CREE 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.
- 2 Outline how you'd like the character to develop in the future. This plan may change once the adventure starts.

2 Caractéristiques de base

- 1 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.
- 2 Allocate these scores to your six stats: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma
- 3 Add any bonus or penalty from your race:

tr Dex	Con	Int	Wis	Cha	
-	+2	-	+2	-2	
+2	-2	+2	-	-	
2 –	+2	-	-	+2	
+2	to any one	ability	score		
+2	to any one	ability	score		
2 +2	-	-	-	+2	
+2	to any one	ability	score		
	+2 2 - +2 +2 2 +2	- +2 +2 -2 2 - +2 +2 to any one +2 to any one 2 +2 -	- +2 - +2 -2 +2 2 - +2 - +2 to any one ability +2 to any one ability	- +2 - +2 - +2 - +2 -2 +2 +2 2 - +2 to any one ability score +2 to any one ability score	+2 - +2 -2 - +2 -2 +2 +2 -2 - +2 to any one ability score +2 to any one ability score +2 to 2 +2 +2

4 Calculate your six ability modifiers

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:

- 1 One background trait, connected to your character's origin
- 2 One story trait, connecting them into the campaign Remember to role-play your character traits.

4 Racial abilities

Consult the book to find out:

- 1 Your size and size modifier
- 2 Your base speed (measured in feet per six seconds)
- 3 Votre langue de départ
- 4 Your weapon and armour proficiencies
- 5 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

- 1 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..
- ${\bf 2} \qquad \text{Fill in the class's hit die, skill ranks per level, and class skills} \\$
- 3 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

- 1 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.
- 3 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.

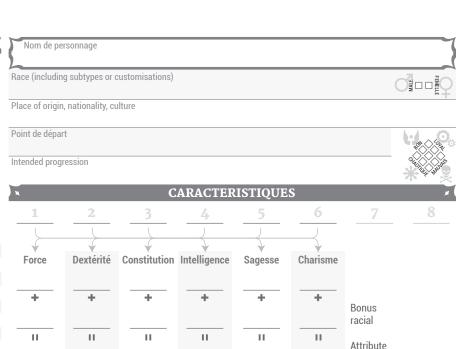
5 Class abilities

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



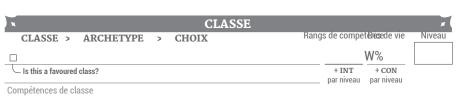
COMPETENCES DE RACE

Taille
Taille
Base
Speed
Modificateur
Speed
Modificateur
Speed
Modificateur
Taille
Speed
Modificateur

scores

Attribute

modifiers



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BONUS DE BASE A L'ATTAQUE				Vigue VING ROWS	eur Reflex	Volonté
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	POINTS DE	E VIE & RA	ANGS DE CO	OMPETENC	ES	, (
HIT POINTS	Touche Meurt W%	+ CO	N + 1? =	pv	Total hit points	pv
SKILL RANKS	Class Skill	+ IN	T +1? =	rgs	Total skill ranks	rgs
FAVOURED CLASS BONUS	One hit point ou	One skill rank o u		ou	ou	
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	CC	OMPETEN	ICES DE CL	ASSE		, (

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