

# Character Leveling Outline

1. Add HP – roll your hit die, then add your Con mod, and add the total to your HP
2. If taking a level in your Favored Class, choose 1 extra HP or 1 extra skill point
3. Class
  - a. Record new class features/special abilities
  - b. Base Attack Bonus
  - c. Base Saves
  - d. Increase abilities that depend on level (e.g. cleric's channel energy; spellcaster's long, medium, & short range, bard's bardic knowledge, etc.)
4. Ability Scores
  - a. If you have reached 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, or 20<sup>th</sup> level, add 1 to any ability score
  - b. If the modifier changes, record the new modifier:
    - 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
    - ii. 22-23=+6, 24-25=+7, 26-27=+8, 28-29=+9, 30-31=+10, 32-33=+11, 34-35=+12
  - c. If the modifier has changed, distribute it
    - i. Skills table
    - ii. Special abilities from your classes that use that modifier
    - iii. Dex mod – Initiative, AC, Reflex save, CMD, ranged attack bonus
    - iv. Str mod – CMD, CMB, melee attack bonus, carrying capacity
    - v. Con mod – Fortitude save, HP
    - vi. Wis mod – Will save
5. Skills
  - a. You get more skill points at each level based on your class (e.g. 4+Int)
  - b. Add them to the Ranks column in the Skills table
  - c. The max number of ranks you can have in any one skill is equal to your total level
  - d. If you put a rank in a class skill that previously had no ranks, you get an extra +3
  - e. If you put a rank in a class skill that already had ranks, the bonus merely increases by 1 because of the rank you put in it; you do not get another +3
  - f. Add up new totals
6. For Spellcasters
  - a. Record your new number of spells known & spells per day as applicable
  - b. Choose new spells and record their effects
  - c. If your casting ability modifier changed, modify your spell DCs and bonus spells
7. Feats
  - a. You get one feat at every odd-numbered level
  - b. Check your class table to see if you get a bonus feat at this level for that class
    - i. This feat must be selected from the list of possible bonus feats for that class
8. Equipment
  - a. Although you might not be able to buy equipment exactly when you level depending on where your character is, it's good to take time to think about what you need to replenish and items you might need in the future, so when you can purchase them you are ready
    - i. Examples: arrows, trail rations, scrolls, potions, torches
  - b. Look through the magic items section; maybe there is one really awesome item you want to save your gold for
9. Record experience needed for next level
10. The Future – plan ahead so you know where you want your character to go
  - a. Want your character to use a specific fighting style? – Think about the feats you'll need
  - b. Planning on taking a prestige class? – Make sure you have the prerequisites
  - c. Want more versatility? – Think about multiclassing
  - d. Are you a caster? – Read through the spells so you know which ones you want to learn
  - e. I recommend looking through the feats list and reading any that seem cool/relevant