



# D&D LIVE 2020 CHARACTER CREATION

This is your guide to creating a D&D character for play in the Forgotten Realms campaign managed by the D&D Adventurers League for *D&D Live 2020*. If you continue to play this character during the upcoming season, it can be adjusted according to the rules found in the *D&D Adventurers League Player's Guide*, which will be made available shortly before the official opening of the season in September 2020.

## WHAT YOU NEED TO BEGIN

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The minimum you'll need to participate in games at *D&D Live 2020*, is access to the D&D Basic Rules, a Character Sheet and an Adventure Logsheet. For a more complete experience, we recommend you use a fifth edition D&D Player's Handbook.

**D&D Basic Rules.** This [pdf document](#) is free on the Wizards of the Coast website and contains all the basic rules of the game.

**A Character Sheet and an Adventure Logsheet.** These are attached to this document.

You can also gain free access to the basic rules and a character builder by opening up a free account on [D&D Beyond](#).

## CHARACTER CREATION

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All characters begin at 1st level and follow the guidelines for creation below.

### STEP 1: CHOOSE A RACE AND CLASS

Characters are created using race and class options found in the fifth edition *Player's Handbook (PHB)* and *Xanathar's Guide to Everything (XGE)*.

### STEP 2: DETERMINE ABILITY SCORES

Your character's ability scores are generated using one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (*PHB*).

### STEP 3: DESCRIBE YOUR CHARACTER

Describe your character and choose a background.

**Background.** Choose a background from the *PHB* or *Xanathar's Guide to Everything*. Alternatively, you can create a custom background using the rules found in the *PHB*.

**Alignment.** Characters can be any **non-evil** alignment.

**Deities.** Your character can choose to worship any deity listed in **Deities of the Forgotten Realms** and **Nonhuman Deities** tables in the *PHB*. Clerics must worship a **single, specific** deity but aren't limited to their deity's recommend domains; they can choose whatever domain they wish from the *Player's Handbook* and *Xanathar's Guide to Everything*. Other characters aren't required to worship a deity.

### STEP 4: CHOOSE EQUIPMENT

Your character's starting equipment and gold is determined by their class and background; you don't roll for their gold.

**Trinkets.** You may start with a trinket of your choice from the table in Chapter 5 of the *PHB*.

## ADVENTURE LOGSHEET

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Though there isn't a required format, you **must** use some form of Adventure Logsheet to track your character's rewards from adventure to adventure. At a minimum, your Adventure Logsheet should accommodate the following information, which you fill in the end of each session.

**Adventure Name.** Write the name of the adventure you played.

**Advancement.** Indicate whether your character gained a level at the end of the session.

**Gold.** Indicate how much gold your character started the session with, earned and spent during the session, and how much they ended the session with.

**Magic Item.** Note any magic items that your character gained or lost during the session.

**Downtime.** Annotate downtime days that were earned during the session. Details on spending these will be made available at the official start of the season in September 2020.

**Adventure Notes.** Record other important things that happened during the adventure or information you believe you'll need later: deaths, special rewards (story items/effects, etc.).



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

INSPIRATION

PROFICIENCY BONUS

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

SAVING THROWS

- \_\_\_ Acrobatics (Dex)
- \_\_\_ Animal Handling (Wis)
- \_\_\_ Arcana (Int)
- \_\_\_ Athletics (Str)
- \_\_\_ Deception (Cha)
- \_\_\_ History (Int)
- \_\_\_ Insight (Wis)
- \_\_\_ Intimidation (Cha)
- \_\_\_ Investigation (Int)
- \_\_\_ Medicine (Wis)
- \_\_\_ Nature (Int)
- \_\_\_ Perception (Wis)
- \_\_\_ Performance (Cha)
- \_\_\_ Persuasion (Cha)
- \_\_\_ Religion (Int)
- \_\_\_ Sleight of Hand (Dex)
- \_\_\_ Stealth (Dex)
- \_\_\_ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



# ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record permanent magic items toward Magic Item Limit; story, consumable and common magic items do not count towards this limit. Note that 4 to 8 hours of hardcover play may result in a level gain - be sure to consult the AL Players Guide.

GP Limit Per Level T1: 80 gp | T2: 240 gp | T3: 1600 gp | T4: 6000 gp

Magic Item Limit T1: 1 | T2: 3 | T3: 6 | T4: 10

CHARACTER NAME	CLASS/LEVEL	CHARACTER RACE
PLAYER NAME	FACTION (Optional)	SHEET #

Adventure Code	Adventure Name	Date	DM Name
Starting Level	Starting Gold	Starting Downtime	Starting Permanent Magic Items
Level Accepted Y/N	Gold +/-	Downtime +/-	Magic Items +/-
Ending Level	Gold Total	Downtime Total	Total Permanent Magic Items
Adventure Notes/Downtime Activity			
Soul Coin Charges Used [ ]			

Adventure Code	Adventure Name	Date	DM Name
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