

Character Creation Outline

Note: for characters above 1st level, use this guide then level the character; ask DM about starting gold

Feature – where to write it (example) [extra info] {reference to specific step}

SL = spell level

1. Class – line on front top
 - a. Record class features – Special Abilities area on back
 - i. Weapon & armor proficiencies – Special Abilities
 - ii. Class Skills – the check boxes to the left of skill names in the Skills table
 - iii. Skill points at each level – margin near skills table (4+Int) [humans get extra +1]
 - iv. Hit die – above the HP box (d8)
 - v. Base Attack Bonus – Base Attack Bonus or BAB box
 - vi. Base Saves – Base Save column for Fortitude, Reflex, Will saves
 - b. Roll starting gold – record total on back near bottom under GP (3d6 x 10gp)
 - c. Choose either 1 extra HP or 1 extra skill point [if multi-classing talk to DM]
2. Race – line on front top
 - a. Record race features – Special Abilities
 - i. Ability score adjustments – to left of relevant ability score (+2 Dex)
 - ii. Move Speed – Base Speed box (30 ft)
 - iii. Skill bonuses – Misc. column for relevant skill (+2 Perception)
 - b. Roll random height, weight, age – lines at top of sheet
 - c. Note aging penalties/bonuses if applicable – to left of relevant ability scores
3. Ability Scores – boxes in front top left
 - a. Roll ability scores as directed by DM and record to left of ability scores
 - b. Assign rolls to specific abilities, remember to apply race & aging adjustments
 - c. Record modifiers for ability scores:
 - i. 6-7=-2, 8-9=-1, 10-11=0, 12-13=+1, 14-15=+2, 16-17=+3, 18-19=+4, 20-21=+5
 - d. Distribute modifiers
 - i. Record relevant modifier in Ability Mod column of Skills table
 - ii. Dex mod – Initiative, AC, Reflex save, Combat Maneuver Defense (CMD)
 - iii. Str mod – Combat Maneuver Defense (CMD), Combat Maneuver Bonus (CMB)
 - iv. Con mod – Fortitude save
 - v. Wis mod – Will save
 - e. Record carrying capacity – [lift head=max, lift ground=max*2, drag=max*5]
4. Calculate HP – to right of ability scores [ask DM for any house rules for HP at 1st level]
 - a. Add your Con mod to the max roll possible on your Hit Die – HP box (d8 + 2 = 10)
5. Buy Equipment – Gear table
 - a. Using your starting gold from {1.b}, buy equipment, and record everything's weight
 - b. Weapon – in one of the Weapon boxes and in Gear table
 - c. Armor/Shield – on back in AC items table and in Gear table
 - d. Potions/Scrolls – Gear table
 - e. Essentials – Gear table (if you can carry it: torches, flint & steel, rations, rope, bedroll)
6. Skills – Skills table
 - a. Assign ranks – Ranks column in Skills table [can only have one rank per skill]
 - i. Total ranks was recorded in {1.a.iii}
 - ii. If you put a rank in a Class Skill [see {1.a.ii}] add a +3 under Misc. Mod column
 - iii. Add totals for each skill and record in Total Bonus column
7. Feat – Choose one feat that you qualify for [humans get an extra feat; fighters get a bonus feat]
8. Traits – Choose, which cannot be from the same group [ask the DM how many; default=2]
9. Fill in – Touch AC, Flat-Footed (FF) AC, total your saves, total CMD & CMB, carrying capacity
10. Fill in if wearing armor – Speed with armor
11. Fill in if can cast spells – spells known, spell save DCs (10+SL+mod), spells/day, bonus spells
12. Finish description on front top
13. Record experience needed for next level on back bottom, current XP = 0