

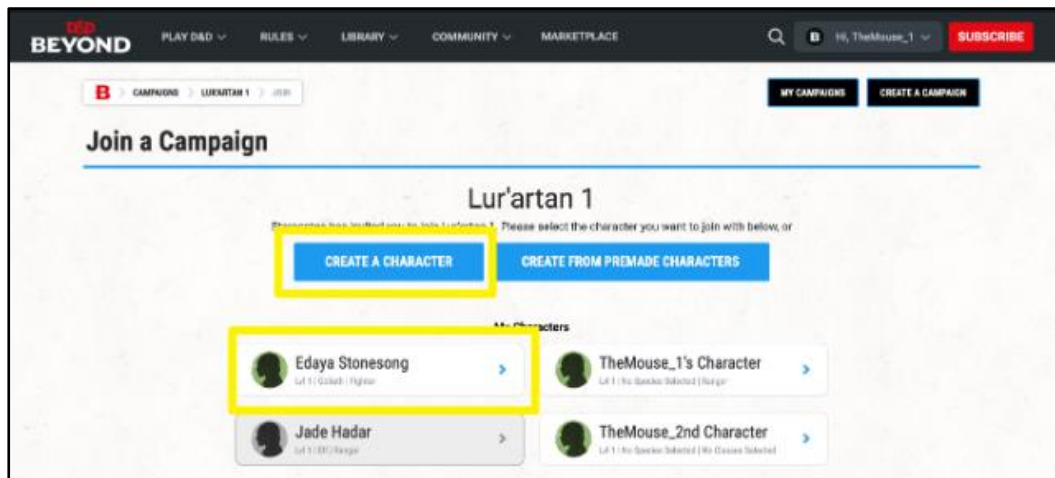
Erste Schritte und Einstellungen für einen DnD Beyond Charakter

1. Account bei DnD Beyond anlegen und einloggen.
2. Den Link zu einer der Kampagnen aus dem Discord aufrufen.
(Schritt 1 und 2 sind auch in umgekehrter Reihenfolge möglich)

-> Die Seite der Kampagne in D&D Beyond wird geöffnet.

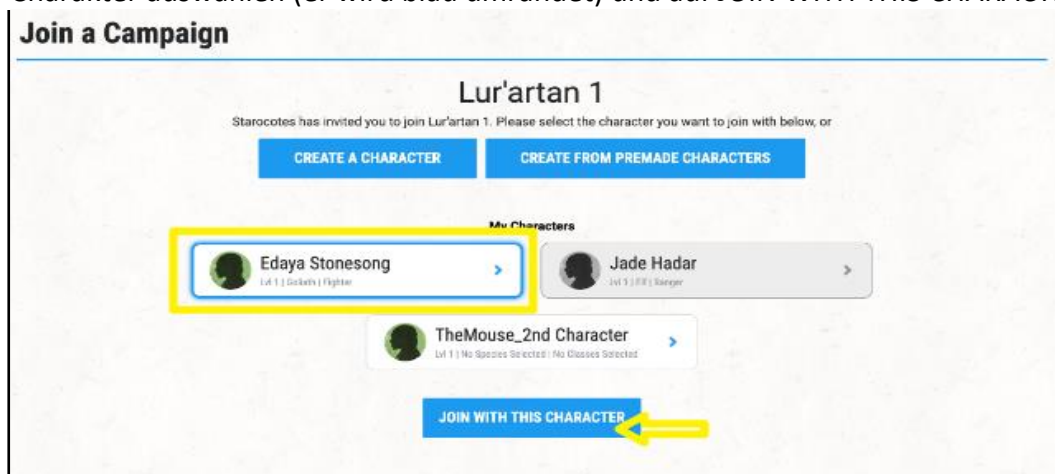
3. Dort entweder mit *CREATE A CHARACTER* einen neuen Charakter erstellen oder einen bereits vorhandenen der Kampagne hinzufügen.

!INFO: In der Kampagne ist das Spielerhandbuch 2024 hinterlegt und bietet ein paar Optionen mehr als das über einen ganz „leeren“ Account möglich ist. (Siehe zum Beispiel BACKGROUND und SPECIES)



Charakter zur Kampagne hinzufügen

4. Charakter auswählen (er wird blau umrandet) und auf *JOIN WITH THIS CHARACTER* klicken



-> Der Charakter ist der Kampagne zugewiesen.

Lur'artan 1

LAUNCH VTT

GAME LOG

CONTENT SHARING HAS BEEN ENABLED BY STAROCOTES

CONTENT MANAGEMENT

COPY LINK

Die Westmarch Kampagne von Lurch und Lama.

B

Starocotes

Dungeon Master

Active Characters

These characters are members of your campaign.

