BUILD A CHARACTER

1 Concept

1. 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 Basic attributes

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:

	Str	Dex	Con	Int	Wis	Cha
Dwarf	–	–	+2	–	+2	-2
Elf	–	+2	-2	+2	–	–
Gnome	-2	–	+2	–	–	+2
Half-elf	*+2 to any one ability score*					
Half-orc	*+2 to any one ability score*					
Halfling	-2	+2	–	–	–	+2
Human	*+2 to any one ability score*					

4. Calculate your six ability modifiers

$$\text{Modificador de Habilidade} = (\text{Pontos de Habilidade} - 10) \div 2$$

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 Character traits

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. Your starting languages
4. Your weapon and armour proficiencies
5. Any other racial abilities

5 Take your first level

See below.

6 Purchase starting equipment

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

TAKE A CLASS LEVEL

1 Pick a class

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..
2. 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.
2. 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 Feats

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

Character name

Race (including subtypes or customisations)

MASCULINO ☐ ☐ FEMININO

Place of origin, nationality, culture

Starting point

Intended progression

BOM LEAL CAÓTICO MAL

ATTRIBUTES

1	2	3	4	5	6	7	8

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	
+	+	+	+	+	+	Racial bonus
=	=	=	=	=	=	Attribute scores
FOR	DES	CON	INT	SAB	CAR	Attribute modifiers

TRAITS

1

2

RACIAL ABILITIES

Tamanho

Modificador de Tamanho

Base Speed m m²

☐ Nadar ☐ Escalar
☐ Fly ☐ Burrow

Languages

Weapon and armour proficiencies

Racial abilities

CLASS

CLASS > ARCHETYPE > CHOICES	Skill Ranks	Hit Die	Nível
☐ Is this a favoured class?	+ INT per level	d + CON per level	

Class skills

BASE ATTACK & SAVING THROWS

BASE ATTACK BONUS

SAVING THROWS: Fortitude ____ Reflex ____ Will ____

HIT POINTS & SKILL RANKS

HIT POINTS	Hit Die	d	+ CON	+ 1?	= hp	Total hit points	hp
SKILL RANKS	Class Skill	____	+ INT	+ 1?	= rks	Total skill ranks	rks
FAVOURED CLASS BONUS	One hit point	ou	One skill rank	ou	ou	ou	

CLASS ABILITIES

FEAT