

CRÉE UN PERSONNAGE

1 Concepte

- 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 Caractéristiques de base

- 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
Nain	-	-	+2	-	+2	-2
Elfe	-	+2	-2	+2	-	-
Gnôme	-2	-	+2	-	-	+2
Demi-elfe	+2 to any one ability score					
Demi-orc	+2 to any one ability score					
Hobbit	-2	+2	-	-	-	+2
Humain	+2 to any one ability score					

- Calculate your six ability modifiers

$$\text{Mod. de Carac.} = \left(\frac{\text{Valeur de Carac.} - 10}{2} \right) \div 2$$

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 Traits de personnage

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)
- Votre langue de départ
- Your weapon and armour proficiencies
- Toute autre habilité raciale

5 Prend ton premier niveau

Voir ci-dessous.

6 Purchase starting equipment

Use the starting wealth for your class, or a value supplied by your GM.

TAKE A CLASS LEVEL

1 Choisissez une classe

- 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 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 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 Dons

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

Nom de personnage

Race (including subtypes or customisations)



Place of origin, nationality, culture

Point de départ

Intended progression



CARACTÉRISTIQUES

1	2	3	4	5	6	7	8
Force	Dextérité	Constitution	Intelligence	Sagesse	Charisme		
+	+	+	+	+	+		
II	II	II	II	II	II		
STR	DEX	CON	INT	SAG	CHA		

Bonus racial

Attribute scores

Attribute modifiers

TRAITS

1
2

COMPÉTENCES DE RACE

Taille	Taille Modificateur	Base Speed	m cases	<input type="checkbox"/> Natation	<input type="checkbox"/> Escalade
Langues				<input type="checkbox"/> Vol	<input type="checkbox"/> Burrow
Weapon and armour proficiencies					
Racial abilities					

CLASSE

CLASSE > ARCHETYPE > CHOIX

Rangs de compétence Base de vie Niveau

<input type="checkbox"/>	W%	
Is this a favoured class?	+ INT par niveau	+ CON par niveau
Compétences de classe		

ATTAQUE DE BASE & JETS DE SAUVEGARDE

BONUS DE BASE A L'ATTAQUE	SAVING THROWS	Vigueur	Reflex	Volonté
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POINTS DE VIE & RANGS DE COMPÉTENCES

HIT POINTS	Touche Meurt W%	+ CON + 1?	=	pv	Total hit points	pv
SKILL RANKS	Class Skill	+ INT + 1?	=	rgs	Total skill ranks	rgs
FAVoured CLASS BONUS	One hit point ou One skill rank	ou		ou	ou	

COMPÉTENCES DE CLASSE

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