

Hawke's Worlds of Beru

Character Creation Checklist

This was originally written to help people working with the (then new) D&D 5th Edition rules (page numbers are to those rulebooks specifically). If a section does not apply to the game system being used, then skip it, but otherwise try to complete every step.

Remember to read Hawke's "Gaming Code of Conduct" <http://spokanerp.com/archives/code-of-conduct-for-the-spartan-show> and "Hawke's House Rules" <http://spokanerp.com/Members/hawke/files/d-d-5th-edition-house-rules-by-hawke-web-page-version-20141005a>.

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://spokanerp.com/beru>

0. Preliminary Information to Complete

- Player Name, Phone Number, Email address
- Campaign Name
- Group Name/Number
- Game Master / Dungeon Master

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/Profession

- 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. For MERP & Rolemaster Appearance, it is a similar rule. While all other stats can be allocated as wished, your final roll is your Appearance, you do not swap it with other rolls.

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:
 - Ideals: What are the principles you would never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals & ambitions? What is the single most important thing you strive for? (p.125)
 - Bonds: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession (if any)? (p 125) (and/or roll Trinkets (pp 160-161).
 - Flaws (at least one) (p. 125): What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?
- 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 that you are very proud of.
 - Fear(s) (less intense than flaw terror, more general worries).
 - Self-attitude (self-loathing, self-loving, think your gods' gift to women/men, etc.)
 - Mannerisms (abrupt, curt, relaxed, friendly, terse, intense, laid-back, noisy, quiet, confident, awkward, shy, reserved, aggressive, passive, etc.).
 - Habits (at least one).
- Beliefs (beyond religion/alignment, overall philosophical outlook on life, the universe, & everything).
- 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.
- Determine your "Fellowship Focus".
- Determine your "Safe Haven".
- Determine with the GM, where your character fits in the Song of Creation and the currently unfolding significant events.

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).