

Hawke's Worlds of Beru

D&D 5th Edition Character Creation Checklist

Remember to read Hawke's "Gaming Code of Conduct for The Spartan Show"

<http://spokanepg.com/archives/code-of-conduct-for-the-spartan-show> and "Hawke's House Rules"

<http://spokanepg.com/Members/hawke/files/d-d-5th-edition-house-rules-by-hawke-web-page-version-20141005a> before beginning character creation.

For the Worlds of Beru campaign setting, you may want to check out the web pages providing an overview of the setting, located at: <http://spokanepg.com/Members/hawke/beru>

1. Choose Race

- Choose general World/Land of Origin (more details in step 4)
- Racial Traits
- Ability score adjustments (noted on side of ability)

2. Choose Class

- Class Features.
- Calculate and write down Hit Points = 1st level maximum hit points, subsequent level, roll hit die plus CON bonus.
- Saving Throw Proficiencies.
- Armor & Weapon Proficiencies.
- Select the spells you will be using at the beginning of the adventure.

3. Determine Ability Scores (rolling method)

- Roll 4d6, remove the lowest number die result, and calculate the total. Write down this number on scrap paper. Repeat this process 6 times.
- The 6 rolls are allocated to any attribute desired in any order (except Comeliness).
- A 7th roll is automatically allocated to Comeliness.

4. Describe Your Character

- Gender
- Age
- Speed
- Vision
- Character Name
- Appearance
- Size (height, weight, build) (p 121)
- Hair (head, facial, body)
- Eyes
- Skin
- Alignment (p 122)
- Languages (race & p 123)
- Religious Pantheon (if applicable)

- Patron Deity (if applicable)
- Background (begins p. 125)
- Land of origin details
- Clan/family
- Attitude toward other clans/families/countries/races
- Personality Traits (p 123)
- Something(s) you like
- Something(s) you dislike
- Past accomplishments
- Fear(s)
- Self-attitude
- Mannerisms
- Habits
- Beliefs (beyond religion/alignment)
- Ideals
- Bonds
- Flaws
- Finish other character details
- Saving Throws, Encumbrance, etc.
- Create a short background synopsis indicating the initial relationship your character has with the other characters joining in the adventure.

5. Choose Equipment

- Purchase starting equipment (p. 143) (consider Equipment Packs as well, p 151, and tools p. 154).
- Remember clothing for various weather, rope, light sources, food, waterskins, containers to carry equipment, etc.
- Armor (calculate armor class)
- Weapon(s) (melee and/or missile/throw).
- Everyone gets 1 free roll on the Trinkets table (pp. 160-161), and then you create a background story as to why you have it, and relevant significance.

6. Gather Together

Note:

Allowing alternate rules of “Multiclassing” beginning on p. 163, and Feats beginning on p.165 (instead of an attribute gain at certain levels, but there must be a story-related reason for how/why that feat fits your character).