

# LILITH "LILY" SWIFTFOOT

STRIDER OF THE LORELEI WILDS

LVL 1 XP

GNOME RANGER  
NEUTRAL GOOD

AC 15

HP 12

PROFICIENCY +2

AGE 35  
HEIGHT 3'7"  
WEIGHT 42lbs

## BACKGROUND: SOLDIER (SCOUT)

SKILLS		
ACROBATICS	+4	○
ANIMAL HANDLING	+4	●
ARCANA	+3	○
ATHLETICS	+5	○
DECEPTION	+1	○
HISTORY	+3	○
INSIGHT	+2	○
INTIMIDATION	+3	●
INVESTIGATION	+5	○
MEDICINE	+2	○
NATURE	+3	○
PERCEPTION	+4	●
PERFORMANCE	+1	○
PERSUASION	+1	○
RELIGION	+3	○
SLEIGHT OF HAND	+4	○
STEALTH	+4	○
SURVIVAL	+2	○



## RAPIER

1d8 PIERING

## LONGSWORD

1d8 SLASHING

## HUNTING KNIFE

1d4 PIERING (20/60)

## SPELLS

- MIND ILLUSION
- SPEAK WITH SMALL BEASTS

## SPEED

25

## INITIATIVE

+4



C  
S  
E  
G  
P

## OTHER ATTRIBUTES & INFO

- DARKVISION (60ft)
- GNOME DARING
- NATURAL EXPLORER
- FAVORED ENEMY: ORC
- PROFICIENCIES: SIMPLE + MARTIAL WEAPONS  
LIGHT + MEDIUM ARMOR
- LANGUAGES: COMMON, GNOME, ORCISH,  
DWARVEN (SCRIPT)

## AMPUTEE

- -2 TO CHARISMA CHECKS IN CONVERSATION
- ALL CHECKS & ACTIVITIES RELYING ON  
USE OF BOTH HANDS - ROLL w/ DISADVANTAGE

# Dungeons And Dragons Character Creation Guide

**Gary Gygax**



## **Dungeons And Dragons Character Creation Guide:**

*Game Development: Game Design & Programming for Beginners | Learn to Build Games from Scratch* K. Patinson, Game Development Game Design Programming for Beginners is a complete guide for aspiring game developers with no prior experience in coding or design This beginner friendly book takes you through the fundamentals of game mechanics level design character development and programming using popular tools and engines Learn how to create interactive 2D and 3D games step by step understand the logic behind gameplay and turn your creative ideas into playable experiences Whether you want to build your first mobile game or start a career in game development this book offers the practical knowledge and skills to get you started [HowExpert Guide to Tabletop Roleplaying Games](#) HowExpert,Jeffrey Wright,2020-03-23 Take a deep dive into the art of making and playing unforgettable characters in your favorite tabletop roleplaying game For decades TTRPGs have been bringing friends together to tell stories of adventure and intrigue Now the genre has become more popular than ever with appearances in movies TV shows podcasts and more But what if you want to add even more immersion to your game The answer is in roleplaying With dynamic and popular series such as Critical Role available to watch online it can be understandably intimidating to start adding more roleplaying to your game But there is no need to fear This comprehensive roleplaying guide will teach you how to Plan and kick off your tabletop RPG experience Create your own unique character that is fully immersed in your game s world Find and use inspiration for your TTRPG characters Use description to grow your imagination and make more compelling stories Adapt your character to your game s world Develop skills that are useful in and outside of the game Find your next favorite TTRPG series Connect with other gamers With a proven process for creating engaging characters honed over many awkward and nerdy years this guide is your one must have resource to make and play unforgettable TTRPG characters About the Expert Jeffrey Wright is a proud nerd avid tabletop gamer and writer With nearly two decades of experience playing and running a wide variety of tabletop roleplaying games Jeffrey Wright has made it his mission to get as many people playing TTRPGs as possible He credits the freeform immersion offered by tabletop gaming for his outgoing personality love of writing and obsessive collecting habits He regularly prepares and runs games for new players at his local game store to introduce them to the magic of roleplaying games Most days he can be found resting atop his gigantic dice hoard challenging strangers to riddle contests On other days he practices being less sarcastic HowExpert publishes quick how to guides on all topics from A to Z by everyday experts [Dungeons and Dragons 4th Edition For Dummies](#) Bill Slavicsek,Richard Baker,2009-01-29 Explore the fantasy world of D D and delve into dungeons slay monsters and gain treasure If you ve been thinking of playing D D or you ve played before and you want to get up to speed on the all new 4th Edition this is the book for you Here s what you need to know to join the fantasy fun D D terminology understand what ability check modifier saving throw AC gp hp and XP mean Roll the dice add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners know D D etiquette so you ll be welcome in

any adventure Character building select your character's race and class and choose the best powers skills feats and gear Roleplaying give your character a background and personality quirks Combat use combat rules a battle grid and miniatures to play out furious battles Open the book and find Everything a new player needs to get started playing D D Details on four fantasy races and four iconic classes Explanations of every number and statistic on the character sheet The best magic items and equipment for characters of all classes Advice on roleplaying and teamwork A ready to use adventure to get you started as a Dungeon Master A ready to use battle grid with character and monster markers *HowExpert Guide to 365 Hobbies* HowExpert,2024-08-21 If you're looking to explore a new hobby every day and unlock your creative potential then HowExpert Guide to 365 Popular Hobbies is your ultimate resource Welcome to a year long adventure filled with creativity discovery and growth This guide is your gateway to mastering a diverse range of hobbies organized from A to Z and tailored to fit every month Whether you're seeking to ignite your creativity improve DIY skills connect with nature or find a new passion this book offers endless inspiration and practical tips to enrich your life daily Inside this book you'll find Introduction The Joy of Hobbies Discover how hobbies can enrich your life reduce stress and spark joy Use this guide to explore new passions daily or focus on specific interests January Arts and Crafts Start your year with creativity by diving into hobbies like painting knitting and wood carving Each day introduces a new craft to let your artistic side shine February Building and DIY Channel your inner handyman or handywoman with projects ranging from carpentry to gardening Perfect for anyone who loves to build fix or create with their hands March Collecting Explore the fascinating world of collecting from antiques to rare books and coins Learn the ins and outs of starting maintaining and expanding your collection April Food and Drink Satisfy your culinary curiosity by mastering the art of baking brewing and gourmet cooking This chapter is a feast for your taste buds with a new food related hobby daily May Games and Entertainment Unleash your inner gamer with a month of board games video games and other forms of entertainment Whether you're into strategy or action there's something for every gamer June Music and Performing Arts Harmonize your love for music and performing arts by exploring instruments singing and acting Each hobby helps you express yourself through sound and movement July Nature and Outdoors Embrace the outdoors with hobbies like hiking birdwatching and gardening Perfect for nature lovers and adventurers these activities connect you with the natural world August Personal Development Focus on self improvement with hobbies that nurture your mind and soul from journaling to meditation This chapter is about building better habits enhancing well being and fostering personal growth September Science and Technology Dive into science with hobbies ranging from robotics to astronomy Ideal for curious minds this chapter expands your understanding through hands on experiments and tech projects October Sports and Fitness Get moving with a variety of physical activities that promote fitness and fun Whether you're into yoga weightlifting or extreme sports this chapter keeps you active energized and healthy November Travel and Exploration Feed your wanderlust with hobbies that encourage exploration from camping to cultural tours This chapter is your passport to

adventure offering new ways to discover the world December Writing and Literature Cap off the year by indulging in the written word Whether writing your memoirs or crafting fiction these literary hobbies inspire you to unleash your creativity and reflect on your experiences Conclusion Reflecting on Your Year of Hobbies Reflect on your journey with tips on exploring new activities embracing lifelong learning and finding new inspirations Appendices Delve into resources journals and community connections to keep your hobby pursuits thriving and ensure your passion for learning never fades Whether you re a seasoned hobbyist or just starting out HowExpert Guide to 365 Popular Hobbies is your go to source for daily inspiration and growth Buy the book today and embark on a year long adventure of discovery creativity and fun HowExpert publishes how to guides on all topics from A to Z

*MR. BIG WEALTH: MASTERING DUNGEONS & DRAGONS* MR. BIG WEALTH,2023-08-11 MR BIG WEALTH Dungeons and Dragons Mastery is your key to unlocking your full potential as the ultimate Dungeon Master and player Step into a world of adventure excitement and limitless imagination with our comprehensive guide Whether you re a seasoned player looking to enhance your skills or a beginner seeking to embark on your first campaign our mastery program is designed to help you unleash your inner hero From creating captivating storylines to mastering game mechanics we provide you with the tools and knowledge to become a true master of the Dungeons and Dragons realm Join MR BIG WEALTH and embark on an epic journey like no other

**How to Play Dungeons and Dragons** Jeffrey Carmichael,HowExpert Press,2015-12-31 This is not your standard How to book This goes beyond the How to stage as the author shares his experience with playing so that you have a deeper and richer play experience In order to do this the book is divided into four sections that give advice that goes beyond the rules found in the Players Handbooks and Dungeons Master s Guides Useful of years to come The best thing about this book is that it is not designed for any one edition of the game So this is just as useful for someone playing with some old AD D books or the much awaited fifth edition D D Next This means that this book will be useful for many many years to come Gets you ready to play The first section is all about getting ready to play a game and includes a list of all the supplies you will need The author also gives you a run down about the different editions of Dungeons and Dragons Also in this section is advice on how to find other players to join or form a gaming group to play with Advice on being player Section two is a companion to the character creation process found in the Players Handbooks This sections talks about the roles that characters play within the adventuring party Moral outlooks of the characters and their reasoning for being adventures Also the standard gear that any hero is going to need on a quest Advice on being a Dungeon Master The third part of the book is advice on crafting adventures and being the Dungeon Master that is in charge of the game From crafting the plot of the adventure to playing the villain and even how to pace out the rewards you give to the players this section is rich in advice DIY Projects Lastly the book has a few projects that will help players save some cash by showing them how to make props These projects use a mixture of different skill sets such as sewing cutting and even faking paper aging All in all this is the prefect book for

someone that wants to go beyond and really learn how to play a great game of Dungeons and Dragons Click Buy Now to Get How to Play Dungeons Dragons Now **Dungeon Master Guide for the AD&D Game** David Zeb Cook,Zeb Cook,1995 This companion volume to the Player s Handbook is designed especially for the Dungeon Master It features information on creating and running fantasy adventures and campaigns using the AD D game system Presented in full color Dungeon Master For Dummies Bill Slavicsek,Richard Baker,2006-07-28 Whether you ve been a Dungeon Master DM before and want to fine tune your skills or want to get ready and take the plunge this is the book for you It gives you the basics on running a great game info for more advanced dungeon mastering guidelines for creating adventures and tips for building a campaign It shows you how to Handle all the expressions of DMing moderator narrator a cast of thousands the nonplayer characters or NPCs player social director and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters challenge roleplaying and combat Create your own adventure The Dungeon Adventure The Wilderness Adventure The Event Based adventure including how to use flowcharts and timelines The Randomly Generated Adventure and the High Level adventure Create memorable master villains with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start Dungeon Master For Dummies includes A sample dungeon for practice Ten ready to use encounters and ten challenging traps A list of simple adventure premises Mapping tips including common scales symbols and conventions complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular Dungeons and Dragons For Dummies Bill has been a game designer since 1986 and leads the D D creative team at Wizards of the Coast Richard is a game developer and the author of the fantasy bestseller Condemnation They give you the scoop on Using a DM binder to keep records such as an adventure log PCs character sheets NPC logs character sheets treasure logs and more Knowing player styles role players and power games and common subgroups hack n slasher wargamer thinker impulsive adventurer explorer character actor and watcher Recognizing your style action movie director storyteller worldbuilder puzzlemaker or connector Using miniatures maps and other game aids Using 21st century technology such as a Web site or blog to enhance your game The book includes a sample adventure The Necromancer s Apprentice that s the perfect way to foray into DMing It includes everything you need for a great adventure except your players What are you waiting for There are chambers to be explored dragons to be slain maidens to be rescued gangs of gnoll warriors to be annihilated worgs to be wiped out treasures to be discovered worlds to be conquered The Temple of Elemental Evil Michael Lummis,2003 BradyGames The Temple of Elemental Evil A Classic Adventure Official Strategy Guideprovides a complete walkthrough for every quest including all side quests Comprehensive stats for every creature and weapon Complete character coverage including specifics on every class race feat skill spell and more Full explanations of the various party dynamics Full color format captures the rich design and style of the game **Dungeons & Dragons Dungeon Master's Guide** Monte Cook,Jonathan Tweet,Skip Williams,2003 Weave exciting

tales of heroism filled with magic and monsters Within these pages you ll discover the tools and options you need to create detailed worlds and dynamic adventures for your players to experience in the Dungeons Dragons roleplaying game The revised Dungeon Master s Guide is an essential rulebook for Dungeon Masters of the D D game The Dungeon Master s Guide has been reorganized to be more user friendly It features information on running a D D game adjudicating play writing adventures nonplayer characters including nonplayer character classes running a campaign characters magic items including intelligent and cursed items and artifacts and a dictionary of special abilities and conditions Changes have been made to the item creation rules and pricing and prestige classes new to the Dungeon Master s Guide are included over 10 prestige classes The revision includes expanded advice on how to run a campaign and instructs players on how to take full advantage of the tie in D D miniatures line

