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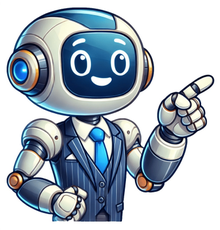

D&D Beyond Desktop View Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. In Dungeons & Dragons by Wizards of the Coast, the biggest decision made by any player is what kind of character to play. Following popular real-play campaigns like Critical Role and The Adventure Zone, as well as series like Stranger Things, the world's biggest tabletop RPG has gotten bigger than ever. With One DnD coming out in 2024, now's the best time to settle down with 5th Edition and give the game a try with some brand new DnD character ideas.When you think about characters in DnD, you likely think of archetypes — things like the stubborn dwarf cleric, the daring halfling rogue, the aloof elf wizard, and the dynamic human fighter. These time-tested ideas can feel a little stale at times, but you also don't want to drag the party down with a comic relief build that doesn't offer any utility. You want a character that works well in mechanics and roleplay.To help you out, we've put together a list of five DnD character ideas to use in your next campaign. As an added bonus, you don't even need a lot of source books on hand — all of these can be made with the Player's Handbook.Let's get started!(Image: Dungeons & Dragons Player's Handbook 5th Edition via Wizards of the Coast)The first character creation idea on this list isn't so much a new idea as it is a combination of other ones. Scarred viciously by a burn on their face, the Half-Elf Paladin was taken in by an enclave of clerics who supported a god of vengeance. Now the half-elf seeks to right the wrongs of the world and settle a personal vendetta.Ultimately, the idea of this character is almost Batman-esque, utilizing their social and combat skills in a quest for vengeance that haunts them and causes some friction within the party.BackstoryThe most key component to this character is choosing the origin of their scar (and their quest for revenge). Here are a few potential options to get you started:A dragon attacked their village, and they're out to cut down the beast. They were in a horrible accident caused by a childhood best friend, who never faced consequences. They tried to save their family from a fire, and the arsonist was never discovered. They were burned by a slaver's cruelty, and aim to liberate themselves and/or their friends. A sibling's magic was misused, and the sibling was taken away.Alternatively, the Half-Elf can use one of these as cover story, with the truth being related to a secret hidden evil.AbilityScoreModifierStrength15 (+1)+3Dexterity12+1Constitution13 (+1)+2Wisdom8-1Intelligence10+0Charisma14 (+2)+3We'll be using standard array for all the builds on this list. If you're not familiar with the idea, it's basically an easy way to delegate points into your stat slots based on what you want your character's strengths and weaknesses to be.If you want to save time or don't like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8.Dungeons and Dragons Player's HandbookWe'll start by putting the 15 into Strength. Strength is the most important stat as a Paladin, since the majority of our damage will be dealt with melee weapons. We're also giving Strength a +1 from our Half-Elf racial bonus. Adding all that up gives us a +3 modifier to all Strength checks.Our next highest stat is Charisma, where we'll put the 14. Charisma is a Paladin's spellcasting ability, so a high modifier is beneficial both in combat and in navigating social dilemmas. We get a +2 from being a Half-Elf, resulting in another +3 modifier. Having two stats this strong early on is very powerful!Next up is Constitution. For this, we're using our 13 and our last +1 racial bonus for a very respectable 14 total. Any martial class benefits from being tanky, and this character is certainly no exception.Unfortunately, this leaves our Dexterity a little lower than we'd like. We'll put our 12 here, since a +1 modifier is still respectable, and rely on plate mail to shore up the weakness in our Armor Class.Lastly are the dump stats, and dumping either Intelligence or Wisdom is totally reasonable. I chose to put the 10 in Intelligence, as the character seems to be averagely smart. This is more for roleplaying reasons than anything, as higher Wisdom would help with Perception checks. We're going with the 8 in Wisdom, though, making our character fittingly unwise for someone dedicated to a path of pure vengeance.For background, we're going to go with the Acolyte to reflect the Paladin's time with the enclave of clerics. The skill bonus to Religion is nice, as this character is quite god-obsessed. The bonus to Insight, while not ideal, is meaningful.We also get proficiency in Athletics and Intimidation from Paladin class and Stealth and Investigation from our Half-Elf skill versatility.(Image: Dungeons & Dragons Player's Handbook 5th Edition via Wizards of the Coast)A brew I'm quite fond of, the Tiefling bard is a very literal take on the silver-tongued devil trope. Raised in the Tiefling quarter of a major city, this character lived in poverty before finding success as a performer and songwriter. Their rise to prominence is directly tied to their coming into possession of a mysterious harp that looks to be made from the horns of a Tiefling.As the Tiefling grows out of their humble beginnings, they start to have a thirst for knowledge that leads them to the College of Lore Bard path. Ultimately, they yearn to learn more about the dark magics of their ancestry and of the seven hells themselves.BackstorySince it's a major part of their character, here are some options for the backstory of their instrument:The horns belonged to their first love, and were formed into a harp out of intense grief. After being interrogated by a criminal syndicate, the Tiefling's own horns were severed and recovered after the incident. The horns belonged to a family ancestor, and their theft has caused an irreparable rift between the character and their family. Something drew the Tiefling to commit this act, though — some dark whisper. The horns were a purchase at the city's black market, perhaps hailing from hell itself. They belonged to an older sibling, lost too soon to a plague that ravaged the Tiefling quarter.AbilityScoreModifierStrength8-1Dexterity15+2Constitution12+1Wisdom10+0Intelligence13 (+1)+2Charisma14 (+2)+3Our 15 is going to be used for Dexterity, since it's our primary weapon stat and the source of our AC. Bards are notoriously fragile, so improving our survivability is a must.The 14 goes into Charisma. The +2 we get from being a Tiefling is critical here, raising us to that essential +3 modifier.Intelligence, strangely enough, is going to be our 13 stat. The logic here is that the +1 that we get from being a Tiefling bumps us to a +2 modifier. Though not immediately apparent, this helps us with skills and the characterization of this bard.The 12 goes into Constitution. Ever important, having a bit more health can mean a lot in Dungeons & Dragons, so Constitution will almost never be a dump stat.Wisdom, again, doesn't get much love as the 10 stat. Thankfully, having no modifier here is better than a negative. Strength is our dump stat at an 8. Unfortunately, our Bard isn't going to be breaking down doors any time soon.For background, this character is absolutely an Urchin. This gives us skill proficiency in Sleight of Hand and Stealth while also adding more street-wise flavor to our Bard.Being a Bard also gives us access to three skills of our choice. I went with Performance, Persuasion and Arcana.