



SKILLS									
	½ LVL	ABILITY	TRAINED (+5)	ARMOUR	MISC	MISC	PSV (+10)	TOTAL	
Acrobatics acrobatic stunt, ballance, escape grab, escape bonds, reduce falling(trnd)		DEX					-		
Arcana recognise magic clue, lore:monster (elemental, ley, shadow), lore:far realm(trnd), detect magic(trnd), recognise spell(trnd), identify(trnd)		INT			-		-		
Athletics climb, escape grab, jump, swim		STR					-		
Bluff		CHA			-		-		
Diplomacy		CHA			-		-		
Dungeoneering direction sense(underground), lore:flora(underground), forage(underground), lore:monster(aberrant), recognise hazard(underground)		WIS			-		-		
Endurance		CON					-		
Heal first aid, treat disease		WIS			-		-		
History lore:nobility & royalty, laws & customs, recognise historic clue(trnd)		INT			-		-		
Insight resist bluff, recognise social clue, sense motive, detect illusion(passive)		WIS			-				
Intimidate		CHA			-		-		
Nature forage, handle animal, direction sense, lore:flora, weather sense, recognise hazard, lore:monster(natural)		WIS			-		-		
Perception oppose stealth(passive), spot, listen, search, tracking(trnd)		WIS			-				
Religion recognise religious clue, lore:monster(immortal, undead)		INT			-		-		
Stealth		DEX					-		
Streetwise gather information		CHA			-		-		
Thievery disable trap(trnd), open lock(trnd), pick pocket(trnd), sleight of hand(trnd)		DEX					-		

INTV	½ LVL	DEX	MISC	TOTAL
Initiative				

SPD	BASE	ARMOUR	MISC	TOTAL
Speed (5' sq)				

AP	HS/ DAY	HS VALUE
ACTION POINTS	HEALING SURGES/ DAY	HEALING SURGE VALUE

HP/ LVL	BLD	TMP HP
HIT POINTS PER LEVEL	BLOODED	TEMPORARY HIT POINTS

MAX HP	DAMAGE TAKEN

EXPERIENCE
NEEDED FOR NEXT LEVEL

BASIC ATTACKS															
WEAPON	DAMAGE DICE	ABIL.	BONUSES	TOTAL DMG	WT.	GRP	RANGE	½ LVL	ABIL.	PROF	BONUSES	BONUSES	TOTAL ATK		
				+											
				+											
				+											
				+											
				+											
				+											

HEALING SURGES USED:

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

2ND WIND USED: ☐

HEALING SURGES USED:

2ND WIND USED: ☐

[illegible]

AT-WILL POWERS	
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)

ENCOUNTER POWERS	
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)

UTILITY POWERS	
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)

DAILY POWERS	
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)

WEAPON PROFICIENCIES	

ARMOUR PROFICIENCIES	

SHIELD PROFS

PERSONALITY TRAITS	

[illegible]

LANGUAGES	

[illegible]

DUNGEONS & DRAGONS®

HERO CHARACTER CREATOR

Character Name: _____

Player Name: _____

TO BEGIN THIS STORY WE WILL ASSUME YOUR CHARACTER HAS SIX ATTRIBUTES. THEY ARE AS FOLLOWS:

8

10

10

10

10

11

(THIS IS A CHANGE FROM THE STANDARD ARRAY SO YOUR CHARACTER WILL NOT BE PERMITTED IN RPGA (R) EVENTS)

THESE ARE THE ABILITIES OF AN ORDINARY AND AVERAGE PERSON, THEY ARE NO GOOD FOR A HERO. GIVE YOURSELF 22 POINTS AND CONSULT THE TABLE WHICH FOLLOWS. THIS TABLE SHOWS THE COST TO SET ONE OF THOSE ABILITIES TO A DIFFERENT RATING

Cost	Ability Score	Ability Modifier	Cost	Ability Score	Ability Modifier
-7 (-4)	5	-3	2	12	+1
-5 (-2)	6	-2	3	13	+1
-4 (-1)	7	-2	5	14	+2
-2 (0)	8	-1	7	15	+2
-1 (1)	9	-1	9	16	+3
0 (2)	10	±0	12	17	+3
1	11	±0	16	18	+4

NOTE: the numbers in parenthesis are the costs for the ability which starts at 8, where they differ

NEXT YOU MUST DECIDE WHICH ABILITY TO ASSIGN THESE SCORES TO. THE CHOICE YOU MAKE HERE WILL AFFECT THE TYPE OF CHARACTER YOU WANT TO PLAY. FOR GUIDANCE THE PHB SUGGESTS SOME ABILITY SCORES WHICH YOUR CHARACTER WILL FIND THE MOST USEFUL IN EACH CHARACTER CLASS.

A SUMMARY OF THIS ADVICE IS PRESENTED HERE, IT IS PURELY FOR GUIDANCE AND IS IN NO WAY BINDING

CLASS	TYPE	ABILITY PLACEMENT ADVICE
☐ Cleric	Leader	WIS, STR, CHA
☐ Fighter	Defender	STR, DEX, WIS, CON
☐ Paladin	Defender	STR, CHA, WIS
☐ Ranger	Striker	STR/DEX, DEX/STR, WIS
☐ Rogue	Striker	DEX, STR, CHA
☐ Warlock	Striker	CHA, CON, INT
☐ Warlord	Leader	STR, INT, CHA
☐ Wizard	Controller	INT, WIS, DEX

STR

CON

DEX

INT

WIS

CHA

FINALLY YOU MUST SELECT THE RACE YOUR CHARACTER IS. YOUR CHOICE WILL MODIFY YOUR ABILITY SCORES, THIS IS PRESENTED HERE FOR

CONVENIENCE AND SHOULD NOT BE USED TO DETERMINE THE MOST ADVANTAGEOUS ABILITY LAYOUT

RACE	ABILITY MODIFICATION	SPEED	SIZE	Avg. HT	Avg. WT	VISION
☐ Dragonborn	+2 STR, +2 CHA	6	M	6'2" - 6'8"	220 - 320 lbs	Normal
☐ Dwarves	+2 CON, +2 WIS	5	M	4'3" - 4'9"	160 - 220 lbs	Low-light
☐ Eladrin	+2 DEX, +2 INT	6	M	5'5" - 6'1"	130 - 180 lbs	Low-light
☐ Elves	+2 DEX, +2 WIS	7	M	5'4" - 6'0"	130 - 170 lbs	Low-light
☐ Half-elves	+2 CON, +2 CHA	6	M	5'5" - 6'2"	130 - 190 lbs	Low-light
☐ Halflings	+2 DEX, +2 CHA	6	S	3'10" - 4'2"	75 - 85 lbs	Normal
☐ Humans	+2 ANY ABILITY	6	M	5'6" - 6'2"	135 - 220 lbs	Normal
☐ Tieflings	+2 INT, +2 CHA	6	M	5'6" - 6'2"	140 - 220 lbs	Low-light

FINISHED. YOU CAN WRITE YOUR FINAL SCORES BELOW IF YOU LIKE. THEN ITS TIME TO BEGIN WRITING ON YOUR CHARACTER SHEET

STR

CON

DEX

INT

WIS

CHA