

D&D Character Creation

by Bobby Goodman III for the D&D Adventure Board Game - version 6.28.2024

These character creation rules allow you to make your own custom Heroes for the D&D Adventure Board Game. They were originally designed for use in the *Land of Giants* campaign. The stats and abilities used here are built using the Heroes from Castle Ravenloft, Legend of Drizzt, Wrath of Ashardalon, Temple of Elemental Evil, and Tomb of Annihilation as templates.

Character Creation Steps:

1. Choose your Race and gain a Racial Ability.
2. Gain a Starting Item.
3. Choose a Class. From your Class, choose your Stats, an Ongoing Ability, 2 At-Will Powers, 2 Utility Powers, and a Daily Power.

Race and Racial Ability: Choose your Race and gain the modifiers and Racial Abilities listed below.

Aarakocra	All Aarakocra are -1 to Hit Points. Flight: Ongoing. You may move from tile to tile for 2 Speed per tile.
Dragonborn	Dragon's Breath: Once per game, attack each Monster on your tile (+4/1). Does not count as an attack.
Drow	Poison: You start the game with 4 Poison tokens. Once per turn, when you hit a Monster, you may discard a Poison token to give it a permanent -1 AC.
Dwarf	All dwarves are -1 Speed. Resilience: Once per game, instead of moving, heal 4 Hit Points.
Elf	Skilled Hunter: Choose a creature type (Reptile, Animal, Goblin, etc). You gain +1 to Hit that type of creature.
Half-Orc	Hearty Brute: At the start of your Hero Phase, end a Condition on your Hero.
Halfling	Unnoticed: When you draw a Level 1 Monster, you may give it to the player on your left.
Human	Choose to either gain +1 AC or +1 Hit Point.
Tabaxi	All Tabaxi gain +1 Speed. Quick Step: At the end of your Exploration Phase, you may move 2 squares.

Starting Item: Roll a 1d12. 1 = Flash of Oil, 2 = Elven Cloak, 3 = Amulet of Protection, 4 = Thieves' Tools, 5 = Scrimshaw Charm, 6 = Potion of Speed, 7 = Potion of Recovery, 8 = Spider Mask, 9 = Lucky Charm, 10 = Mask of Disguise, 11 = Potion of Healing, 12 = Cure Potion.

Gaining Levels: When a Hero goes up a level, consult the table below to see what they gain. Note ADV stands for Advancements, which are once per adventure effects (like Advancement tokens from Tomb of Annihilation).

Level	Fighter	Wizard	Cleric/Paladin	Rogue	Ranger
2	+1 Damage ADV	Regain 2 HP ADV	+1 AC	Reroll ADV	+2 Attack ADV
3	+2 Attack ADV	+1 AC	Reroll ADV	Regain 2 HP ADV	+1 Damage ADV
4	Regain 2 HP ADV	+1 Damage ADV	+2 Attack ADV	+1 AC	Reroll ADV
5	Reroll ADV	+2 Attack ADV	Regain 2 HP ADV	+1 Damage ADV	+1 AC
6	+1 AC	Reroll ADV	+1 Damage ADV	+2 Attack ADV	Regain 2 HP ADV
7	+1 Surge +At Will Power	+Daily Power	+2 HP	Recharge ADV	+Utility Power
8	+Utility Power	+1 Surge +At Will Power	+Daily Power	+2 HP	Recharge ADV
9	Recharge ADV	+Utility Power	+1 Surge +At Will Power	+Daily Power	+2 HP
10	+2 HP	Recharge ADV	+Utility Power	+1 Surge +At Will Power	+Daily Power
11	+Daily Power	+2 HP	Recharge ADV	+Utility Power	+1 Surge +At Will Power

FIGHTER

Stats: Choose 1 row.

AC	HP	Speed	Surge
13	12	7	4
15	10	6	5
17	8	5	6

Ongoing Abilities: Choose 1.

Headbutt: At the end of your Hero Phase, take 1 damage to inflict 1 damage on an adjacent Monster.

Rage: You deal +1 damage while you have 4 or fewer Hit Points left.

Improved Critical: On a natural 18+ roll to hit, you inflict 1 extra damage.

Forceful Striker: Whenever you hit a Monster with an attack, you can move it 1 square after all damage is dealt. [Also gain + 1HP]

Cast-Iron Stomach: Add 5 to your rolls to end the Poisoned condition.[Also gain +1 HP]

At-Will Powers: Choose 2.

Sure Strike: Attack 1 adjacent Monster (+11/1).

Charge: Move your Speed, then attack 1 adjacent Monster (+8/1).

