



# ADVENTURERS LEAGUE

## CHARACTER CREATION PRIMER FOR ADVENTURERS LEAGUE PLAY

Wizards of the Coast, Dungeons & Dragons, and their logos are trademarks of Wizards of the Coast LLC in the United States and other countries. © 2015 Wizards. All Rights Reserved.

**These Slides are not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast LLC.** This Notebook may use the trademarks and other intellectual property of Wizards of the Coast LLC, which is permitted under Wizards' Fan Site Policy. For example, Dungeons & Dragons® is a trademark[s] of Wizards of the Coast. For more information about Wizards of the Coast or any of Wizards' trademarks or other intellectual property, please visit their website at ([www.wizards.com](http://www.wizards.com)).

# OUTLINE

---

- What is Adventurers League
  - a. Overview of Organized Play
  - b. Signing Up for Games
  - c. Code of Conduct
- Character Creation Basics
  - a. Rules for Each Campaign
  - b. Character Concept
  - c. Choose a Race and Class
  - d. Ability Scores
- Developing Your Character
  - a. Description
  - b. Background
  - c. Personality
- The Forgotten Realms Setting
  - a. The Story So Far
  - b. Adventuring in the Forgotten Realms
- Q&A





# WHAT IS ADVENTURERS LEAGUE?

*Everything you need to know to get started*

# WHAT IS ADVENTURERS LEAGUE?

---

- An organized play system supported by the publishers, where players can participate in games all around the world.
- Characters are created using a common set of rules and allowed game materials as described in the AL Player's Guide.
- Characters begin at Level 1, and advance as more games are played.
- Advancement and rewards are documented using log sheets.



*WITH AL, YOU PLAY D&D ANYWHERE*

# SIGNING UP FOR GAMES

---

- Sign up for games on Warhorn (<http://www.bit.ly/waralsg>).
- To sign up, you need to register a Warhorn account, and join the DDALSG Community event.
- Games are posted on Warhorn every Sunday and announced through Discord.
- You may play an adventure only if you have a character in the appropriate **campaign\*** and level range.
- Online games are run through Discord, with either Avrae dice bot or Virtual Tabletop.
- Be sure to have your mic and headset ready for online play.
- While DMs don't charge to run games on our server, you are encouraged to show your appreciation by tipping them on their Ko-fi accounts.
- We currently do not endorse, nor support physical games.



# CODE OF CONDUCT

---

- All participants must adhere to the DDALSG Code of Conduct ([https://ddalsg.files.wordpress.com/2021/03/ddalsg\\_coc-1.pdf](https://ddalsg.files.wordpress.com/2021/03/ddalsg_coc-1.pdf)).
- Participant in violation of the Code of Conduct may be punished or banned from further games.
- You may report any Code of Conduct violations to our Admins on Discord or through email at [ddalsingapore@gmail.com](mailto:ddalsingapore@gmail.com)



*DON'T ANGER THE DRACOLICH*



# CHARACTER CREATION BASICS

*Building your first D&D character*



# DIFFERENT CAMPAIGNS

---

## **HISTORIC CAMPAIGN**

- Play over 500 adventures from past seasons of Adventurers League, including CCCs, modules from Season 1 to 9, and earlier Hardcover titles.
- Create characters using PHB and additional character options from MTOF, SCAG, TCE, VGM, XGE.
- You may use the variants and customizing your origin options presented in the Historic ALPG.

## **SEASONAL CAMPAIGN**

- Play the current Seasonal storyline (Season 10), hardcover and epic adventures.
- Create characters using PHB and other character options chosen from MTOF, TCE, VGM or XGE, subject to the +1 rule.
- Season specific guidance applies.



# DIFFERENT CAMPAIGNS

---

## **MASTERS CAMPAIGN**

- Play in a curated storyline and the Dreams of the Red Wizards series.
- Create characters using PHB and additional character options from MTOF, SCAG, TCE, VGM, XGE.
- You may use the variants and customizing your origin options presented in the Masters ALPG.

## **EBERRON: ORACLE OF WAR**

- Play the Oracle of War storyline and epic adventures in the Eberron setting.
- Create characters using PHB and MTOF, TCE, VGM, XGE, and Eberron: Rising from the Last War.
- You may use the variants and customizing your origin options presented in TCE addendum to the PG.

*PLAYER'S GUIDES FOR EACH CAMPAIGN CAN BE FOUND IN #AL-PRIMER ON DISCORD*

# CHARACTER CONCEPT

---

- Be sure to have a concept of what you want to achieve with your character in mind before making your character.
- Ask yourself what kind of story you want to tell with your character, or if you have any specific look for your character in mind.
- You can expand on these ideas during the character creation process.



*IN D&D, YOU CAN BE ANYBODY.*



# CHOOSE A RACE AND CLASS

---

- Your race and class determine the features, abilities and starting equipment of your character.
- You may use any available book for your chosen campaign during character creation.
- Consider picking a race and class that best represents your character concept.



