

CREA UN PERSONAGGIO

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 Attributi Base

- Chiedi al GM come creare i tuoi punteggi di base. Ti potrà fornire una lista, o chiederti di tirare un dado, o usare un sistema a punti
- Assegna questi punteggi alle tue 6 Caratteristiche: Forza, Destrezza, Costituzione, Intelligenza, Saggezza e Carisma

- Aggiungi bonus e penalità della tua razza:

	Str	Dex	Con	Int	Wis	Cha
Nano	-	-	+2	-	+2	-2
Elfo	-	+2	-2	+2	-	-
Gnomo	-2	-	+2	-	-	+2
Mezzelfo	+2 a ogni punteggio di Abilità					
Mezzorco	+2 a ogni punteggio di Abilità					
Halfling	-2	+2	-	-	-	+2
Human	+2 a ogni punteggio di Abilità					

- Calculate your six ability modifiers

$$\text{Modificatore Caratteristica} = \left(\frac{\text{Punteggio Caratteristica} - 10}{2} \right)$$

Arrotonda sempre per difetto. Se hai numeri dispari nei tuoi punteggi di Abilità ci sarà la possibilità di aggiustarli nei livelli superiori.

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:

- La tua Taglia ed il Modificatore di Taglia
- La tua velocità base (in m/r)
- I tuoi Linguaggi iniziali
- Le tue competenze nelle Armi e nelle Armature
- Ogni altro privilegio raziale

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 your 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 favoured class, which provides you a slight bonus at each level. Your favoured class does not have to be the first class you take.

2 Avanzamenti punteggi di Abilità

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 Bonus Attacco Base e Tiri Salvezza

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

If multiclassing, 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 skill get +3 only if you have at least one rank.
- If taking a level of a favoured 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 Talenti

At odd-numbered levels, you get to pick a feat. Make sure your character qualifies for the feat's preconditions.

Nome del Personaggio

Race (including subtypes or customisations)



Place of origin, nationality, culture

Starting point

Intended progression



ATTRIBUTI

1	2	3	4	5	6	7	8
Forza	Destrezza	Costituzione	Intelligenza	Saggezza	Carisma		
+	+	+	+	+	+		
II	II	II	II	II	II		
FOR	DES	COS	INT	SAG	CAR		

Bonus Raziale

Punteggi Attributi

Modificatori Attributi

TRAITS

1

2

PRIVILEGI RAZIALI

Taglia Mod. Taglia ☐ Velocità Base ☐ Nuotare ☐ Scalare

Languages ☐ Volare ☐ Scavare

Weapon and armour proficiencies

Racial abilities

CLASSE

CLASSE > ARCHETIPO > CHOICES

Gradi Abilità Dado Vita ☐ Livello ☐

☐ Is this a favoured class? + INT + COS

Abilità di Classe INT per livello

ATTACCO BASE & TIRI SALVEZZA

BONUS ATTACCO BASE TIRI SALVEZZA

Tempra Reflex Will

PUNTI FERITA & GRADI ABILITA'

PUNTI FERITA Hit Die + COS + 1? = pf Total hit points pf

ABILITÀ GRADI Class Skill + INT + 1? = grd Total skill ranks grd

FAVoured CLASS BONUS One hit point One skill rank

ABILITA' DI CLASSE

TALENTO