

This document should help you to create your character in DND Beyond.

If you come across something during Character creation you are torn about, feel free to roll for it. Part of the Avatar creation is beyond the person's control anyways and speaks to something the person may not fully know about themselves.

DND Beyond Campaign Link: <https://ddb.ac/campaigns/join/25066931105437649>

[PC questions](#): Make a Copy of this to use for your own development and send me the link

Steps: Page by Page on DND Beyond:

- Home:
  - Name: Include Human name and Avatar Name
  - Sources: All but Rick and Morty
  - Optional Features : Both On
  - Advancement Type : XP
  - Hitpoint Type: Manual
  - Use Prereq: both
  - Use Encumbrance
  - Ignore Coin weight
  - Anything else is your choice
- Race:
  - Choose a race not based on physicality necessarily but the abilities that accompany it as the physical design of your Avatar could greatly vary from what the base is.
  - For each race, after choosing, you might see a tab for origin master
    - Turn on any instance under that section
  - Race Restrictions: There are a TON of races available now and I need to restrict some of them for balance
    - If a race has a Legacy option **DO NOT** use that one, instead use the newer option with the following exceptions where you should use the old one
      - Bugbear, Goliath, Hobgoblin, Sea Elf
      - For reference Duergar replaces Grey Dwarf
    - The following races are not allowed
      - Centaur, Custom Lineage, Astral Elf, Hadozee, Giff, Thri-Kreen, Any of the "Mark of The" options
  - If you have to select a language see the language section below
- Class:
  - Starting off I have two subclasses not allowed and can explain if needed
    - Twilight Cleric and Stars Druid
  - Set your level in that Class to 3 ( If you want to multiclass let me know )
  - Optional Features: This is a lot because there have been a lot of changes to classes, For each Class I will list the optional features to select.
    - For ALL CASTERS select additional class spells, and Cantrip Versatility
    - Artificer: No Options

- Barbarian: Instinctive Pounce
- Bard: Magical Inspiration
- Blood Hunter: No Options
- Cleric: nothing other than the additional spells and cantrips, you strong enough
- Druid : same as cleric
- Fighter: Fighting Style Options, Martial Versatility
- Monk: Focused Aim
- Paladin: Fighting Style Options, Martial Versatility
- Ranger: It's a lot
  - Deft Explorer
  - Favored Foe (House rule-this does not take concentration, but cannot be used in tandem with hunters mark)
  - Fighting Style Options
  - Primal Awareness
  - Martial Versatility
  - Nature Vail
  - Additionally if You take Beast Master : Primal Companion
- Rogue: Steady Aim
- Sorcerer: All Options
- Warlock: All Options
- HP:
  - Click Manage HP
  - The first level is maximum of the hit dice, for each additional level roll the hit dice and add that to your total
    - We reroll ones once for each level
  - Use this number in rolled HP and select Apply
    - Example: Ranger lvl 3 d10 hit dice: roll of 4 for 2nd level + roll of 1 (reroll to 8) for 3rd level + 10 max for 1st level = 22 rolled HP
- If you have to select a language see the language section below
- Don't forget to pick your spells
  - Remember, Artificers, Clerics, Druids, and Paladins can change out their entire spell list except cantrips and spells granted to them by their subclass on a long rest.
  - All other casters can only change spells on level up.
  - Wizards are more complex and I can help explain if needed but you can add 6 spells to your spellbook to start plus 2 per additional level (example: lvl 3 wizard - 10 spells)
- Abilities
  - Choose Point Buy - this might seem complex at first but is actually pretty simple
    - Futz with the numbers until you use all your points
  - You might see some ability score increase options, select those choosing either the (+1/+1/+1) or (+2/+1) option
- Description

- You might see some origin choices at the top, select those
- Choose Custom Background > +Configure
  - Choose whatever combination you would like for Proficiency/Language Choice, Leave the rest alone and hit save
- Now select your skills, tools, and/or languages
  - If you have to select a language see the language section below
- You can leave the remaining selections blank or fill them out if you wish
- Equipment:
  - Choose Equipment and make whatever selections you would like
  - Add starting Equipment red button
  - Note: All of this will not be on your person but rather be part of your Avatar body and thus be composed of Ether
- Feats
  - If you have the ability to choose feats, I only disallow Alert and Keen Mind

Language:

- Common: Bable
  - Everyone will have this and it takes the place of your Common
- For each Chosen language Roll a D20 to find the link below, reroll if duplicate

1	Abyssal	Outer Plane 1	11	Goblin	
2	Celestial		12	Halfling	
3	Daelkyr		13	Infernal	Outer Plane 4
4	Deep Speech		14	Krual	
5	Draconic		15	Leonin	
6	Dwarvish	Outer Plane 3	16	Loxodon	
7	Elvish		17	Orc	
8	Giant		18	Primordial	
9	Gith		19	Sylvan	
10	Gnomish		20	Undercommon	

- Thieves Cant is a form of Sign Language