*FILLING IN YOUR CHARACTER SHEET IS THE FIRST STEP*

# DETERMINING ABILITY SCORES

---

- In Adventurers League, characters can choose to use the Standard Array (15, 14, 13, 12, 10, 8) or 27-point buy method for determining Ability Scores.
- No ability score may be lower than 8, or higher than 15 before adding racial bonuses.
- 27-point buy calculators are also available online (e.g. <https://chicken-dinner.com/5e/5e-point-buy.html>)

## ABILITY SCORE POINT COST

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

*YOU CAN USE THE POINT BUY METHOD TO FURTHER CUSTOMIZE YOUR CHARACTER*





# DEVELOPING YOUR CHARACTER

*Fleshing your character out*

# DESCRIPTION

---

*TRY TO ANSWER SOME OF THE FOLLOWING QUESTIONS:*

- What is your character's Eye color, Hair color, Skin tone?
- Facial features? Posture? Way the walk?
- How are they attired? Any striking costume part or equipment?
- What is the first impression your character makes when they enter a room?



# BACKGROUND

---

*TRY TO ANSWER SOME OF THE FOLLOWING QUESTIONS:*

- What did your character do before becoming an adventurer?
- Why did they become an adventurer? What was the reason?
- How was their childhood/training like?
- Describe someone from your character's past that had an influence on them.

# PERSONALITY

---

*TRY TO ANSWER SOME OF THE FOLLOWING QUESTIONS:*

- Does your character have any catchphrases that they normally use?
- Is there something that they really dislike? Is there something that they really like?
- Describe a hobby that your character has.
- How does your character react when things don't go their way?
- How does your character react when they are embarrassed?



# PUTTING IT INTO PRACTICE

---

*IN ADVENTURERS LEAGUE, YOU CAN MEET MANY DIFFERENT  
ADVENTURERS FROM ALL WALKS OF LIFE.*

- Describe in a few sentences what do other characters see when they meet you for the first time?
- How does your character introduce themselves to other adventurers?



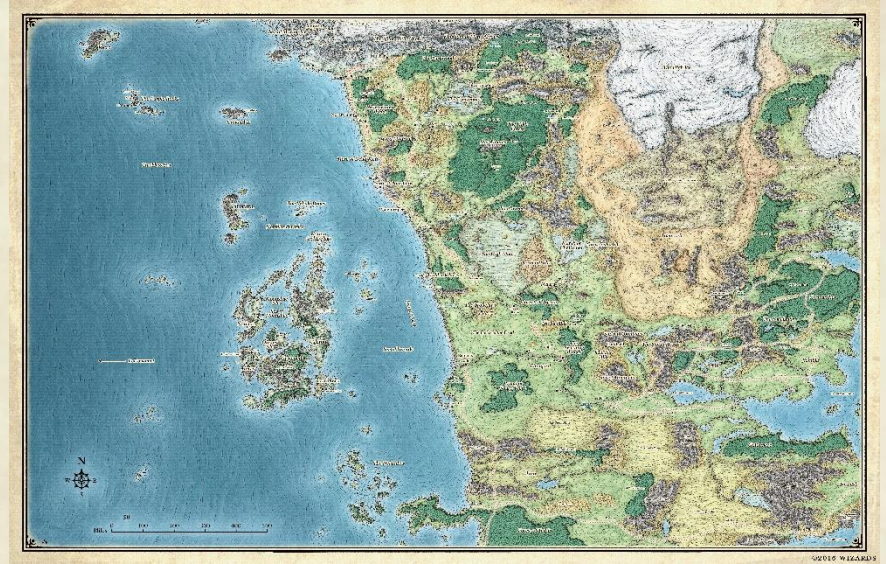
# THE FORGOTTEN REALMS SETTING

*Learn more about the default setting for Adventurers League*

# WHAT IS THE FORGOTTEN REALMS?

---

- Default setting for most Adventurers League games.
- A high fantasy setting with knights, magic and supernatural creatures. Gods are an important influence in the setting.
- Stories in the Forgotten Realms often take place on the continent of Faerun (an area similar to Middle Ages Europe).
- Adventurers are common, and often work as mercenaries or for various organizations.



*A MAP OF FAERUN IN FORGOTTEN REALMS.*



# THE STORY SO FAR

---

- Adventures in Forgotten Realms take place between the years 1489 to 1492 DR.
- The Seasonal Campaign (Rime of the Frostmaiden and Plague of Ancients story arc) takes place in the winter of 1489 DR.
- Notable events in recent history are related to happenings in the past seasons e.g. The Undoing of Mulmaster, The Red War.
- If you are interested in the lore of Forgotten Realms, you can read more in the novels set in the world, or on the Forgotten Realms Wiki.
- Having a good understanding of the lore can help enhance your experience as you play the game, and help you expand your character story.

# ADVENTURING IN THE FORGOTTEN REALMS

---

- Unless you are playing in the Seasonal campaign or a hardcover adventure, the majority of events take place in the Moonsea region.
- Be sure to consider your place in the world. Ask yourself where your character come from, and if that impacts their character story.

# HELPFUL RESOURCES

---

- D&D Basic Rules  
(<https://dnd.wizards.com/articles/features/basicrules>)
- D&D Character Sheet  
(<https://dnd.wizards.com/charactersheets>)
- D&D Character Logsheet  
([https://media.wizards.com/2020/dnd/downloads/S10\\_AL\\_Logsheet.pdf](https://media.wizards.com/2020/dnd/downloads/S10_AL_Logsheet.pdf))



Q&A