*Behind the Screens* Barrett Williams, ChatGPT, 2025-09-16 Discover the captivating evolution of the world s most iconic role playing game with *Behind the Screens* This essential guide delves into the fascinating mechanics of Dungeons and Dragons from its pioneering origins to its groundbreaking future Unearth the roots of role playing as Chapter 1 guides you through the birth of a new genre Explore the foundational mechanics in Chapter 2 where the first edition s core rulebooks and dice rolling rituals set the stage for all editions to come As you turn the pages witness the intricacy of Advanced Dungeons and Dragons in Chapter 3 where class and race diversification expanded rulesets and innovative spellcasting redefine the player s experience Chapter 4 takes you beyond basic combat while Chapter 5 reveals the mysteries of magic from the spellbinding Vancian system to the modern adaptations of today Journey into the revolutionary D20 system in Chapter 6 with its focus on customization and complexity that reshaped the gaming landscape The book doesn t shy away from controversy Chapter 7 chronicles the transition to Fourth Edition a significant yet debated shift in the game s history Then Chapter 8 welcomes you into the accessible streamlined world of Fifth Edition where storytelling returns to the forefront Explore the digital age with Chapter 9 which reveals the role of virtual tabletops and companion apps in modern gameplay Chapters 10 through 12 equip you with the tools to craft immersive worlds master the art of dungeon mastering and create balanced homebrew content Finally delve into the profound cultural impact of D D in Chapters 13 and 14 and peer into the game s future in Chapter 15 where community influence and innovation promise a thrilling journey ahead Whether you re a veteran or a newcomer *Behind the Screens* is your gateway to understanding the enduring magic behind Dungeons and Dragons Embark on this adventure and transform your game night forever

**Advanced Dungeons & Dragons Monstrous Manual** Gary Gygax, 1993 This fundamental monster reference for every Dungeon Master provides complete game information for over 600 monsters presented in an easy to use format along with over 300 pieces of fantasy art

**Dungeons & Dragons Player's Handbook** Monte Cook, Jonathan Tweet, Skip Williams, 2003 Revised versions of the phenomenally successful Dungeons Dragons core rulebooks

[How to Play Dungeons and Dragons for Beginners](#) Jade Nevaeh, 2024-02-22 Are you ready to embark on an epic journey

into the realm of Dungeons and Dragons Look no further than How to Play Dungeons and Dragons for Beginners your ultimate guide to mastering the art of tabletop role playing This comprehensive manual is your key to unlocking the mysteries of D D and immersing yourself in a world of fantasy adventure and endless possibilities INSIDE YOU LL DISCOVER An Overview Of Dungeons And Dragons Delve into the rich history and lore of the D D universe Comprehending The Fundamental Concepts Learn the basic principles that form the foundation of the game Collecting Fundamental Materials Gather essential tools and resources to begin your quest Establishing Your Persona Craft a unique character to represent you in the game world An Examination Of Rulebooks Understand the rules that govern gameplay and interactions Mastering The Fundamentals Of Gameplay Hone your skills in combat exploration and role playing The Role Of The Dungeon Master Discover the responsibilities and joys of being the game master Controlling The Character Sheets Manage your character s progress and abilities effectively An Analysis Of Dice Significance Uncover the importance of dice rolls in shaping the outcome of your adventures Constructing A Character s Backstory Infuse depth and personality into your character s narrative Participating In Role Playing Exercises Exercise your creativity and express yourself freely Exploring Character Classes And Races Choose your path and forge your destiny as a heroic adventurer Combat Mechanics Mastery Navigate the battlefield with skill and strategy D D World Exploration Immerse yourself in a vibrant world filled with wonders and dangers Interacting With Non Player Characters NPCS Bring life to the story through dynamic interactions Equipment Acquisition And Management Acquire the tools you need to survive and thrive in the wilderness Magic And Spells In D D Harness the power of arcane forces to overcome your foes Restoration And Rest Replenish your strength and rejuvenate your spirit between adventures Increasing Your Character s Level Progress and evolve as you overcome challenges and earn experience Suggestions For Proficient Communication Foster teamwork and camaraderie within your adventuring party Troubleshooting Frequent Problems Overcome obstacles and adapt to unexpected challenges Establishing Or Joining A D D Group Find like minded adventurers to share your journey with Conventions And Social Interactions Engage with the larger D D community and make lasting connections Additional Modules And Advanced Regulations Expand your horizons with advanced rules and supplementary materials Conclusion Reflect on your experiences and celebrate the bonds forged through shared adventures With How to Play Dungeons and Dragons for Beginners you ll gain the knowledge and skills needed to embark on unforgettable adventures with friends old and new Whether you re a seasoned veteran or a curious newcomer this book is your passport to a world of endless imagination and excitement Don t let this opportunity pass you by Join the ranks of adventurers and storytellers who have made Dungeons and Dragons a timeless classic Grab your copy now and let the adventure begin

**Character Creation Guide** Kim Lumbard,2014-11-15 The Character Creation Guide shows you step by step how to create an iconic character essential to an engaging story It is intended for players in Role Playing Games RPGs who want to develop an awesome character or for authors with a story they yearn to tell The guide can be used with any RPG

and by any profession to raise your game to an artform We ll gain a keen understanding of what really matters in role playing and story telling so you can focus your design and play efforts more effectively You ll spend less time and effort and have more engrossing fun Specifically we ll learn about How To Make a Character in four phases Inspiration Concept Mechanics and Performance Fractal Blueprints for Great Role Playing the ideals objects and policies that really matter Four Cardinal Ideals Direction Structure Emotion and Synergy Five Objects Of Development Plot Premise Character Environment and Theme First Design and Play Policies Only create stuff that matters and Only do stuff that matters Finding Inspiration drawing from sources like Setting Proposition Exemplars Archetypes and Tropes Four Qualities of Good Inspiration Resonant Specific Original and Promising Imagining Concept gives us methods to design our concept and measures to test its quality Four Qualities of Good Concept Clear Distinct Engaging and Interactive Designing the Character With the concept designs that naturally develop action story structure Thematic Theme Goal Motive Conflict Destiny Mutual Appearance Links Connections Hook Backstory Dramatic Alias Stakes Persona Instinct Limit Cooperative Aspects Mystery Belief Lure Setup Name Gender Occupation Catalyst Planning Performance learning enough to execute a character transformation matched with your story Structure Phases and points of an action story Portrayal Managing clichés and imbuing dimensions Presentation Unfolding your story over key scenes In addition we provide specific Kim's RPG resources to help you create your character Mad libs and Questionnaire Designed to prompt you through a useful character creation process Universal Character Concept Sheet Usable in any RPG and easily customized to other fields Character Examples Real characters drawn from the fantasy genre used to illuminate design Our approach for character creation is useful for far more than just role playing games It applies universally to any fictional character and their performance so these same methods are of great interest to all story content creators and performers authors from any field actors of stage and screen producers of movies improv troupes and even songwriters Behind the scenes the Kim's RPG Master Class is actually a distillation of best practices from those various fields

### **Categorization of Interactive Storyteller Techniques in Live Roleplay** Amanda

Flowers,2006 [From Zero to Hero](#) Barrett Williams,ChatGPT,2025-01-07 Unleash your creative potential and transform your tabletop role playing games with From Zero to Hero the definitive guide to crafting unforgettable characters in Dungeons it's an invitation to embrace your creative genius and leave a lasting legacy in your tabletop campaigns Set forth on this adventure and let your imagination soar as you inspire others through the vivid tales you will create and the heroes you will nurture [The Rough Guide to Videogaming](#) Kate Berens,Geoff Howard,2001 Videogamers will find all they need to know in this collection of reviews of the top 150 games Includes a roundup of monthly magazines and e zines and Web site contact information for all hardware manufacturers game developers and publishers mentioned in the guide Screen shots

*Glossbrenner's Master Guide to GENie* Alfred Glossbrenner,1991 Drawing on his technical expertise and time tested teaching methods Glossbrenner makes it easy for everyone to install GENie and enjoy its many information and entertainment

services The complete start up kit also includes Aladdin the GENie terminal emulation software that can save users the cost of the book in just 10 hours of typical on line time      Characters & Quests (Dungeons & Dragons) Sarra Scherb, Official Dungeons & Dragons Licensed, 2023-09-26 From the world's most beloved tabletop role playing game Dungeons Dragons comes an interactive workbook for imagining creating and capturing on paper your own epic characters and adventurers For young players just discovering the magical world of Dungeons Dragons designing their own characters can be exciting yet intimidating Characters Quests is a space for capturing thoughts brainstorming and sketches all in one place Inside you'll find Easy to choose character building guides with characteristics to check off such as race class background and personality Space to describe your adventuring party's characters and how they interact with others Guided pages for sketching characters and maps Questions and tips on how to prepare for different adventures and battles Prompts for writing about epic D D sessions with friends From developing a character's attributes to strategizing battle tactics with your party to keeping notes from your campaign interactions this is the ultimate workbook for budding worldbuilders

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