(Image: Dungeons & Dragons Player's Handbook 5th Edition via Wizards of the Coast)A character concept based on unrequited love, the Halfling Warlock is a character who is romantically devoted to their Archfey patron. After a night of drunken revelry, the Halfling stopped by their village's wishing well, tossing in a gold piece and yearning for a life of adventure and love. Realizing they still needed the money, they plunged in after it and re-emerged in the Feywilds. They would have absolutely perished without the intervention of an Archfey who promised to return the Halfling home at a price — their life in servitude. To the Halfling, this seemed almost like a marriage proposal; as they gain Warlock levels, they feel closer and closer with their beloved patron.This character is incredible at social manipulation. Their casting abilities promote more of a supportive style in combat, and the Archfey interactions allow for plenty of role-playing opportunities.BackstoryTo represent the relationship between the two, the Halfling is subject to boons or curses depending on whether or not they adhere to the Archfey's will. These are more for flavor than actual mechanical purposes (we don't want to break the game!).If they follow the Archfey's will:The Halfling appears to grow in stature, and suddenly have more command of the room. Food tastes better; even a meager tavern meal is exquisite. The Halfling feels especially lucky. Birdsong is especially sweet in the Halfling's vicinity; their melodies seem to dance in the air. The Halfling is feeling inspired, and may use their abilities to write a poem or paint a picture.If they defy the Archfey:They forget the names of people they care about. Small forest creatures seem to have it out for the Halfling. Other party members seem untrustworthy; only the Archfey knows best. The Halfling has a constant runny nose. An odd smell clings to the Halfling, unpleasant to all who sense it.These can be chosen at the DM's discretion, of course.AbilityScoreModifierStrength8-1Dexterity14 (+2)+3Constitution13+1Wisdom10+0Intelligence12+1Charisma15 (+1)+3We'll start by putting our 15 into Charisma, which is the Warlock's spellcasting ability. We're going with the Lightfoot subrace, which gives the Halfling an additional +1 bonus. This results in a total score of 16, and a modifier of +3.Next up is Dexterity with a 14. Halflings get a +2 racial bonus to Dexterity, bringing this to a respectable 16 and another +3 modifier.We'll follow this up with Constitution, using our 13 to make the character a little more durable.The next three stats aren't as important. Intelligence gets the 12 to improve a few different skill proficiencies, Wisdom gets the 10 for the sake of average Perception, and Strength gets the 8 since Warlocks don't use this ability much.We'll be going the Charlatan route for our background. This gives us access to Deception, as well as Sleight of Hand. Our Warlock skills of choice are Nature (to represent the bond with the Archfey) and Intimidation.(Image: Dungeons & Dragons Player's Handbook 5th Edition via Wizards of the Coast)The next character concept combines the desire for an all-around utility party member that can cast or be on the front line. The Dragonborn Cleric is the embodiment of the storm, blue in color and already familiar with lightning attacks. They were raised in lands of constant tempest, protected by an adult blue dragon before it mysteriously went missing. They quest to restore the balance of their homeland, now threatened by invaders in the absence of their guardian.The goal for this character is to be a strong and versatile frontliner who transitions into a spell blaster over the course of the campaign. You also get the benefits of the Cleric offering general healing and support. One of the coolest interactions here is gaining the ability to modify your lightning breath weapon with the abilities of the Tempest Domain. This can give it characteristics like a 10 foot knockback or the ability to roll maximum damage using your Channel Divinity.BackstoryThe roleplaying for this character is really just a few ideas on how they react to the weather.A rainy, stormy day is the best ever; they love an opportunity for a nice stroll. Not a cloud in the sky — could things get any worse? Snow is an interesting phenomenon. Rapidly changing weather affects their mood, leading to lots of highs and lows. They feel at home with loud noises, including the tremors of battle.AbilityScoreModifierStrength14 (+2)+3Dexterity10+0Constitution12+1Wisdom10+0Intelligence8-1Charisma13 (+1)+2The Dragonborn's stat distribution is interesting, since their racial bonuses aren't necessarily suited for the Cleric class. That doesn't mean we can't make this character work, though!Our 15 is going into Wisdom. Getting close to a +3 here is essential, since we'll definitely be buffing it when we get our first opportunity.The 14 actually is going to go into Strength. Our primary combat role, at least initially, is going to be more of a frontline fighter. Getting our +2 from our racial passive ensures that these warhammer blows will hit.The 13 goes towards our Charisma score. The +1 that we get as a Dragonborn gives us a 14, making us unusually socially skilled. Clerics don't normally need this stat, but it also helps with our skill proficiencies and saving throws.Now, we really need to put our 12 into Constitution, ensuring that we have a bit more health. The Dragonborn breath weapon is also Constitution based, so this stat really can't be neglected.Dexterity is next as our 10 stat, unusually low for most characters. Thankfully, we get heavy armor proficiency and a shield to mitigate this AC disadvantage.Last is our 8 in Intelligence, a stat we will avoid for a character that's already a bit of a jack of all trades.Our background of choice is Outlander, as it gives us access to Survival and Athletics.As far as skills go, we're taking Insight and Persuasion from our Cleric list.(Image: Dungeons & Dragons Player's Handbook 5th Edition via Wizards of the Coast)Last on our list of DnD character ideas is the Gnome Monk, a character based on being in tune with the elements in a fashion similar to Avatar: The Last Airbender. This character was essentially raised in the wilderness by a tree after being left there as a baby. After spending their youth communing with nature and living in harmony with the flora and fauna, the Monk yearned to discover more about the world. The tree agreed with the stipulation that the Monk would return if they ever received word through nature. The idea behind this character is to play the role of the wide-eyed innocent of the party. The real question is if the dark nature of the world will change them or if they will make it a better place. In the meantime, the player gets to punch and cast spells — the best of both worlds.BackstoryThe tree is the central figure in this character's life — the mystery of its existence is key to their background. Their parentage can also be a point of character development, as they long to discover the story of their abandonment.The Tree is a god of aeons past, who is no longer interested in worship or power. The Gnome is a reminder that they can still influence the world for good. The