



# BUILD A CHARACTER

## CHARACTER CONCEPT

### STEP ONE

Pick your race and where your character comes from.

### STEP TWO

Decide how your character grew up.

### STEP THREE

Pick from one of the main classes.

Depending on your class, you will likely need to pick a specialisation at the same time. These include a Sorcerer's bloodline, a Cleric's domain or a Barbarian's totem.

### STEP FOUR

#### ABILITY SCORES

Add up the ability score bonuses you get from your ancestry, background and class, each of which provides +2 or -2 to a number of abilities. You also get four free ability boosts to allocate as you wish.

No ability score may be above 18 at level one.

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

Your key ability comes from your class, and is used to determine your class DC.

#### HEALTH

Calculate your starting hit points.

#### PROFICIENCIES

Refer to your ancestry, background, class and feats to find your initial proficiencies.

Then spend the skill proficiencies your class provides to upgrade skills.

### STEP FIVE

Work out what your character owns at the start of the game, including clothes and weapons.

#### STARTING MONEY

150 sp

### ANCESTRY

Ancestry

Ethnicity

Hit points

Size

Speed

Ancestry feat



ft

sq

### BACKGROUND

Background

Skill feat

### CLASS

Class

Specialisation

Hit Points Key Ability



Perception



Fortitude



Reflex



Will

### DETAILS

		Ancestry -2 +2	Background -2 +2	Class -2 +2	4 Free +2	Ability Score	Ability Modifier	Key Ability
Strength	10 +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	=>	STR	<input type="radio"/>
Dexterity	10 +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	=>	DEX	<input type="radio"/>
Constitution	10 +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	=>	CON	<input type="radio"/>
Intelligence	10 +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	=>	INT	<input type="radio"/>
Wisdom	10 +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	=>	WIS	<input type="radio"/>
Charisma	10 +	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	=>	CHA	<input type="radio"/>

Hit Points



Ancestry

Class

Level

=

+

+

CON

)

×

1

#### Weapons & Armour



#### Skills



### EQUIPMENT

Weapons

Armour

Gear

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. He had the unfortunate luck to be born into slavery, to a mother indentured to one of Cheliah's countless noble families. Lem was sold a half dozen times to different nobles before he reached the age of two. Such is the fate of most of Cheliah's halflings (often called "slips" by that nation's citizens). Halflings are much valued as slaves in Cheliah since they take up less room and since their inborn optimism ironically stunts escape urges. Halflings born into slavery in Cheliah are prone to think of their lot in life as "lucky." They are fond of saying, "At least we aren't living in the gutter or starving!"

Nevertheless, halflings who rankle at the concept of enslavement do appear. Halflings like Lem. Growing up a slave in the devil-haunted empire of Cheliah exposed Lem to a shocking range of decadence and debauchery. He learned from a young age how to say what his superiors wanted to hear, and as he grew older, these skills often secured him less onerous jobs. While his kin toiled in basement washrooms or tended hellhound stables, Lem was taught to play the flute so he could entertain at family gatherings. Yet Lem was not blind to the discomfort of his brothers and sisters, and when he learned that a dozen of his kin were to be sacrificed to a devil as an offering to seal a new trade contract, Lem knew the time to act had come. Taking advantage of his increased mobility in the manor, it was a relatively simple trick to light a few fires in secret corners and then ensure that all of his halfling kin were safe in the slave's quarters. The manor burnt quickly, but Lem was shocked to see his kin rush back to the manor in a hopeless attempt to aid in extinguishing the flames. As the place burnt to the ground, and the halflings bemoaned their fate and the loss of their shelter, Lem slipped away into the night, bitter and distraught over this unexpected turn of events.

Lem left Cheliah by stowing away on a merchant vessel and never looked back. He rarely speaks of his childhood today, but one can see its effects in his high disdain for law and order, and his intolerance for cruelty. Always quick to side with the underdog, Lem has learned that his most powerful traits are his optimism and sense of humor—virtues that almost make up for his small stature and impulsive nature. Lem's reasons for traveling with his current companions vary upon the day and his mood, but he certainly values their strengths—and the never-ending supply of comedy material their antics provide him.

NAME

Lem

Ancestry

Halfling

Background

Entertainer

Class

Bard

Ethnicity

Chelaxian

Specialisation





## CLASS DC

Class DC = Key Ability + Level + Item

Conditional

## SPEED

SPEED

Speed in Armour

ft	sq	ft	sq
Swim Speed	Climb Speed	Fly Speed	
ft	sq	ft	sq

## SAVING THROWS

	Ability Modifier	Proficiency	Item	Misc
<b>FORTITUDE</b>	CON			
<b>REFLEX</b>	DEX			
<b>WILL</b>	WIS			

Conditional

## HEALTH

**HIT POINTS** = Ancestry + (Class + CON) × Level

Current Hit Points

## ARMOUR CLASS

	DEX	Proficiency	Armour Bonus	Shield Bonus	Misc
<b>ARMOUR CLASS</b>					
<b>TOUCH AC</b>					

Conditional

## ARMOUR

AC Bonus	TAC Bonus	Bulk
Max DEX to AC	Speed Penalty	Armour Check Penalty
ft	sq	

Properties

## SHIELD

AC Bonus	TAC Bonus	Bulk
Max DEX to AC	Speed Penalty	Armour Check Penalty
ft	sq	

Properties

## ATTACKS

Item Bonus

Attack Bonus = Proficiency Item Damage Type Critical Effect

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## ACTIONS

## MAGIC ITEMS




## INVENTORY



## RESONANCE

**RESONANCE**    CHA    Level    Misc  
 rp = **CHA** +  +   
Free Resonance    Resonance    Worn Items    Current Resonance    Overspend  
 rp =  -

## BULK

**BULK LIMIT**    STR    Carrying  
 = 5 + **STR**    10 L = 1 bulk  
**UPPER LIMIT**  
 = 10 + **STR**

## ANCESTRY

Ancestry  
 Ethnicity  
 Size    Abilities  


## ANCESTRY FEATS


## HERITAGE FEAT


## BACKGROUND

Background  
 Lore

## SKILL FEAT


## SKILL FEATS






## BARD

### MUSE

#### Maestro

Your muse inspires you to ever-greater heights of performance. You gain the Lingering Composition feat and add soothe to your spell repertoire.

### COMPOSITIONS

#### INSPIRE COURAGE

Composition



**Area** 60-foot aura

**Duration** 1 round

+1

To attack rolls, damage rolls, and saving throws against fear.

#### COUNTER PERFORMANCE

Composition



**Trigger** Save against an auditory or visual effect.

**Area** 60-foot aura

You and allies can use the higher of your Performance check or their saving throw.



### SPELL POINTS

**SPELL POINTS**

CHA

Bonus Points

= **CHA** +

Spell points today

### CANTRIPS

### SPELLS

Level

1

Level

2

Level

3

Level

4

Level

5

Level

6

Level

7

Level

8

Level

9

### BARD FEATS