Edaya Stonesong

Ed 1 / Goliath / Fighter

Player: TheMouse_1

VIEW

EDIT

UNASSIGN

LEAVE

Jade Hadar

Ed 1 / Elf / Ranger

Player: TheMouse_1

VIEW

EDIT

UNASSIGN

LEAVE

Starocotes Lanzeas

Ed 3 / Human / Wizard

Player: Starocotes

VIEW USER PROFILE

VIEW

CREATE A CHARACTER

5. Der erste Bereich ist HOME

Character Builder

TheMouse_1's Character

HOME 1. CLASS 2. BACKGROUND 3. SPECIES 4. ABILITIES 5. EQUIPMENT WHAT'S NEXT

Character Name

TheMouse_1's Character

SHOW SUGGESTIONS

Character Preferences

Sources

You will only see character options from content you own and have enabled here in both the builder and your character sheet. Removing all sources will prevent you from being able to create a complete character.

- ☒
Homebrew
 Character options designed by other players and uploaded to D&D BEYOND. Talk to your DM before including Homebrew content.
- ☒
5.5e Core Rules
 Character options from the 5.5e *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *D&D Beyond Basic Rules*.
- ☒
5.5e Expanded Rules
 Character options from supplementary sourcebooks beyond the 5.5e Core Rules.

-> Hier stellst du bitte die Optionen wie folgt ein:

Character Preferences

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- ☒ **5.5e Core Rules**
Character options from the 5.5e *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *D&D Beyond Basic Rules*.
- ☐ **5.5e Expanded Rules**
Character options from supplementary sourcebooks beyond the 5.5e Core Rules.
- ☐ **Subscriber Content**
This contains content from D&D Beyond Drops, the subscription library.
- ☐ **5e Core Rules**
Character options from the 5e *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Basic Rules*.
- ☐ **5e Expanded Rules**
Character options from supplementary sourcebooks such as *Tasha's Cauldron of Everything* and *Xanathar's Guide to Everything*, that are beyond the 5e Core Rules.
- ☐ **Legacy/Noncore**
Character options from older sources that may conflict with the Core Rules. These include sources that are out of print or created for charity.

Partnered Content

Content developed by our partner publishers. You will only see character options for content you have purchased.

☐ Enable All Partnered Content

Choose Partners



Dice Rolling

Enables digital dice rolling for all characters on this browser

☒ Enable Dice Rolling

Optional Features

Allow or restrict optional features for this character

☐ Optional Class Features

☐ Customize Your Origin

Advancement Type

Story-based character progression / XP-based character progression

Milestone



Hit Point Type

When leveling up, increase hit points by the fixed value for your chosen class or manually enter a rolled value

Fixed



Use Prerequisites

Allow or restrict choices based on rule prerequisites for the following for this character

☒ Feats

☒ Multiclass Requirements

Show Level-Scaled Spells

Display and highlight available spells to cast with higher level spell slots

☒ Show Level-Scaled Spells

Encumbrance Type

Use the standard encumbrance rules / Disable the encumbrance display / Use the more detailed rules for encumbrance

Use Encumbrance



Ignore Coin Weight
Coins do not count against your total weight carried (50 coins weigh 1 lb.)

☒ Ignore Coin Weight

Ability Score/Modifier Display
Reverse the arrangement of ability modifiers and scores

Modifiers Top ▼

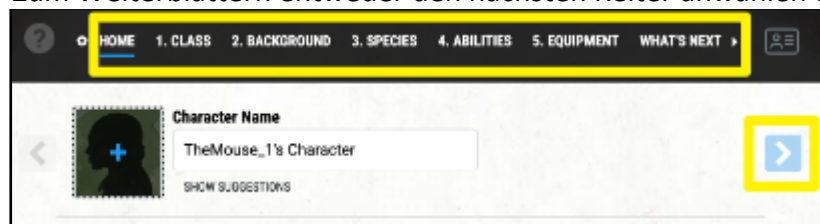
Character Privacy

☐ Campaign Only
Only others within a Campaign you have joined can view your Characters.

☒ Public
Anyone with a shared link can view your Characters.

☐ Private
Only you can view your Characters.

6. Zum Weiterblättern entweder den nächsten Reiter anwählen oder auf den Pfeil klicken.



7. CLASS

Die Option von Critical Roll, der Blood Hunter, darf nicht gewählt werden.
Weiter ist hier nichts zu beachten.

8. BACKGROUND

Wähle einen Hintergrund. (Wenn man den Charakter nicht in der Kampagne erstellt und im eigenen Account das Spielerhandbuch nicht gekauft wurde hat man an dieser Stelle nur 4 Hintergründe zur Auswahl.)