Tree was an abandoned seed of the World Tree and sees a kindred spirit in the Gnome. The Tree is a collective of all the Gnome's ancestors. Their spirits form into one consciousness. The Tree is actually a Gulthias Tree. This offers a dark twist to the Gnome's tale that they may not be ready to face.In order to communicate with the Tree, the Gnome Monk uses two weasel companions named Yin and Yang. The two do not get along. One is very optimistic, while the other thinks the worst case scenario will happen.AbilityScoreModifierStrength10+0Dexterity15 (+1)+3Constitution13+1Wisdom14+2Intelligence12 (+2)+2Charisma8-1As far as stat distribution is concerned, our 15 is going right into Dexterity. This skill does double duty for us, providing us with both more defense and more offense. Dexterity is typically the highest stat for a Monk, and getting the Forest Gnome racial bonus grants us a total +3 modifier.Next up is Wisdom, getting a 14. Wisdom will become extremely important as a Monk, since it also contributes to offense and defense.Constitution gets the 13 here, since Monks can occasionally find themselves on the front line.Intelligence gets the 12, boosted to a respectable 14 with racial bonuses. Monks don't really use Intelligence, but having this a pocket stat can assist with various skill checks.Some players may disagree with giving the Monk a 10 in Strength since it hinders their ability to grapple. Since this character is less focused on that playstyle, it seems fitting to make them more lithe than strong.Finally, Charisma is the dump stat here at a mere 8. Guess there isn't much socializing to be done when raised by a tree.For skills, the Hermit background makes the most sense here, as it gives access to the Religion and Medicine skills that befit a helpful recluse.We're also going to choose Acrobatics and Stealth from the Monk list, allowing for nimble evasion suited to a forest dweller. We hope you enjoyed some of these DnD character ideas! Let us know which was your favorite down below, and make sure to subscribe to our weekly newsletter for more regular content. We're looking forward to making more content like this!Happy (tabletop) gaming! D&D Beyond Desktop View D&D Beyond Desktop View Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Dungeons & Dragons has been a source of inspiration and fun for storytellers and gamers for half a century, and that shows no signs of stopping any time soon as the game has proven more popular than ever. Best of all, all it takes to play is to develop your character and find a group to play with.But therein lies the challenge. How do you come up with interesting D&D character concepts? Well, we're happy to walk you through how to create a cool D&D character and how you can maintain your character's essential information on CharacterHub. We've even provided 101 character concepts you can run with immediately.While there is much to learn about Dungeons & Dragons, the game is easy to begin. The community is massive, and there are plenty of great sources to introduce you to gameplay and character creation. We will focus on the current 5th Edition rules and basics for this character creation guide, meaning some race and class combinations won't be covered here.Don't worry, though, because our method of character creation can be applied to any edition and expansion of the game. We have you covered for those of you taking your first steps into character creation. We'll get you a roleplay-worthy character to start, and you and your DM can handle the stats and equipment from there.A Secret to SuccessWhen developing a character, there is such a thing as having too many choices and options. Avoiding decision paralysis can be tricky, especially in a game like Dungeons & Dragons, where you have incredible control over how you shape your character and their story. It's not uncommon to seek out templates for D&D characters. We have 101 of them for you in this article. But the secret to our character ideas? They were all generated by answering three central questions. If you want to try your hand at making interesting D&D characters, give the following method a try. Or, if you want to run with one of our generated concepts, you can do that, too.Hubert the BarbarianThe Three Questions of D&D Character ConceptsThe three central questions we used to develop 101 character concepts were simple:What is their race and class?What is their goal?What is their complication?Those questions are all you need to answer to start developing a compelling character. However, like any creative endeavor, it also requires some decent thought. The most obvious question is the first one, which will factor into many of the character's mechanics. Usually, players have no problem finding interesting D&D character combinations at this stage. However, the other two questions require a little more critical thought.The question of a character's goal can be pretty open-ended and range from very simple to very complex. It all depends on your style and approach. Broad archetypical goals can provide an excellent starting point for a character that you can unpack as you play them. These are things such as seeking something or someone, looking for vengeance or a unique item, or developing something like a goal or ability. These questions are asked all over literature and pop culture.The third question is where the real fun begins. In the sense of a complication, consider an obstacle or character trait that can hinder them from meeting their goal. For example, things like interpersonal failings, struggling to develop or change, or even an external force, such as being pursued by someone or something. Characters who lack a form of struggle can be flat. Developing a good complication is a way to create cool D&D character ideas.Steal These D&D Character Ideas!The following list features 101 character concepts for Dungeons & Dragons that you can begin working with immediately. By all means, make like a halfling thief and use them as you will. These concepts are all developed by asking those three central questions:What is their race and class?What is their goal?What is their complication?The selection has been limited to race and class combinations in the basic ruleset to keep things manageable and newbie-friendly. However, the previous questions will work in any edition of Dungeons & Dragons. You should see all three questions addressed in each character concept.Hubert The WizardHow to Use These Character ConceptsAs for how to use these concepts, you don't need to worry about anything beyond just having fun with the game. You'll need to name and assign skills and equipment to your character, but that comes with creating any character. Your DM can help you with that if this is a new experience. The more abstract things, such as motivation and background, are where these character concepts are most helpful.With an understanding of your character's goals and complications, you can roleplay based on these ideas. Plus, with some coordination with your DM, your complications can be worked into an existing campaign for some flavor and story development that will surely make you the envy of the dungeon party. To keep track of your character's intricate details and visualize their design, consider creating a character reference sheet.Many players discover who their character is over many sessions; with these Dungeons & Dragons character