BUILD A CHARACTER

1 Concept

- Come up with a cool idea for your character. Figure out where they come from, how their background shaped them and why they've chosen to be an adventurer.

 Use extra pages if necessary.
- 2 Outline how you'd like the character to develop in the future. This plan may change once the adventure starts.

2 Basic attributes

- 1 Ask your GM how to create your basis scores. He might give you a fixed array, ask you to roll dice, or use a point buy system.
- 2 Allocate these scores to your six stats: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma
- 3 Add any bonus or penalty from your race:

	Str	Dex	Con	Int	Wis	Cha	
Dwarf	-	-	+2	-	+2	-2	
Elf	-	+2	-2	+2	-	-	
Gnome	-2	-	+2	-	-	+2	
Half-elf		+2 to	any one	ability	score		
Half-orc		+2 to	any one	ability	score		
Halfling	-2	+2	-	-	-	+2	
Human		+2 to	any one	ability	score		

4 Calculate your six ability modifiers

Ability Modifier =
$$\begin{pmatrix} Ability \\ Score \end{pmatrix}$$
 - 10 \Rightarrow 2

Always round down. If you have odd numbers in your ability scores, there will be a chance to adjust the scores at later levels.

3 Character traits

Traits are aspects of your background that can add depth to a character. Ask your GM if you get to pick any traits, and if so how many. A common allocation is:

- One background trait, connected to your character's origin
- 2 One story trait, connecting them into the campaign Remember to role-play your character traits.

4 Racial abilities

Consult the book to find out

- Your size and size modifier
- 2 Your base speed (measured in feet per six seconds)
- 3 Your starting languages
- 4 Your weapon and armor proficiencies
- 5 Any other racial abilities

5 Take your first level

See below

6 Purchase starting equipment

Use the starting wealth for your class, or a value supplied by your GM.

TAKE A CLASS LEVEL 1 Pick a class 1 If this is your character's first level, or the first level you're taking in a new class, think carefully about choosing an archetype,

- as well as any irrevocable choices such as "path", "combat style", etc.

 2 Fill in the class's hit die, skill ranks per level, and class skills
- 3 Depending on your race, you typically get to pick one favored class,
- which provides you a slight bonus at each level.

 Your favored class does not have to be the first class you take.

2 Ability score upgrades

At levels 4, 8, 12 and 16 you get to add 1 to a single ability score. If that score was an odd number, this mean an increase in the ability modifier.

3 Base attack bonus and saving throws

Consult the book to see what increase you get to your Base Attack Bonus and Saving Throws at this level.

If multi-classing, remember to add up the values from all your classes.

4 Roll hit points and allocate skill ranks

- 1 Roll a hit die (unless this is your first level, in which case you get the maximum you could have rolled) and add your constitution modifier.
- 2 You get a number of skill ranks from your class, to which you add your intelligence modifier. Allocate these ranks to skills. Remember that class skills get +3only if you have at least one rank.
- 3 If taking a level of a favored class, pick a bonus hit point or skill rank. Some classes may make available other options, such as an extra spell.

5 Class abilities

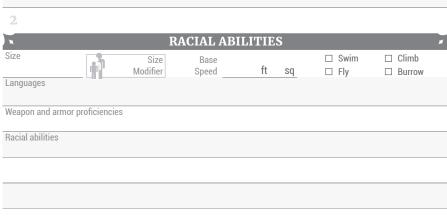
Make a note of any other abilities your character gains at this level. This may include extra spells, combat feats or feat-like choices, increases to the power of previous abilities, etc.

6 Feats

At odd-numbered levels, you get to pick a feat.

Make sure your character qualifies for the feat's preconditions

Character r	name						
Race (including	g subtypes or o	customizations)					WALE CONTROL
Place of origin	, nationality, cu	ılture					m =
Starting point							COS SAME
Intended progr	ression						
×			ATTRIE	BUTES			
1	2	3	4	5	6	7	8
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma		
+	+	+	+	+	+		
Т.	Т	Т.	т.	Т.	T	Racial bonus	
Ш	II	-11	П	II	II	Attribute scores	
STR	DEX	CON	INT	WIS	СНА	Attribute modifiers	



CLASS			—
CLASS > ARCHETYPE > CHOICES	Skill Ranks	Hit Die	Level
		d	
Is this a favored class?	+ INT per level	+ CON per level	
Class skills			

BASE ATTACK & SAVING THROWS								
BASE ATTACK BONUS			SAVING THROWS	Fortitude	Reflex	Will		
×	HIT POINTS & SKILL RANKS							
HIT POINTS	Hit Die d	+ CON	+ 1? =	hp	Total hit points	hp		
SKILL RANKS	Class Skill	+ INT	+ 1? =	rks	Total skill ranks	rks		
FAVORED CLASS BONUS	One hit point or	One skill rank or	or		or			
CLASS ABILITIES								