

# Character Creation

This page will guide you through character creation.

For a quick step by step with ONLY the core rules:

<https://olddungeonmaster.files.wordpress.com/2016/04/character-creation.jpg>

For an expanded explanation, check Player's Handbook page 11 and onwards.

## Concept

Everything begins with a concept. Even before you're looking at the rules, think about your concept. These campaigns are meant to have some homebrew content to create the most unique D&D experiences. If the rules don't fit your concept, we'll make it fit.

## Backstory

Write a short and basic backstory. Avoid naming of unimportant characters, we'll fill these in later.

## Additional Backstory Generation

Your backstory will be augmented by Xanathar's "This is your life" section. Before the first real session, we'll go through this together. This will flesh out your basic backstory with ideas you didn't even think of. It will also force you out of your comfort zone a bit.

## 3x3x3 relationships

After all that, we'll augment one more time with the 3x3x3 relationships system. You need to provide me with 9 characters, divided as follows:

- 3 Allies (friends, people that owe you, your mentor, ...)
- 3 Contacts (People you've once worked with, shopkeepers you bought from, someone underground that you once connected with, a faction member that you had a connection with, ...)
- 3 Rivals (Someone you bested at a tournament, your rival when you were a little one, your ex, a person you competed for someone's love with, a big noble you once annoyed, ...)

For each of these characters, you need to provide the following info:

- Race
- Location
- Profession
- Quirk or personality trait
- Last seen where?
- How are you connected?

- Additional notes.

## Character Creation

You probably at this point already did this, but now it's actually time to make your character. Check with the DM to ensure your concept is fully covered.

Make sure to also check [Character Creation!](#)

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