

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.
- 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

$$\text{Ability Modifier} = \left(\frac{\text{Ability Score} - 10}{2} \right)$$

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
 - 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
- Your base speed (measured in feet per six seconds)
- Your starting languages
- Your weapon and armor proficiencies
- 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

- 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.
- 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.

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

- 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 +3 only 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.

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 name

Race (including subtypes or customizations)



Place of origin, nationality, culture

Starting point

Intended progression



ATTRIBUTES

1	2	3	4	5	6	7	8
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma		
+	+	+	+	+	+		
II	II	II	II	II	II		
STR	DEX	CON	INT	WIS	CHA		
						Racial bonus	
						Attribute scores	
						Attribute modifiers	

TRAITS

1

2

RACIAL ABILITIES

Size Size Modifier Base Speed ft sq ☐ Swim ☐ Climb ☐ Fly ☐ Burrow

Languages

Weapon and armor proficiencies

Racial abilities

CLASS

CLASS > ARCHETYPE > CHOICES

Skill Ranks Hit Die Level

☐ Is this a favored class? + INT per level + CON per level d

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

FEAT