concepts, you have a head start on a compelling story. DragonbornA Dragonborn Barbarian wanders the land in search of a cure for a curse that puts them in a devastating blood rage.A Dragonborn Bard travels in search of ancient songs of power scattered amongst tribes of Dragonborn; however, they are not the only one seeking those songs.A Dragonborn Cleric was orphaned at a human abbey and struggles to perform their holy duties in a world that regards them as suspicious and strange.A Dragonborn Druid of a powerful fiery aspect desires to change his nature to one of verdant green magics.A Dragonborn Fighter has been fighting in an arena for years and knows little of the world. He is freed from his contract upon the death of the cruel arena master at the hands of adventures who ask him to travel with them.After years of training, a Dragonborn Monk decides to spread his teachings. However, he is unaware other races can breathe fire, which is a significant part of the martial style he wishes to teach.A Dragonborn Paladin struggles with his draconic heritage and newfound faith in the light, resulting in sporadic failings of his abilities.A Dragonborn Ranger has set out to become the most accomplished hunter in the world. However, their honor depends on using their natural abilities and no weapons.A Dragonborn Rogue is an accomplished assassin who leaves smoldering corpses in their wake. However, a zealous knight who served a lord killed by the assassin is now hunting them down.A Dragonborn Sorcerer is known for her innate magical gifts, unaware of an order of wizards who seek her blood to empower their abilities.A Dragonborn Warlock forms a pact with an entity that claims to be its father - and the resemblance is uncanny.A Dragonborn Wizard seeks out ancient tomes with a possible spell to grow wings. However, these tomes have been lost to time or hoarded by sinister powers.DwarfA Dwarf Barbarian seeks to prove a dwarven fist is more potent than any armor, and they just may prove if they were a little more coordinated.A Dwarf Bard wanders the mountains, seeking inspiration for a song to defend miners in their hometown's dark caves.A Dwarf Cleric believes their ancestor may have a godly background and desire to find their lost hammer as a religious relic… in the depths of Goblin territory.A Dwarf Druid seeks to find the power in the world to create a verdant spring in a dry mountain but must get over their distaste for elves to attain such an ability.A Dwarf Fighter works as a mercenary for a local lord, only to discover the lord has his sights on the jewel-filled caves of the Dwarf's homeland.A Dwarf Monk craves to ascend to a state of spiritual enlightenment but just can't seem to kick their drinking habit to get there.A Dwarf Paladin made a sacred oath to uphold the quest of a fallen companion, only to discover that the companion may not have been honest about their intentions.A Dwarf Ranger takes particular delight in annoying Elven rangers in the forests at the foot of his mountain. However, the Elves have recruited an exceptionally talented ranger to give the Dwarf a taste of their own medicine.A Dwarf Rogue, on the verge of their biggest score to date, robbing a noble's villa, discovers the noble may not be as wealthy as they indicate.A Dwarf Sorcerer can tap into powerful stone magic, but at the loss of their left hand, which has turned to stone.A Dwarf Warlock has discovered the ability to speak with and control giant spiders. But alas, they are arachnophobic.Hubert the RangerElfA Wood Elf Barbarian sounds like an impossible combination until one Elf was exiled from his village for fighting a corrupt leader and implicated for a crime they did not commit. They now wander, fueled by rage.A High Elf Bard seeks to form a famous troubadour group from the best elvish musicians worldwide but must first find them.A Wood Elf Cleric is tasked to find a magical seed by a mysterious forest god nobody seems to know about.A High Elf Druid is tasked with teaching the ways of his adopted Wood Elf ways to a local human village but can't seem to come off as anything but arrogant.A Wood Elf Fighter travels the world as a gladiator to raise money to buy the forests surrounding his home from a local lord.A High Elf Monk has mastered their innate ability to fall into a trance to meditate, and now they seek to use it in battle. Now, they can respond to the actions of others while in this state without breaking their meditation.A High Elf Paladin has been questing for months to purify a haunted shore, only to discover a necromancer is harvesting those same souls and has fled the land. Now, the Paladin must track them down to save those souls.A Wood Elf Ranger has been tracking a group of bandits who have slain a local family that the Ranger had befriended. However, their quest is cut short when they discover a band of adventures has already slain their quarryA High Elf Rogue uses their innate beauty to spy among the royal court of a local kingdom on behalf of a potential usurper. However, the conspiracy has been discovered, and the Rogue is now being hunted.A Wood Elf Warlock makes a pact with an otherworldly force to protect their woodland home at the cost of their very essence.A High Elf Wizard has uncovered a mysterious tome, granting them magical abilities and spells at the cost of feeding it other priceless books.GnomeA Gnomish Barbarian is known for his tremendous feats of strength in bare-knuckle brawls but has managed this through a secret aura-channeling technique learned from a wandering Monk.A Gnomish Bard owes a life debt to a cowardly knight and works to help bolster the knight's profile to one day satisfy that debt.A Gnomish Cleric sets out to prove they are a faithful servant of their god and undertake a mission that other members of their order doubt they can accomplish.A Gnomish Fighter has specialized in taking down fighters much taller than he but hasn't recovered from the sting of losing to a Halfling that was shorter than them.A Gnomish Monk has made a name for themselves being a master of Ki, but others do not know that the amount of Ki flowing through their body is so powerful that they must meditate four hours a day.A Gnomish Paladin has specialized darkvision from delving into the deepest dungeons to fight demons, but their eyes have grown so sensitive they must wear special lenses outside of the depths.A Gnomish Ranger has become obsessed with finding the most potent crossbow possible, no matter how large and cumbersome it may be to their small frame.A Gnomish Rogue has invented all manner of devices for subterfuge and assassination that appear pretty promising when they work.A Gnomish Sorcerer discovers they have more potent spells than other casters, but they must be focused through magic daggers with elemental affinities.A Gnomish Warlock has become a master of commanding familiars, including what appears to be a giant hellhound that serves as a mount. The only problem is the familiars are too familiar with the Gnome, acting more like pets.A Gnomish Wizard received tremendous magical power from a scroll but bound their life to the scroll in the process and must keep it protected and on them at all times or risk oblivion.Half-ElfA Half-Elf Barbarian wanders the land, talented in fighting but never able to fit in with civil society. However, a band of wanderers provides a chance at some social progress.A Half-Elf