## 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.
- Outline how you'd like the character to develop in the future. This plan may change once the adventure starts.

### 2 **Basic attributes**

- 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.
- Allocate these scores to your six stats: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma
- 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						

Calculate your six ability modifiers

Ability Modifier = 
$$\left(\begin{array}{c} Ability \\ Score \end{array} - 10\right) \div 2$$

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

## 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 1
- One story trait, connecting them into the campaign Remember to role-play your character traits.

## **Racial abilities**

Consult the book to find out

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

# Take your first level

See below

# 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

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. CLASS

ARCHETYPE

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CHOICES

- Fill in the class's hit die, skill ranks per level, and class skills
- 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.

# 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.

## Roll hit points and allocate skill ranks

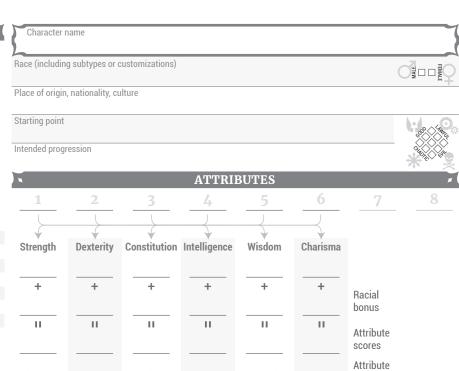
- Roll a hit die (unless this is your first level, in which case you get the maximum you could have rolled) and add your constitution modifier.
- You get a number of skill ranks from your class, to which you add your intelligence modifier. Allocate these ranks to skills. Remember that class skills get +3only if you have at least one rank.
- 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.

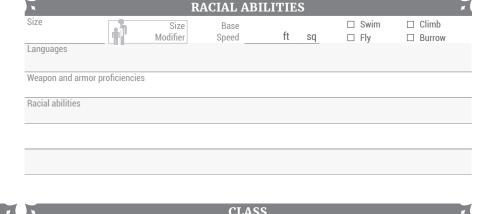
# Class abilities

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





modifiers

Hit Die

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Class skills					, , , , , , , , , , , , , , , , , , , ,	
×	BASE A	ATTACK & S	SAVING T	HROWS		<b>"</b>
BASE ATTACK BONUS			SAV	Fortitu ING ROWS	de Reflex	Will
×	HIT	POINTS &	SKILL R	ANKS		<b>"</b>
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 <b>or</b>	^	or	or	
×		CLASS AE	BILITIES			

**FEAT**