-- Choose an Option --

Search...

5.5e Core Rules

- Acolyte
- Artisan
- Charlatan
- Criminal
- Entertainer
- Farmer
- Guard
- Guide

-- Choose an Option --

Search...

- Guide
- Hermit
- Merchant
- Noble
- Sage
- Sailor
- Scribe
- Soldier
- Wayfarer

9. SPECIES

Achte darauf, dass du nur das „Player’s Handbook“ auswählen kannst. Wenn mehr Optionen zur Verfügung stehen, ist vorher eine Auswahl nicht korrekt getroffen worden.

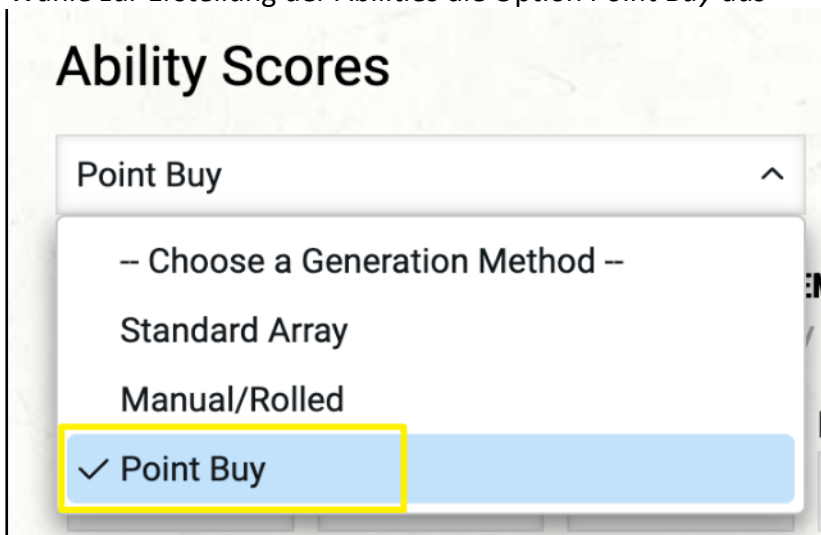
Schalte *Show Legacy Content* aus.



The screenshot shows the 'Choose Origin: Species' interface. At the top, there's a title 'Choose Origin: Species'. Below it is a section 'Filter Species Source(s)' with a dropdown menu currently showing 'Player's Handbook'. A yellow box highlights the 'Show Legacy Content' toggle, which is turned off. Another yellow box highlights the 'Player's Handbook' option in the dropdown menu. Below the dropdown, there's a search bar with the placeholder 'Search...'. At the bottom right, there are links for 'COLLAPSE ALL' and 'EXPAND ALL'.

10. ABILITIES

Wähle zur Erstellung der Abilities die Option *Point Buy* aus



The screenshot shows the 'Ability Scores' interface. There's a title 'Ability Scores'. Below it is a dropdown menu titled 'Point Buy' which is currently open. The dropdown shows three options: 'Standard Array', 'Manual/Rolled', and 'Point Buy' (which is selected and highlighted with a yellow box). The dropdown also has a search bar with the placeholder 'Search...'. At the bottom right, there are links for 'COLLAPSE ALL' and 'EXPAND ALL'.

11. EQUIPMENT

Nach dem wählen der Startausrüstung schließt sich der Bereich *Starting Equipment*. Öffnest du den Bereich dann noch mal sind keine Felder mehr ausgewählt. Deine Startausrüstung ist aber in dein Inventar übertragen worden. Bitte achte darauf, dass du nicht mehrmals die Startausrüstung in dein Inventar überträgst.

Choose Equipment

Starting Equipment

Fighter Starting Equipment

☐ (A) Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack, and 4 GP;
OR
☐ (B) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack, and 11 GP;
OR
☐ (C) 155 GP

Soldier Starting Equipment

☐ (A) Spear, Shortbow, 20 Arrows, Gaming Set (same as Proficiency), Healer's Kit, Quiver, Traveler's Clothes, 14 GP
OR
☐ (B) 50 GP

SKIP STARTING EQUIPMENT

Clear All

Wenn ihr über *Add Items*, Ausrüstung hinzufügt, achtet bitte darauf, dass ihr das von eurem Geld abzieht. Die Kosten stehen bei der Ausrüstung dabei. Geld wird leider nicht automatisch verrechnet.

Choose Equipment

Starting Equipment

Current Inventory (20)

Total Weight: 92 lb

Other Possessions

Add Items

Currency

Total in GP: 18

12. WHAT'S NEXT

Hier könnt ihr ein PDF des Charakters speichern und Euch das Charakterblatt anzeigen lassen.