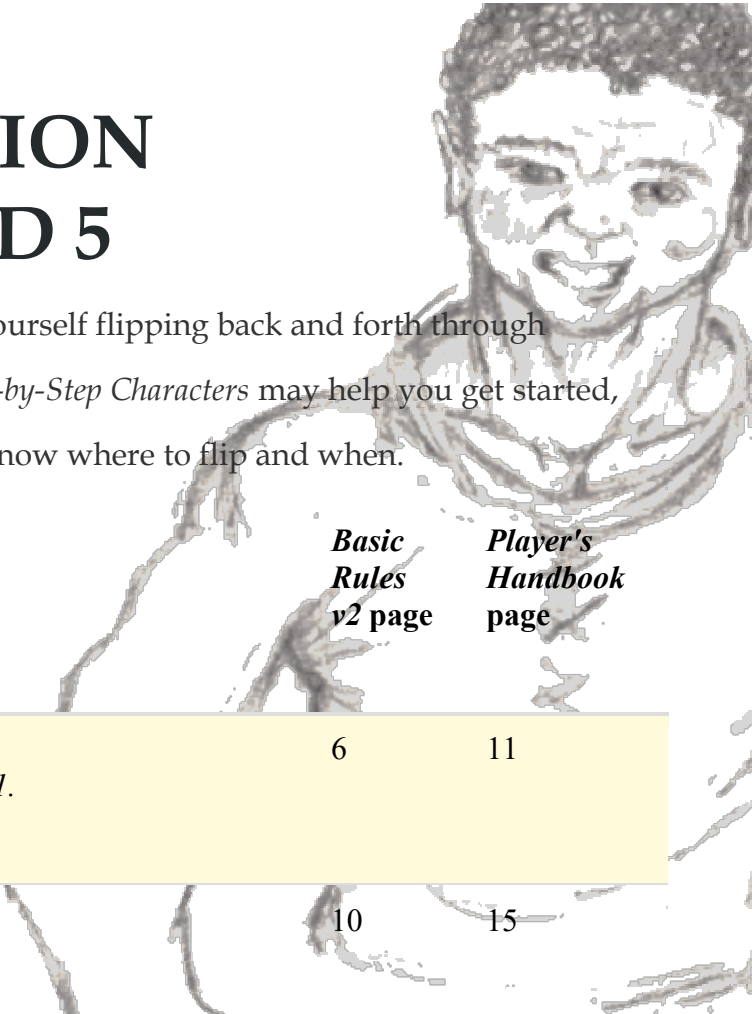


CHARACTER CREATION CHECKLIST FOR D&D 5

If you haven't made a character before, you may find yourself flipping back and forth through the *Player's Handbook* or *Basic Rules* a lot. *Chapter 1: Step-by-Step Characters* may help you get started, but here is a more explicit checklist that will help you know where to flip and when.



Step	Instruction	<i>Basic Rules</i> v2 page	<i>Player's Handbook</i> page
1	Determine character level . <i>This is determined by your DM, but is usually level 1.</i>	6	11
2	Record experience points (XP) for your level.	10	15
3	Record proficiency bonus for your level.	10	15
4	Choose a class .	20	45
5	Record the class name.	20	45
6	Note which ability is the class' Primary Ability. <i>You'll want to make that ability score high later on.</i>	20	45
7	Don't record anything else from the class for now.		
8	Choose race and subrace.	11-19	17-43

Step	Instruction	<i>Basic Rules v2 page</i>	<i>Player's Handbook page</i>
9	Create a name .		
10	Choose your age .		
11	Write down all racial traits .		
12	Temporarily put Ability Score Increases next to the relevant abilities. <i>This will be used when you determine ability scores below.</i>	8	12
13	Choose languages , if your race requires it.	34	123
14	Record your Base Speed .		
15	Determine ability scores .	7-8	12-13
16	Add in racial Ability Score Increases from step 12.		
17	Choose a background .	36-42	125-141
18	Record background features.		
19	Record background proficiencies.		

Step	Instruction	<i>Basic Rules v2</i> page	<i>Player's Handbook</i> page
20	Record background languages.	34	123
21	Record background equipment (unless you've chosen the alternate equipment rules).		
22	Choose <i>two</i> personality traits, one ideal, one bond, and one flaw.		123-124
23	Return to your class information.	20-32	45-119
24	Record all class features . Don't forget to select spells, specializations, and record special maneuver or spell save DCs, etc.		
25	Record your hit die .		
26	Choose proficiencies , if required by your class.		
27	Choose class starting equipment (unless you've chosen the alternate equipment rules).		
28	Apply ability score improvements (or choose feats) according to your level. <i>If you're starting at higher levels that grant these.</i>		
29	Calculate ability modifiers .	7	13

Step	Instruction	<i>Basic Rules v2 page</i>	<i>Player's Handbook page</i>
30	Create a physical description .	33	121
31	Select an alignment .	33-34	122
32	Record your initiative .	61, 69	177, 189
33	Determine maximum hit points .	10, 61	12, 177
34	Total all saving throws .	62	179
35	Total all skills .	58-59	174-175
36	Record Passive Wisdom (Perception) .	59	175
37	Determine starting money , if permitted.	43	143
38	If you've chosen the alternate equipment rules, buy additional equipment.	44-55	144-161
39	Limit carried equipment by weight.	60	176
40	Record your armor class (AC) .	9, 44	14, 144-145

Step	Instruction	<i>Basic Rules v2 page</i>	<i>Player's Handbook page</i>
41	Record your attacks (attack bonuses and damage).	9, 45-47, 73-75	14, 146-148, 194-196
42	You probably didn't select all your spells or special abilities back on step 24. Procrastinate no more.		

You can download the latest updated version of this checklist at:
<http://zerohitpoints.com/Guides/DnD-5-Character-Creation-Checklist>