Debilitating Strike: Attack 1 adjacent Monster (+6/1). If you hit, that Monster gets -4 AC until killed.

Weapon Master: Attack 1 adjacent Monster (+6/1*, Deal +1 damage if you started the Hero Phase adjacent).

Rampage: Attack 2 adjacent Monsters. (+5/1).

Utility Powers: Choose 2. (All are Flip After Use.)

Action Surge: During your Hero Phase, take 1 extra action.

Battle Master: You do not draw Encounter Cards during this Villain Phase.

Unstoppable: At the start of your Hero Phase, gain 2 HP.

Stubborn Strength: During your Hero Phase, end a Condition on your Hero.

Smash Device: During your Hero Phase, disarm 1 Trap on your Hero's tile.

Lucky Hit: Reroll a dice roll.

Daily Powers: Choose 1. (All are Flip After Use.)

Precise Strike: Attack 1 adjacent Monster (+11/2). Not used if miss.

Sweeping Attack: Attack each adjacent Monster (+8/2, Miss 1). Afterward, one Hero on this tile gains Advantage.

Overrun: Move your Speed and attack 1 adjacent Monster (+8/3). Not used if miss.

Comeback Strike: Attack 1 adjacent Monster (+7/2). If you hit, heal 2 Hit Points. Not used if miss.

Furious Assault: Attack each Monster on your tile (+6/2, Miss 1).

Brute Strike: Attack 1 adjacent Monster (+5/4). Not used if miss.

WIZARD

Stats: Choose 1 row.

AC	HP	Speed	Surge
14	8	6	4
15	7	6	4
16	6	6	4

Ongoing Abilities: Choose 1.

Guiding Magic: Other Heroes on your tile gain +1 to Hit.

Arcane Defender: Other Heroes on your tile gain +1 AC.

Magic Hand: You cannot interact with objects (like doors or chests) from any square on the same tile. [Also gain +1 HP]

Overchannel: Once per turn, after you hit with an attack you may take 1 damage to inflict 1 extra damage.

At-Will Powers: Choose 2. Replace the ... with an elemental description of your choice (i.e. fire, ice, shock, etc).

Staff Strike: Attack 1 adjacent Monster (+9/1).

Bolt of ... : Attack 1 Monster within 2 tiles (+7/1).

Grasp of ... : Attack 1 adjacent Monster (+7/1). Afterward, you may move 1 tile.

Magic Missile: Attack 1 Monster within 1 tile (+6*/1). If this attack hit the same Monster on your last turn, it automatically hits.

Burst of ... : Attack each Monster on your tile (+5/1).

Orb of ... : Attack 1 Monster within 2 tiles (+3/2).

Utility Powers: Choose 2. (All are Flip After Use.)

Dispel Magic: Use after you have drawn an Encounter card, Cancel that card.

Magic Infusion: Use during your Hero Phase to give each hero on your tile Advantage.

Dimension Door: Use during your Hero Phase to place your Hero on any square.

Magic Healing: Use during your Hero Phase to heal each Hero on your tile 1 Hit Point.

Web: Use during your Hero Phase to place 3 Web tokens on a tile within 1 tile of your Hero. Each time a Monster attempts to leave that tile, instead remove 1 Web token.

Invisibility: Use during your Hero Phase. Until the beginning of your next Hero Phase, Monsters ignore you. (Attacks that target all Heroes on a tile still affect you.)

Mirror Image: Use during your Hero Phase to place 3 Mirror Image tokens on your Hero. Each token gives you +2 AC. When a Monster misses you, remove a token.

Daily Powers: Choose 1. (All are Flip After Use.) Choose 2. Replace the ... with an elemental description of your choice (i.e. fire, ice, shock, etc).

Ray of ... : Attack any 1 Monster within 3 tiles (+7/1). Repeat this 2 more times.

Rain of ... : Choose a tile within 2 tiles of your Hero. Attack each Monster on that tile (+9/2, Miss 1).

... Strike: Attack any 1 Monster within 2 tiles (+7/2, Miss 1). Repeat this 2 more times.

Disintegrate: Attack a Monster within 1 tile (+7/4, Miss 2).

Vampiric Touch: Attack an adjacent Monster (+7/2, Miss 1). You heal 1 Hit Point for each damage inflicted.

Ball of ... : Choose a tile within 1 tile of your Hero. Attack each Monster on that tile (+7/3, Miss 1).

Shield of ... : Place 4 Shield tokens on your Hero. When your Hero is hit by an adjacent Monster, you may remove 1 token and deal 1 damage to that Monster.

