



## WHAT IS THIS?

This document provides you with the rules for creating and advancing characters within the Nexus Game Lounge Dungeons & Dragons Sessions.

## CREATING A CHARACTER

Use the character creation rules as presented in the Player's Handbook (PH), with the following notes. You begin play at 1st level.

**Step 1:** Choose a Race or Lineage. See the sidebar for available rules choices.

**Step 2:** Choose a Class. See the sidebar for available rules choices.

**Step 3:** Determine Ability Scores. Your ability scores are generated using one of the following methods.

- Standard set (15, 14, 13, 12, 10, 8).
- Variant: Point Buy.

**Step 4:** Describe Your Character. See the sidebar for available rules choices.

- Alignment: Choose a non-evil alignment.
- Background: You can create a custom background or use any available background as presented. If you choose a background that does not grant a feat, you may choose one of the following feats for your character: Skilled or Tough.
- Deity: You may choose any deity to worship from official rulebooks that is unique to your campaign world or is not unique to another world. Clerics must choose a deity.

## WHAT RULEBOOKS SHOULD I USE?

You can use non-optional rules found in the Player's Handbook, the Basic Rules, and all the books listed below. If a rule has been reprinted in a newer resource, you must always use the latest printing.

- Fizban's Treasury of Dragons (FTD)
  - Mordenkainen Presents: Monsters of the Multiverse (MPMM)
  - Tasha's Cauldron of Everything (TCE)
  - Xanathar's Guide to Everything (XGE)
  - Additional rulebooks for your campaign as presented later in this document
- Additionally, the following variant or optional rules are available:
- Optional Class Features (TCE)
  - Variant Human Traits (PH)