Bard has made a name for themselves in human kingdoms playing ancient elvish songs. However, those who created the songs are still around, have heard about their work being exploited, and are seeking out the Bard.A Half-Elf Cleric has proven to be talented at any faith, and unsurprisingly, religious orders across races have been clamoring to recruit them to serve their gods.A Half-Elf Druid hasn't mastered the druidic arts, but they are doing their best.A Half-Elf Fighter seeks to prove they are a better archer than their childhood High Elf rival.A Half-Elf Monk has turned to meditation and training to grapple with their raw feelings of being between two worlds, only to discover their abilities are heightened because of their lineage.A Half-Elf Paladin strives to be the first of his kind - a Paladin that serves the Fey. However, the local Wood Elves must become more open to these new ideas.A Half-Elf Ranger is vital in maintaining peace between a kingdom of Humans and a nearby kingdom of Elves, taking on the role of protector and ending conflicts before they can swell.A Half-Elf Rogue has been leading a local band of bandits only to be betrayed by them. Now in Elvish custody, the Rogue seeks to make them pay, no matter where they hide.A Half-Elf Sorcerer has discovered a new, unknown power that seems to have disturbed the nearby High Elves to the point where they seek to destroy her.A Half-Elf Wizard must track down an ancient record of inheritance to prove his place among the highborn families of High Elves. However, those records are sealed by magic, suggesting a conspiracy only a brilliant wizard can solve.HalflingA Lightfoot Halfling Bard has a bad habit of sneaking into venues to share their songs but can usually get away with it because they put on one hell of a show.A Halfling Cleric is filled with doubt due to how people treat them, resulting in an increasingly tenuous connection to their holy inspiration. Can they restore their gifts by becoming more confident?A Stout Halfling Druid has nearly mastered several shapeshifting forms but cannot seem to shapeshift into regular-sized versions of different creatures, resulting in ferocious but tiny beasts.A Stout Halfling Fighter has honed their body through the power of alcohol, able to perform tremendous combat feats based on their drunkenness.A Halfling Monk has proven very competent in martial arts but cannot shake slacking off due to their addiction to a particular relaxation herb.A Halfling Paladin wanders from village to village in a desperate search for a former paladin who has been said to have retired after an epic quest. That paladin may well be their father.A Lightfoot Halfling Ranger sets out to recover a stolen bow from a drunken night at an inn. However, the thief has been a step ahead of them, leaving taunting messages.A Lightfoot Halfling Rogue works as a pickpocket for a local criminal syndicate and is working to pay off a gambling debt.A Halfling Sorcerer has an innate magical ability, but their small frame cannot process such raw, magical power. They must seek a trainer to help them dissipate the magic through physical fitness.A Halfling Warlock leads a band of imps and terrorizes a community with pranks, unaware that the imps are slowly beginning to worship the warlock.A Halfling Wizard works as a magical archivist at a library while they study to become a great wizard, only for a book heist to occur on their watch. Now, they must return the books before the head of the wizarding order learns of the missing texts.Hubert the MonkHalf-OrcA Half-Orc Barbarian seeks to prove they are stronger than any orc. Specifically, they seek to defeat their father in combat.A Half-Orc Bard struggles to find inspiration for their songs in nature until they discover true inspiration comes from the field of combat.A Half-Orc Druid aims to improve their extended family's lives by training in the druidic arts to help improve the land they've settled. However, their aptitude for nature magic is lacking.A Half-Orc Fighter is a vigilant defender of half-orcs from crime and exploitation in a large city.A Half-Orc Monk has trained to control their rage issues, but upon entering a world of adventuring, learns that they're barely keeping a lid on their aggression.A Half-Orc Paladin seeks a hidden tomb of a great paladin to recover a relic that will grant them acceptance into a band of paladins they idolize.A Half-Orc Ranger has fallen in with a band of elven rangers but finds his loyalty tested when his brother has become a target of the rangers.A Half-Orc Rogue has become known for stealing massive amounts of treasure due to their tremendous strength; however, a local knight has begun working a profile and investigating those cases with all evidence leading to the rogue.A Half-Orc Warlock has tapped into dark, otherworldly gifts in an attempt to ascend to a demonic form, unaware of the price their dives into such power draws from their life force.A Half-Orc Wizard at a magical academy seeks to prove they are as capable of incredible wizardry as other students but is not shy about letting their fists do the talking.HumanA Human Barbarian has been raised by a tribe of orcs. They find themselves thrust into the role of a defender when the tribe's bravest warriors suddenly vanish.A Human Bard seems to create a perfect melody that borrows from the styles of music of all races - provided he can earn the trust of 11 of the world's greatest bards.A Human Cleric finds themselves in the unenviable position of serving as a missionary to a tribe of orcs.A Human Druid wages a private war against a logging company that destroyed a heart tree that was a thousand years old. In the process, their magic has been weakened.A Human Fighter has sought to fuse the elegance and dexterity of elvish combat with the strength of dwarves. The only problem is that their potential teachers are bitter rivals and refuse to train them if the other is involved.A Human Monk has wandered from kingdom to kingdom, attaining enlightenment through service towards others, but regrets that such service in these lands comes from fighting.A Human Paladin desires to become an ultimate hero but cannot do that without the blessing of the retired former hero - who just happens to have been imprisoned for gambling debts.A Human Ranger had been surviving on their own, comfortably, until they found an abandoned dire wolf pup. With a companion that means everything to them, the ranger opts to help a band of adventures where the wolf has taken a shine.A Human Rogue leads a band of expert pickpockets and con artists but is betrayed by a spy from a rival syndicate and imprisoned. Newly escaped, our rogue seeks vengeance on behalf of his band.A Human Sorcerer has discovered their tears have healing properties but has been on the run for years as sinister forces seek to enslave them for their gifts.A Human Warlock calls upon dark and otherworldly gifts to find the swordsman who murdered their family.A Human Wizard has been accepted to a wizarding school, only to discover a conspiracy to search promising your wizards for the next incarnation of a dark lord, and our wizard may very well be that next incarnation. However, they don't want to be and prefer to study spells in peace.TieflingA Tiefling Barbarian is known as "The Demon of Iron Peaks" but has only taken to combat because people keep trying to slay them.A Tiefling Bard