Spheres of ... : Stack 3 Sphere tokens on any square within 1 tile. Each turn, instead of moving your Hero, you may move this stack 1 tile. Then, you may remove 1 token to deal 1 damage to each Monster on that tile.

CLERIC/PALADIN

Stats: Choose 1 row.

AC	HP	Speed	Surge
15	10	5	3
16	8	5	4
17	7	5	4

Ongoing Abilities: Choose 1.

Healing Hands: When you or any Hero on your tile spends a Healing Surge, they regain an additional Hit Point. [Also gain +1 HP]

Healer: When you use a Daily or Utility Power, one Hero on your tile regains 1 Hit Point.

Aid: At the end of your Hero Phase, if you did not attack, one other Hero on your tile regains 1 Hit Point.

Saving Grace: When you or any Hero on your tile regains 1 or more Hit Points, also end a Condition on that Hero.

At-Will Powers: Choose 2.

Light Crossbow: Attack 1 Monster within 2 tiles (+6/1).

Sacred Flame: Attack 1 Monster within 1 tile (+6/1). If you hit, a Hero on your tile gains 1 HP.

Divine Flare: Attack 1 Monster on your tile (+6/1). If you hit, end one Condition on a Hero on your tile.

Repel: Attack 1 adjacent Monster (+8/1). If you hit, move that Monster 1 tile.

Blessed Weapon: Attack 1 adjacent Monster (+6/1). If you hit, another Hero on your tile gains Advantage.

Holy Avenger: Attack 1 adjacent Monster (+9/1* +1 damage against Undead, Demons, or Devils).

Utility Powers: Choose 2. (All are Flip After Use.)

Healing Hymn: Use during your Hero Phase. You and another Hero on your tile each regain 2 Hit Points.

Cure Wounds: Use during your Hero Phase. You or an adjacent Hero regain 3 Hit Points.

Astral Refuge: At the start of the Villain Phase, choose a Hero within 2 tiles. Remove that Hero from the tile. At the start of that Hero's next turn, that player places the Hero on any tile.

Godly Fear: Use when you are supposed to draw a Monster card. Do not draw that card.

Bravery: Use on any turn just before a Monster within 1 tile activates. Place your Hero adjacent to that Monster and regain 1 Hit Point.

Heroism: During your Hero Phase, give the Heroic Hit Point token to an adjacent Hero. This token can be used as a HP or discarded to end a Condition.

Daily Powers: Choose 1. (All are Flip After Use.)

Spiritual Arrows: Attack up to 2 Monsters within 1 tile (+6/2, Miss 1).

Beacon of Hope: Attack each Monster on a tile within 1 tile (+6/2). Each Hero on that tile heals 1 HP.

Divine Strike: Attack 1 adjacent Monster (+6/2, Miss 1). One Hero on your tile heals 3 HP.

Radiance: Attack each Monster on your tile (+6/2, Miss 1). Each Hero on your tile heals 1 HP.

Smite: All Heroes on your tile gains Advantage, then attack 1 adjacent Monster (+8/3, Miss 1).

Saving Strike: Swap positions with a Hero within 2 tiles, then attack 1 adjacent Monster (+8/3, Miss 1).

ROGUE

Stats: Choose 1 row.

AC	HP	Speed	Surge
13	9	6	4
14	8	6	4
15	8	5	4

Ongoing Abilities: Choose 1.

Trap Expert: You are +5 on rolls to disable traps. When you enter a square containing a trap token, you do not trigger it on a roll of 5 or higher.

Cunning: Each turn, you may take one free action to disable a Trap.

Opportunist: When any Hero rolls a natural 20, you may flip over one of your Utility Powers.

Deep Pockets: You may begin each game with an extra random potion (1=Healing Potion, 2=Potion of Recovery, 3=Potion of Speed, 4=Cure Potion, 5=Flask of Oil, 6=you choose).

At-Will Powers: Choose 2.

Short Bow: Attack 1 non-adjacent Monster within 2 tiles (+5/1).

Throwing Daggers: Attack up to 2 different Monsters within 1 tile (+5/1).

Poisoned Darts: Attack 1 Monster within 1 tile (+6/1). On a natural roll of 18 or more, that Monster gains Disadvantage.

Unexpected Strike: Attack 1 adjacent Monster (+5/1* +1 damage if the Monster is adjacent to another Hero).

Hit and Run: Attack 1 adjacent Monster (+7/1). You may move the Monster 1 space and then move your Speed.

Inspiring Strike: Attack 1 adjacent Monster (+4/1). Up to 2 other Heroes on your tile gain Advantage.

