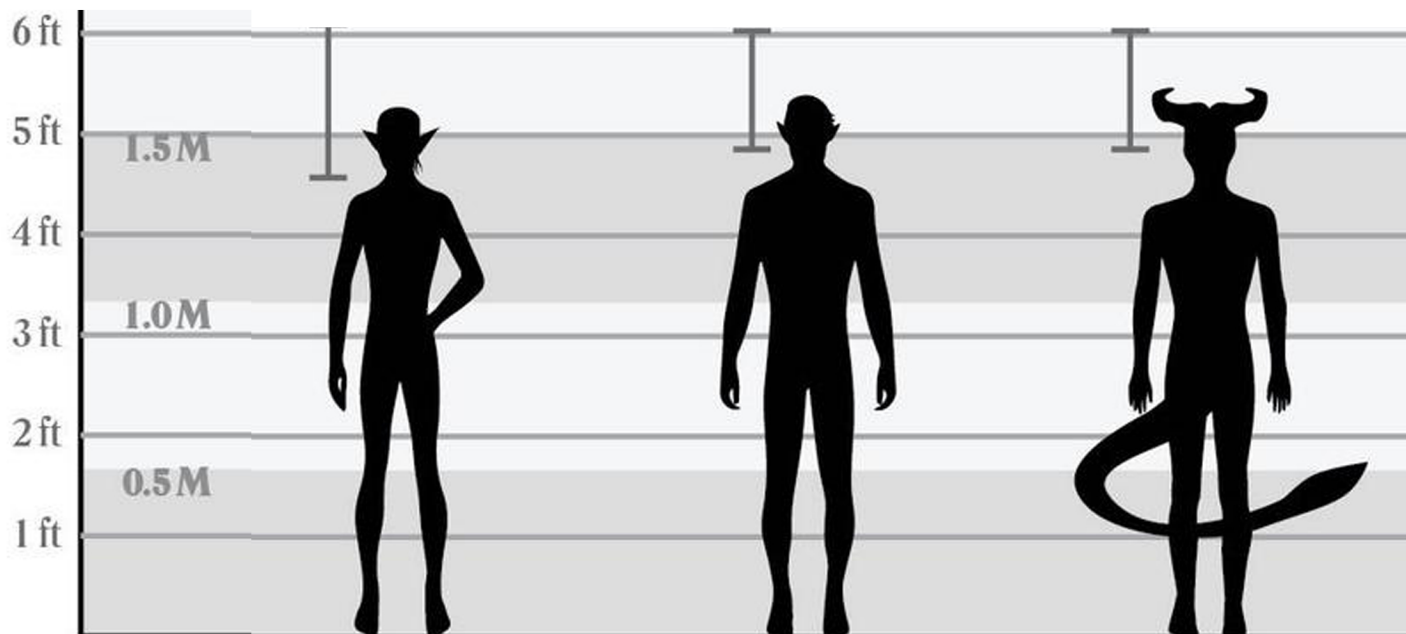
Lifespan: 350 yr
Adulthood: 50 yr

Size : Medium
Speed : 25

-  **Common Traits:**
Lang 1: Common
Lang 2: Dwarvish
Con + 2
Darkvision
Dwarven Resilience
Combat Training
Tool Proficiency
Stonecunning

Subrace Traits:

-  **Hill Dwarf**
Wis + 1
Dwarven Toughness
-  **Mountain Dwarf**
Str + 2
Armor Training



Elf



79 - 180 lb
36 - 82 kg

Lifespan: 750 yr
Adulthood: 100 yr
Size : Medium
Speed : 30

Common Traits:

Lang 1: Common
Lang 2: Elvish
Dex + 2
Darkvision
Keen Sense
Fey Ancestry
Trance

Subrace Traits:



High Elf
Int + 1
Weapon Training
Cantrip
Extra Language



Wood Elf
Wis + 1
Weapon Training
Fleet of Foot
Mask of the Wild



Drow (Dark Elf)
Cha + 1
Weapon Training
Superior Darkvision
Sunlight Sensitivity
Drow Magic

Half-Elf



114 - 238 lb
52 - 108 kg

Lifespan: 180 yr
Adulthood: 20 yr
Size : Medium
Speed : 30

Common Traits:

Lang 1: Common
Lang 2: Elvish
Lang 3: Pick Any
Cha + 2
Any 2 Attributes + 1
Darkvision
Fey Ancestry
Pick 2 Skills

Tiefling

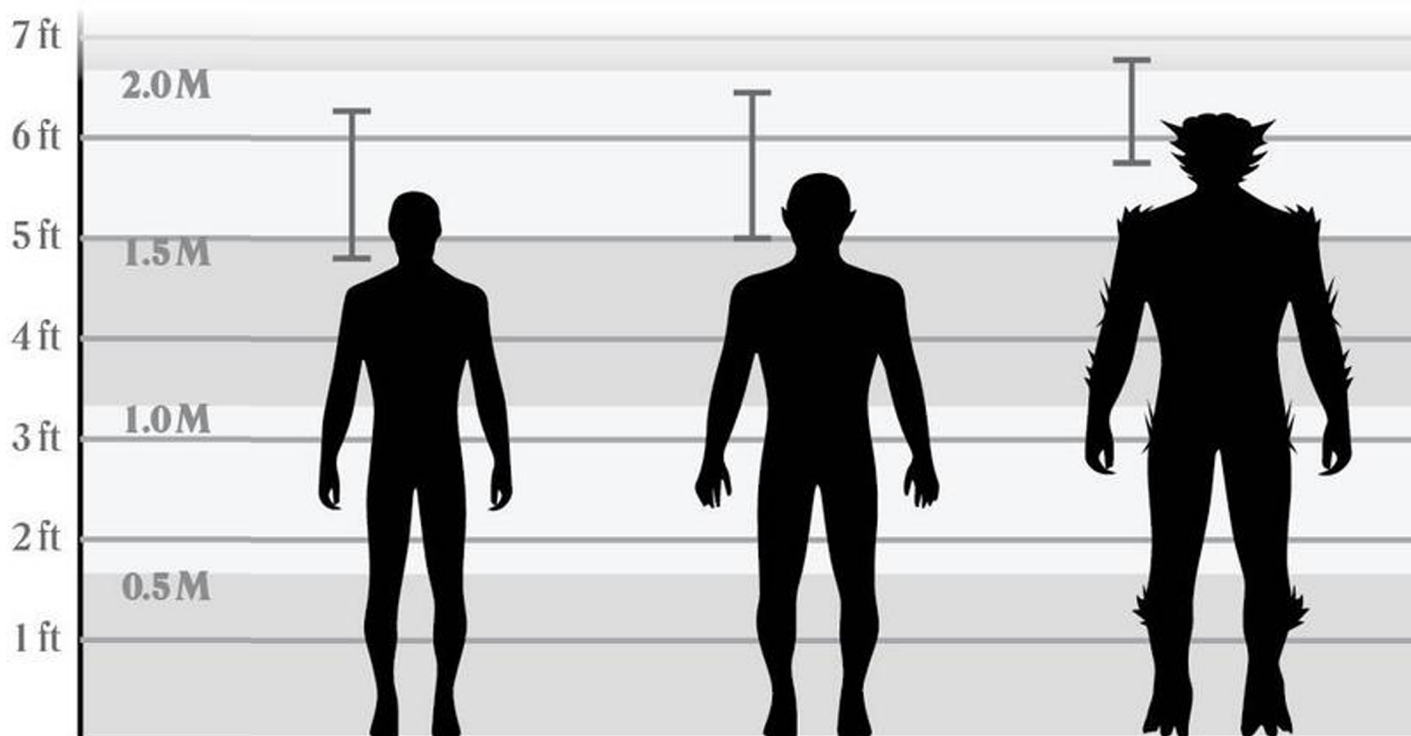


114 - 238 lb
52 - 108 kg

Lifespan: 85 yr*
Adulthood: 18 yr*
Size : Medium
Speed : 30

Common Traits:

Lang 1: Common
Lang 2: Infernal
Cha + 2
Int + 1
Darkvision
Hellish Resistance
Infernal Legacy



Human



114 - 270 lb
52 - 122 kg

Lifespan: 80 yr*

Adulthood: 18 yr*

Size : Medium

Speed : 30



Common Traits:

Lang 1: Common

Lang 2: Pick Any

All Attributes + 1



Variant Traits:

Lang 1: Common

Lang 2: Pick Any

Any 2 Attributes + 1

Pick 1 Skill

Pick 1 Feat

Half-Orc



144 - 280 lb
65 - 127 kg

Lifespan: 75 yr

Adulthood: 14 yr

Size : Medium

Speed : 30



Common Traits:

Lang 1: Common

Lang 2: Orc

Str + 2

Con + 1

Darkvision

Menacing

Relentless Endurance

Savage Attacks

Dragonborn



179 - 367 lb
81 - 166 kg

Lifespan: 80 yr

Adulthood: 15 yr

Size : Medium

Speed : 30



Common Traits:

Lang 1: Common

Lang 2: Draconic

Str + 2

Cha + 1

Draconic Ancestry

Breath Weapon

Damage Resistance

Legend



Height Range



Subrace

Combine Common traits
(upper piece) with subrace
traits (lower piece)



No Subdivision

This race only has 1 set
of traits.



Variants



Humans can choose
between 2 sets of traits.

Height & weight ranges are calculated from the random height & weight table from PHB p.121 subrace differences are combined.
*Numbers for Human & Tiefling lifespan & Adulthood are not provided. The figure above are estimate. They age at the same rate but Tiefling live a few years longer.

PHB: Player's Handbook

2

Choose Your Class

	Barbarian	Bard	Cleric	Druid	Fighter	Monk
Primary Ability	Strength	Charisma	Wisdom	Wisdom	Str/Dex	Dex & Wis
Hit Points	★★★★★	★★★	★★★	★★★★☆	★★★★★	★★★
Melee	★★★★★	★★	★★	★★★	★★★★★	★★★★☆
Range	★	★★	★	★	★★★★☆	★☆☆
Defender	★★★★★	★★☆	★★★★☆	★★★★★	★★★★★	★★
Healer	NA	★★★	★★★★★	★★★	★	★
Magic	NA	★★★★★	★★★★★	★★★	★★	★
Magic Defense	★★★	★★	★★	★★	★★★★	★★★★★
Social	★★	★★★★★	★★★	★★	★	★★
Explore	★★	★★★	★★★	★★★★☆	★★	★★★
	Paladin	Ranger	Rogue	Sorcerer	Warlock	Wizard
Primary Ability	Str & Cha	Dex & Wis	Dexterity	Charisma	Charisma	Intelligence
Hit Points	★★★★★	★★★★★	★★★	★★	★★★★	★★
Melee	★★★★★	★★★★☆	★★★★★	★	★★	★
Range	★★☆	★★★★★	★★★★★	★	★	★
Defender	★★★★★	★★	★★☆	★☆☆	★★	★
Healer	★★☆	★★	NA	★	★	★
Magic	★★☆	★★☆	★★	★★★★★	★★★★★☆☆	★★★★★
Magic Defense	★★★★★	★★	★★	★★★★☆	★★★★☆	★★★★☆
Social	★★	★★	★★★★☆	★★★	★★★★	★★★★
Explore	★★	★★★★★	★★★★☆	★★★★	★★★★	★★★★

The rating above is a subjective overall assessment of the creator of this graphic.

Choosing different subclasses can change the experience drastically.

For more details see PHB p.45-.






3 Choose Your Background

Your background provides you with proficiencies in 2 skills, other useful skills, equipments and unique features. (See PHB p.125-)

Acolyte Insight Religion	Charlatan Deception Sleight of Hand	Criminal Deception Stealth	Entertainer Acrobatics Performance
Folk Hero Animal Handling Survival	Guild Artisan Insight Persuasion	Hermit Medicine Religion	Noble History Persuasion
Outlander Athletics Survival	Sage Arcana History	Sailor Athletics Perception	Soldier Athletics Intimidation
Urchin Sleight of Hand Stealth			

4 Choose Your Alignment

There is no alignment restriction for Race or Class in the PHB. But Neutral Evil & Chaotic Evil are not allowed in Adventurer's League. Lawful evil is restricted to the Zentharim faction.

Lawful Good	Neutral Good	Chaotic Good	 ↑ ↓ 
Lawful Neutral	True Neutral	Chaotic Neutral	
Lawful Evil	Neutral Evil	Chaotic Evil	
			

and finally...



5 Name Your Character

For goodness sake, try not to spend half an hour coming up with your character's name!