

# Character Level Progression

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## 1 Basics

Skill points per level:  $\text{INT score} / 2$

Max ranks per level:  $\text{level} + \text{INT modifier}$

Starting wealth:  $5d6 \times 10$

Starting HP: CON Score

Starting BAB:  $\text{STR} + \text{DEX modifiers}$

Ability points:  $4d6$  subtract the lowest, +2 to one ability score

Modifier:  $(\text{Score} - 10) / 4$

Base speed: 30

Base Language: English

Alignments: any

Each Level, either distribute 2 points into two different base saves, or add one to BAB

Level	Special
1	Special Feat, Proficiency with Simple Weapons
2	Proficiency with Martial Weapons, Proficiency with Light Armor
3	Feat: Weapon Focus, Exotic Weapon Proficiency
4	General Feat, Proficiency with Medium Armor, Special Ability
5	Exotic Weapon Proficiency, Skill Focus
6	Proficiency with Heavy Armor, Favored Terrain
7	Special Ability, Special Feat
8	Favored Enemy, General Feat
9	Exotic Weapon Proficiency
10	Favored Terrain
11	Skill Focus, Special Ability
12	Bonus Feat
13	Exotic Weapon Proficiency
14	Favored Enemy
15	Exotic Weapon Proficiency
16	Bonus Feat
17	Exotic Weapon Proficiency
18	Favored Terrain
19	Exotic Weapon Proficiency
20	Favored Enemy