



ARCANE - MASTERY IN MAGIC

- THE FOLLOWING CLASSES QUALIFY:
 - SORCERER
 - WARLOCK
 - WIZARD

DEVOTION - COMMITMENT TO SOMETHING GREATER

- THE FOLLOWING CLASSES QUALIFY:
 - CLERIC
 - DRUID
 - PALADIN

MIGHT - PROWESS IN MARTIAL COMBAT

- THE FOLLOWING CLASSES QUALIFY:
 - BARBARIAN
 - FIGHTER
 - MONK

SKILL - TRICKS OF THE TRADE

- THE FOLLOWING CLASSES QUALIFY:
 - ARTIFICER
 - BARD
 - RANGER
 - ROGUE

BEST ART (TOP 3)

FOR PREVIOUS YEARS, ART WAS A SIGNIFICANT PORTION OF THE JUDGING CRITERIA (ROUGHLY ONE-SIXTH OF THE TOTAL SCORE).

- THIS YEAR, IT WILL STILL CONTRIBUTE, JUST LESS SO.
- SEE THE JUDGING SECTION (BELOW) FOR MORE INFORMATION.

BEST IN CLASS

- THE FOLLOWING CLASSES QUALIFY:
 - ARTIFICER
 - BARBARIAN
 - BARD
 - CLERIC
 - DRUID
 - FIGHTER
 - MONK
 - PALADIN
 - RANGER
 - ROGUE
 - SORCERER
 - WIZARD
 - WARLOCK

HOME TOWN HERO

LAST YEAR'S MYSTERY CATEGORY, ANY CHARACTER WHO IS WELL KNOWN IN THEIR HOME TOWN OR HOME REGION FOR BEING HEROIC CAN BE A CONTENDER FOR THIS CATEGORY.

2026 MYSTERY CATEGORY

EVERY YEAR WE PICK A NEW MYSTERY CATEGORY AND USUALLY WE GET AT LEAST A HANDFUL OF CHARACTER ENTRIES THAT QUALIFY. MAYBE YOURS CAN BE THE WINNER? (IT ALMOST ALWAYS CONCERNS YOUR CHARACTER'S BACKSTORY!)

**CHARACTERS MUST BE TURNED IN BY 5PM ON SATURDAY (JULY 11, 2026).
THE AWARDS CEREMONY WILL BE 11AM SUNDAY (JULY 12, 2026).**

BACKSTORY	0 - 10	
ADVENTURE	0 - 10	
ROLEPLAY	0 - 10	
MECHANICS	0 - 10	
JUDGE'S CHOICE	0 - 2	
ART / DESCRIPTION	0 - 3	
		TOTAL SCORE

JUDGE'S NOTES

CONTEST CRITERIA

BACKSTORY:

- WHAT DID YOUR CHARACTER DO BEFORE THEY STARTED ADVENTURING?
- WHY ARE THEY ADVENTURING?
- ARE THEY BRAVE AND HEROIC? A BIT OF A COWARD? SOMEWHERE IN BETWEEN?
 - WHAT MADE THEM THIS WAY?
- WHAT EXPERIENCES HAVE SHAPED THEIR VIEW OF THE WORLD?

ADVENTURE:

- HOW DID THEY GET TO LEVEL 5?
- WHAT LOOT DID THEY GET?
- DID THEY LEARN ANYTHING?
- DID IT CHANGE THEIR ATTITUDE OR THE WAY THEY SEE THINGS?



ROLEPLAY:

- HOW DO THEY ROLEPLAY?
- WHAT ARE THEIR STRENGTHS AND FLAWS?
- DO THEIR SKILLS, SPELLS, AND EQUIPMENT MAKE SENSE WITH THEIR BACKSTORY?

(AVOID DESCRIBING THEM AS CLUMSY IF THEY HAVE A HIGH DEXTERITY SCORE, FOR EXAMPLE.)

MECHANICS:

- ARE THEY BUILT CORRECTLY?
 - PLEASE USE EITHER D&D 5E OR D&D 5.5E (2024 EDITION), NOT BOTH.
- HOW DO THEY PLAY?
- ARE THEY FUN TO PLAY?
- MAYBE DESCRIBE YOUR CHARACTERS APPROACH TO COMBAT AND/OR PROBLEM SOLVING?

ART/PHYSICAL DESCRIPTION:

- A LITTLE ART GOES A LONG WAY!
- WHAT DOES YOUR CHARACTER LOOK LIKE?
- WHAT DO THEY CARRY ON THEIR PERSON AT ALL TIMES?
- WHETHER OR NOT YOU'RE A GREAT ARTIST, DESCRIBE THEM FOR US ANYWAY, PLEASE!
- AND REMEMBER YOU CAN ADD ART ANYWHERE ON THE SHEET (EXCEPT THE JUDGE SHEET)

JUDGE'S CHOICE:

- JUDGES LOVE UNIQUE CHARACTERS!

CHARACTER NAME _____
 SPECIES _____ CLASS & LEVEL _____
 BADGE NAME _____
 BADGE NUMBER _____



HIT POINTS	HIT DICE	DEATH SAVES ◆◆◆◆ SUCSESSES ◆◆◆◆ FAILURES
TEMP	SPENT	
CURRENT	MAX	



CHARACTER CREATOR CONTEST 2026

PROFICIENCY BONUS

INTELLIGENCE

MODIFIER SCORE

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

STRENGTH

MODIFIER SCORE

Saving Throw

Athletics

Saving Throw

Arcana

History

Investigation

Nature

Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

DEXTERITY

MODIFIER SCORE

Saving Throw

Acrobatics

Sleight of Hand

Stealth

WISDOM

MODIFIER SCORE

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

CLASS FEATURES

CONSTITUTION

MODIFIER SCORE

Saving Throw

CHARISMA

MODIFIER SCORE

Saving Throw

Deception

Intimidation

Performance

Persuasion

HEROIC INSPIRATION

SPECIES TRAITS

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

TOOLS

BACKSTORY

HOW DOES YOUR CHARACTER INTRODUCE THEMSELVES?

DESCRIBE AND/OR DRAW SOMETHING IMPORTANT TO THEM HERE.

WHO HAVE THEY MET SINCE THEIR ADVENTURING BEGAN? FRIENDS? ENEMIES?

WHAT CHALLENGES & DANGERS DID THEY FACE? WHICH SUCSESSES & FAILURES HAVE THEY EXPERIENCED? AND WHAT SORT OF TREASURES HAVE THEY ACQUIRED?

**USE THIS PAGE FOR HAND-DRAWN ART AND/OR A DETAILED WRITTEN DESCRIPTION OF YOUR CHARACTER:
(EVEN IF YOU DON'T THINK YOU'RE A GOOD ARTIST, SOME ART IS BETTER THAN NO ART!)**