

Character Level Progression

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1 Basics

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

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

Starting wealth: $5d6 \times 10$

Starting HP: $10 + \text{CON}$

Min ability score: 7

Max ability score: 17

Ability points: 60

Base speed: 30

Base Language: English

Alignments: any

Level	Base Attack Bonus	Fortitude	Reflex	Will	Special
1	+0	+0	+1	+0	Special Feat, Proficiency with Simple Weapons
2	+1	+0	+2	+0	Proficiency with Martial Weapons, Proficiency with Light Armor
3	+2	+1	+2	+0	Feat: Weapon Focus, Exotic Weapon Proficiency
4	+3	+2	+2	+0	General Feat, Proficiency with Medium Armor, Special Ability
5	+4	+2	+3	+1	Exotic Weapon Proficiency, Skill Focus
6	+4/+0	+2	+3	+2	Proficiency with Heavy Armor, Favored Terrain
7	+5/+1	+3	+3	+2	Special Ability, Special Feat
8	+6/+2	+4	+3	+2	Favored Enemy, General Feat
9	+7/+3	+4	+3	+3	Exotic Weapon Proficiency
10	+8/+4	+4	+3	+4	Favored Terrain
11	+8/+5/+0	+4	+4	+4	Skill Focus, Special Ability
12	+9/+6/+1	+4	+5	+4	Bonus Feat
13	+10/+7/+2	+4	+6	+4	Exotic Weapon Proficiency
14	+11/+8/+3	+4	+7	+5	Favored Enemy
15	+12/+9/+4	+5	+8	+6	Exotic Weapon Proficiency
16	+12/+10/+5/+0	+6	+8	+6	Bonus Feat
17	+13/+11/+6/+1	+6	+8	+7	Exotic Weapon Proficiency
18	+14/+12/+7/+2	+7	+8	+7	Favored Terrain
19	+15/+13/+8/+3	+7	+8	+8	Exotic Weapon Proficiency
20	+16/+13/+9/+4	+8	+8	+8	Favored Enemy