has developed a new form of music by channeling lightning powers through their guitar; however, traditional bards are highly disturbed by this and try to run the tiefling out of towns whenever they arrive to perform.A Tiefling Cleric has become somewhat of a marketing push for a group of priests, showing anyone can "be good." Meanwhile, the tiefling just wishes to serve others out of the kindness of their heart.A Tiefling Druid has been the subject of rumors of a local village who have seen a nearby horned bear. However, the tiefling themself has not mastered that form of shapeshifting. Now, they seek to investigate the presence of the horned bear.A band of clerics recruits a Tiefling Fighter to defend them as they purify a temple overrun by demons, a task the tiefling eagerly accepts, as they lost a horn to some of those same demons before.A Tiefling Monk finds themselves at the center of a murder mystery when they return to find their entire temple has been slaughtered, and all evidence points to a powerful non-human.A Tiefling Paladin is known locally for their wisdom and faith and decides to take their duties into a larger, more cynical world.A Tiefling Ranger has been searching for a gigantic cat that destroyed a local village, only to discover that the cat is a cursed druid, desperate for help.A Tiefling Rogue has been operating an exotic brothel of demihumans that caters to the wealthy, who are relieved of their treasures in secret. However, the operation is discovered, and the rogue must find a safe harbor for all their workers.A Tiefling Sorcerer is the next target of a serial killer who believes tiefling magic is found in their horns. The killer has no idea what they are in for with this sorcerer as their target.A Tiefling Warlock has been posing as a demon lord, and their summoned minions are beginning to suspect them of lying.A Tiefling Wizard has devoted themselves to the study of time-based magic in an attempt to right a past wrong, no matter the consequences.Keep Your Characters on CharacterHubOnce you've developed your character and backstory, you can record their information and adventures on CharacterHub. Many players love having art created for their characters, and using CharacterHub as a central repository for commissioning art of your Dungeons & Dragons character makes it easy to network with creators and find artists. That is if you are not already drawing the character yourself. In that case, you can assemble a gallery of your art based on your adventures and show off your OC D&D character to anyone interested.You can also create an index of essential information about your character for gaming sessions, easily accessed in-game through your phone. Open their profile and quickly parse important information without needing a notes app. Even better, character profiles are easily customized, meaning you can shape the profile to your needs as a gamer.You have everything you need to get into the game, between 101 interesting D&D concepts, the character creation shortcut, and CharacterHub's powerful tools. Please be sure to share your characters on CharacterHub; you could say we're on a quest to see all 101 concepts used by real gamers as OCs.David Davis is a cartoonist with around twenty years of experience in comics, including independent work and established IPs such as SpongeBob Squarepants. He also works as a college composition instructor and records weekly podcasts. Find out more about him at his website!Find Out More This should be a shock to no one: we publish a lot of build guides. We love all of them, but some of our builds do something silly or unique in ways that we really love, and we want to take a few minutes to look back at some of our favorites.We promise that Tyler won't cheat and pick a wizard.Random, Rocco, and I all decided to take one of the popular paladin multiclass combos: bardadin, hexadin, and sorcadin. I ended up writing two bardadins, but this was easily my favorite of the two. Building around Armor of Agathys and retaliatory damage, the build makes itself an absolute nuisance in combat, forcing enemies to kill themselves to attack you or leave you to your own devices while you kill them. It's also a bard, so it's a great Face.– TylerRocco absolutely surprised me with this one: he combined Druidic Warrior, a single-class ranger, and a sling, and somehow made something both effective and really fun for our Swarmkeeper Ranger example build. Combining the Crusher feat with Gathered Swarm allows you to hit an enemy and move them 20 feet (mostly horizontally), allowing you a lot of battlefield control at no resource cost. Relying on Wisdom also means that some of the Ranger's interesting but ineffective spells are suddenly really good.– TylerAn absolute mess of multiclassing, Tam Bush was originally Random's idea, and then became one of the three example builds in our Bugbear-y Me in Damage article after Random, Rocco, and I spent a bunch of time iterating and improving it. Of the three, it's the only one built for melee. It does enough damage to triple the "Dude Stop" DPR range starting at level 12, and from that point on can solo entire encounters in a single turn unassisted. It's a monster.– TylerWhile you might find many people online calling Monks the "worst" class, we firmly believe there is no such thing. It's definitely one of the hardest to optimize… if you want a traditional goal. If, instead, you're a content creator who is willing to lean into the fact that not everything is about numbers, you can be Tyler and put out the Way of the Open Hand subclass handbook. Designed to be an impressive battlefield controller by virtue of the almighty power of yeet, this build shines for being something exceptionally fun to play while still having a meaningful presence in any party.– RandomOne of the very first things Karuma ever wrote for the site, this build intentionally throws away one benefit of Rage in a combination that is nearly equal parts Barbarian and Paladin rather than the usual dip we see in multiclassing. The end result is a ludicrously durable melee Striker that uses Reckless Attacks to fish for crits and then throws handfuls of d8s at the DM as punishment for allowing this monstrosity at the table.– RandomThe thing I am most proud of amongst all my creations on the site, yet another melee Defender rounds out my list (I maybe have a type [well, two types, but there's only so many times I can talk about Divine Soul]). This came about when I was doing research for the Ancestral Guardian handbook and read Echo Knight and realized those things worked way too well together.I'm actually playing this build right now (though without all the Fate references) because it was the thing I most wanted to run one of after building it. It abuses the fact that you're really not intended to make melee attacks from 30 feet away to lock down even the toughest foes at a comfortable distance.– RandomYou ever wonder why we're here?This was the first article on the site not by Tyler. It changed the game for RPGBOT. It led to Random suggesting I write something and see if it fit with what Tyler wants. So yeah, this is why we, the rest of the writing staff, ultimately ended up here instead of Tyler continuing to attempt his one-man show in what little free time a family man has.Oh, you want to hear about the actual build? A Hexblade Warlock with Elven Accuracy? It tops the Google search rankings month after month (and, like, every D&D Youtuber has their own version of the idea too since this game is ten years old) so it's fairly reasonable for me to assume you've already heard of this idea, but sure: Abuse Super Advantage with a Heavy weapon that qualifies for Great Weapon Master for an arbitrarily large amount of damage. That's not why it's my favorite Random article, that's just what it does in game.– RoccoWe have plenty of grappling builds on the site because grappling is one of the First Order Optimal strategies for melee PCs. But this one jumps into the air, while grappling, allowing you to be Zangief (or Potemkin, or Iron Tager etc.) in D&D 5e. There are a lot of ways to be a wrestleman (I've written quite a few myself) but I just really like the way this one adds in the Jumping for fall damage because it's just very silly. There's not really much more to it: Tyler usually writes casters and I like grapplers so my favorite Tyler build is a grappler.– RoccoMy personal pick for my own favorite build is very simple: It's packed full of double entendre. It's all a bunch of "if you know, you know" dirty jokes. About Tentacles and Protection. However, while the presentation is very silly, it does a great job of being a hybrid supportive damage dealing Warlock.That's what I like: being a silly player and laughing about the serious situations my serious character has to deal with while not being in on the joke. – RoccoOkay fine, I'm cheating and picking a wizard. Wizards have been my favorite class for my entire 20+ year history with the game. They speak to my tastes and my personality on a fundamental level. But Order of Scribes takes that one level further and mechanically incentivizes my compulsive need to collect spells and then gives me the ability to use them to shock and horrify onlookers.It's like someone had a direct link to my deepest desires and turned that into a subclass. I responded by taking a magical sci-fi robot and putting them into a fantastic magical land where they get to be a wizard.– TylerHonorable Mention: Light Domain ClericAmong our earliest example builds, the Light Domain Cleric is simple, yet effective. It doesn't do anything especially novel, but it's been a great entry point for a lot of players first finding their legs in character optimization. Combining the ability to cast Fireball with the Cleric's existing healing and support options is a ton of fun.I personally know two people who have played clerics based on this build, and I take a lot of pride in the fact that they enjoyed their characters and survived for a very long time. Knowing that folks are getting value from our work gives me warm, fuzzy feelings.– Tyler Making an interesting Dungeons & Dragons character is all part of the fun of playing, but devising a good concept can sometimes be tricky. Characters should feel like a natural part of the world, but creating a fantasy trope isn't the most interesting path. It's easy to fall into the trap of using clichés when rolling a new character, resulting in people who seem like templates instead of unique personalities. Everyone has seen or read about the lone wolf Ranger character or the lovable and Robin Hood-like Rogue. Some concepts are so commonplace that they're practically parodies at this point. While many clichés are not necessarily bad, they have been done so many times that they are hardly unique. The number of races, classes, and other approaches in D&D gives you tons of options to create a novel character. 15 Play D&D As A Pirate With A Twist Sail The High Seas With Some Unique Flair A wide-eyed former pirate who didn't know any better could be a fun character idea in Dungeons & Dragons. Raised as a pirate from being very young, this character has only ever known a life of travel and raiding. Perhaps they were taken during one of the raids and adopted by the pirates, or maybe they are the child of a high-ranking pirate or even the Pirate King or Queen. It could be amusing to play with the idea of what Dungeons & Dragons pirate characters are usually like and turn that on its head by having the character be quite innocent, especially if the rest of the party isn't. Bringing a naive pirate character to life can be done by showing a fascination for the little things, being friendly to NPCs, and not fully understanding that stealing is wrong while still taking everything not nailed down. Over time spent with the rest of the party, they could eventually become a better and more selfless person. This character idea would work well for almost any race, as pirates are not restricted to one particular species. As for classes, rogues, fighters, barbarians, and bards would be the most obvious choices, especially the Swashbuckler Rogue subclass. However, players could also use other classes to put a further spin on the pirate cliché. When it comes time for action, DnD characters tend to be focused either on attacking enemies or supporting other party members through healing, buffs, and more. Depending on the operation, though, there are sometimes other roles to fill. If party members are prone to sticking their noses where they don't belong and landing in hot water, designing a character around a getaway driver concept can open up a fun and unusual approach to gameplay and roleplay. The Getaway driver is a common trope, but outside of purely heist-focused campaigns, it doesn't show up often in DnD. Those trying the 5e adventure Waterdeep: Dragon Heist may find this concept easy to fit into that story. Related Dungeons & Dragons has released a wide variety of campaign books over the course of fifth edition, and some definitely stand out more than others. There are a lot of different possibilities for a getaway driver, but having vehicle proficiencies or magical movement options is generally the most important part. Relying on an animal could also be useful, whether that comes through a Paladin making use of find steed or a Druid using more general animal summoning (or transformation) options. Multiclassing is a powerful tool for combining advantageous movement possibilities, so it's easy to get creative with getaway driver builds. New 5e subclasses like the Drakewarden Ranger could even use their dragon companion as their getaway vehicle, instantly creating an interesting visual of party members escaping on the back of Dungeons & Dragons' most iconic monster. A darker character idea could be that of a servant who discovers that they have magical abilities. Like the pirate, the DnD character's backstory can be adapted to have been either born into servitude or found themselves as servants later in life. The emergence of their magic immediately made this character a target, as a lot of people in power suddenly wanted access to them. This character could have been used as a tool to do the bidding of others before managing to finally escape. It would be nice to take a shy or detached character and have them open up more as their faith in the party grows. A Sorcerer would be an obvious choice for this character concept, but a Druid or a Bard could work equally well. Wizards could be used for an extra twist that that character gained their magic by "borrowing" their master's books. A character built with this idea would have a paranoid personality, and they would be slow to trust people. However, once another player or NPC has earned that trust, this character would do anything for them. This concept would work with most races, but for obvious reasons, would have to choose a powerful DnD spellcaster class or subclass. Oathbreaker Paladins are not uncommon in D&D, but many tend to fall under the same tropes. Forsaking an old god by breaking the Tenets of another Oath immediately creates a character with a chip on their shoulder, but with enough motivation to use their newfound dark magic. An interesting twist on this concept would be an Oathbreaker who has lost faith in the existence of any gods at all. Perhaps this loss of faith came from a supreme act of injustice that the Paladin's original god couldn't have allowed, leading to a crisis of religion that still plagues the character to this day. D&D's gods are prevalent in a lot of places, but this Oathbreaker could interpret each act of divine power as a ploy from darker creatures due to their innate cynicism. This angle may lead to a despondent character slowly learning to trust in gods again or at least the people around them. The roleplay opportunities here are abundant, as this type of character rejects fundamental aspects of a D&D world in the opposite way of almost any other type of Paladin. Making a deal with the devil or another powerful entity is a common trope for magical characters, and when it comes to DnD in particular, this tends to play out with Warlock characters. Someone bitter that they failed at challenging wizard studies or that they were never blessed with the innate magical ability of a sorcerer might turn to the path of a Warlock in frustration, seeking power from a Patron. This is one concept that's fun to reverse, and DnD offers plenty of fun options to do so. A character trying to take the quick path to magical power might be ready and willing to make a pact with a patron, but perhaps they start as a uniquely pathetic figure or have nothing that potential Patrons are interested in. Related Warlock has one of the most expansive spell lists in D&D 5e; not all of the spells are made equal, so spell choice will be crucial in any campaign. After being rejected, they could end up devoting themselves to another approach to magic, perhaps gritting their teeth and embarking upon Wizard studies or finding a deep connection with nature and taking the path of the Druid. They could still be bitter about having never become a warlock, giving them the motivation to prove Patrons wrong. Monk can be one of the more difficult classes to get creative with in DnD, as the basic flavor of the character tends to draw heavily on the concept of Shaolin monks. While a fighter might have any sort of approach, ideology, and style, a Monk is generally intended to be studious and single-minded in ways that can make innovation feel challenging. There's still plenty of room to make great, original characters within that framework, it's just a class that seems unusually hard-coded. Devotion to an art or set of beliefs doesn't have to fall into one type of tradition, however, and it's possible to still get fairly subversive with a monk. Perhaps they pursue perfection in their discipline in the same way that a teenage skateboarder might, mixing genuine dedication with a seemingly lackadaisical attitude and interest in the counterculture. The Drunken Brawler subclass opens up the obvious potential to throw alcohol into the mix, but a more inventive way to employ the concept might be a jesterly character who loves martial arts for the sheer joy of confusing enemies. An interesting idea for a character could be a former adventurer who has long retired from long quests, perhaps from a party disbanded long ago. Over the years, this character's age and retirement have rusted their skills, leveling them down to a point where they can travel with low-level parties. However, they have moments of experience and wisdom that give them unique insight into specific situations. This is a play on the grizzled veteran character trope, with a bigger focus on the meta aspect of D&D adventures. This character would know exactly when a villain is going to monologue because they've "seen it before," or know exactly which chest is a Mimic or not from a traumatic experience back in the day. A Battle Master Fighter, an old Wizard, or a hermit-like Druid could all be perfect ways to implement this role. Similar to Monks, Barbarians in D&D often fall into tropes of a wild person whose rage is loud, boisterous, red-vision-fueled anger that always looks the same. A unique Barbarian character would be one whose anger is quiet, almost like a calm fury that leads to efficient action rather than ripping and tearing. This could lead to a more noble-esque character suddenly lashing out in quiet violence to get their point across. This character could be a bouncer to an exclusive club, a former soldier, or have several origins that define their personality. Rage from a Barbarian can come in many distinct forms beyond quiet fury too, as someone could be enraged by music or set off from some sort of otherworldly possession. The limit to how a Barbarian's Rage works is entirely limited by your own creativity. Some of the most interesting DnD character ideas can come from building characters that don't seem very optimal to play, although it's important to avoid constantly sabotaging the party when doing so. One interesting angle is making an evil character more interested in subterfuge than the murderhobo lifestyle, but failing to give them much in the way of intelligence. Schemers in DnD are typically good at what they do, so having a character who's always interested in guiding the party down dark paths but incompetent when it comes to doing so is a nice change of pace. You can make your character bad at keeping secrets, always reveal their plans in grandiose monologues that embarrass themselves, or be a moustache-twirling villain whose plans fail ridiculously. When playing a character that has the potential to undermine the party's efficacy, it's important to draw a line at seriously endangering the lives of other party members without express consent. Most parties are generally likely to effectively counter the worst damage that a character might do, as their inefficacy would make them easy to outweigh in argument or outwit in action. Anyone who actually wants to determine the strategy for the party would be better off not handicapping themselves in that way. Those purely focused on roleplay, however, could get a lot out of the idea, and the chaos that it can cause might pay bigger dividends. A great trope in horror media is the idea of a ghost not knowing it is dead, but this concept is rarely applied to a D&D character. Several racial options, like the Revenant, allow players to play characters with undead origins, but having someone be unaware of their fate could lead to interesting revelations. Ghost characters or undead racial origins could lead to any class or subclass, but you may get the most flavor from the Cleric's Death or Grave Domains using this concept. For example, you could have a Dhampir Warlock who was once a servant of a powerful vampire,

but who doesn't know they are a vampire spawn themselves. They would declare their aversion to the sun as a "rare skin condition" or having an already unnatural hatred for garlic. Similar ideas could lead to comedic or truly tragic moments as these characters learn of their condition eventually. D&D Beyond Desktop View