Utility Powers: Choose 2. (All are Flip After Use.)

Jack of All Trades: Use when any Hero flips a Utility Power face down. Flip this card face down instead.

Evasion: Use when you are hit by an attack from an Encounter card. It misses instead. If it was a Trap, immediately roll to disable it.

Escape: Use when a Monster hits you with an attack. It misses instead. Place your Hero any within 1 tile of where you started.

Hide in Shadows: Use at the end of your Hero Phase to remove your Hero from play. While out of play, you do not draw Encounter cards. At the start of your next Hero Phase, place your Hero back on your original tile.

Release Magic: Use during your Hero Phase to discard one Treasure card (even if face down). Deal 1 damage to a Monster on your tile.

Parry and Strike: Use when a Monster hits you with an attack. It misses instead. Use an At-Will Power against an adjacent Monster.

Daily Powers: Choose 1. (All are Flip After Use.)

Deadly Assault: Use 3 At-Will Powers.

Dagger Barrage: Choose a tile within 1 tile of your Hero. Attack each Monster on that tile (+7/2, Miss 1).

Dramatic Strike: Attack 1 adjacent Monster (+6/3). If you miss, the Monster gains Disadvantage and this power is not used up.

Lone Wolf Strike: Attack 1 adjacent Monster (+8/2). Hit or miss, if there are no other Heroes on this tile, that Monster takes 2 damage.

Backstab: Attack 1 adjacent Monster (+8/2). Hit or miss, if the Monster is adjacent to another Hero, that Monster takes 2 damage.

Magic Trinket: Use instead of an attack action. Every other Hero within 1 tile either recharges 1 Utility Power or regains 2 HP.

RANGER

Stats: Choose 1 row.

AC	HP	Speed	Surge
14	9	6	4
15	8	6	4
16	8	5	4

Ongoing Abilities: Choose 1.

Scout: During your Exploration Phase, you can explore even if you are not on the edge of your tile. [+1 HP]

Danger Sense: You only need 4 XP to cancel an Encounter card on your turn.

Lone Wolf: You gain +1 AC when no other Heroes are on your tile.

At-Will Powers: Choose 2.

Careful Shot: Attack 1 Monster within 2 tiles (+10/1). You cannot use this Power if a Monster is on your tile.

Longbow: Attack 1 Monster within 2 tiles (+8/1). You cannot use this Power if you are adjacent to a Monster.

Twin Shot: Attack 2 Monsters within 1 tile (+4/1).

Stealthy Assault: Place your Hero adjacent to a Monster within 1 tile and attack it (+5/1).

Dual Weapons: Attack 1 adjacent Monster (+6/1). Then, you may attack a different adjacent Monster.

Magic Weapon: Attack 1 adjacent Monster (+6/1). On a natural roll of 19 or more, recharge one of your Utility powers.

Utility Powers: Choose 2. (All are Flip After Use.)

Distraction: Choose a Monster within 1 tile just before it activates. Cancel its activation.

Healing Herbs: Use during your Hero Phase to heal all Heroes on your tile 1 Hit Point.

Hunter's Mark: Use during your Hero Phase to gain Advantage. Also, choose a Monster. Each Hero adjacent to that Monster also gains Advantage.

Crucial Aid: Use after a Hero rolls a dice to add +4 to the roll.

Lightning Reflexes: Use after you use an At-Will Power. Your Hero gains Disadvantage and can use that At-Will Power again.

Daily Powers: Choose 1. (All are Flip After Use.)

Head Shot: Attack 1 Monster within 2 tiles (+6/3, Miss 1). Cannot be used if you are adjacent to a Monster.

Clustered Shot: Choose a tile within 2 tiles of your Hero. Attack each Monster on that tile (+6/2, Miss 1). Cannot be used if you are adjacent to a Monster.

Massive Volley: Attack each Monster within 1 tile (+5/2, Miss 1). Cannot be used if you are adjacent to a Monster.

Desperate Attack: Attack 1 adjacent Monster (+8/3, Miss 2). Then, gain Disadvantage.

Point Blank Shot: Attack 1 adjacent Monster (+7/3, Miss 1).

Bounding Attack: Move your Hero 1 tile, then attack 1 adjacent Monster (+6/3, Miss 1).

Name:	Level:	AC:
Class:	Race:	HP:
Description:	Speed:	
	Surge:	

☐ Racial Ability:

At-Will Power:	Attack	Damage

At-Will Power:	Attack	Damage

☐ Utility Power:

☐ Utility Power:

☐ Daily Power:	Attack	Damage

Items:	Advancements
	☐
	☐
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Notes: