

How to build a character:

1. **Pick your ancestry** (See Ancestry chart below)
 - * select heritage and record the ability boost, and ancestry feat from the book
2. **Pick a background** (Page 60 - see back for summary)
 - * record ability boost, record additional skill, lore skill and gained skill feat from the book
3. **Pick a class** (See Class table below)
 - * record ability boost
4. **Determine ability scores**
 - * add 4 extra boosts and calculate total, noting the modifier
5. **Record Class Details**
 - *determine HP, trained class skills, perception, saving throws, armor and weapon proficiencies, class feats, extra abilities,
6. **Buy Equipment**
 - * class kits (pg 289), armor (pg 275), weapons (pg 280), gear (pg 288)
7. **Calculate Modifiers**
 - * perception, saving throws, armor bonus, strikes bonuses, and skills bonuses
8. **Finishing Details**
 - Alignment, diety, personal details, class DC, Bulk

Ability Scores

	Base	Ancestry	Background	Class	Boosts (4)	Total	Modifier
Strength	10						
Dexterity	10						
Constitution	10						
Wisdom	10						
Intelligence	10						
Charisma	10						

Ancestry

	Dwarf - pg 34	Elf - pg 38	Gnome - pg 42	Goblin - pg 46	Halfling - pg 50	Human - pg 54
HP	10	6	8	6	6	8
Size	M	M	S	S	S	M
Speed	20	30	25	25	25	25
Ability Boost	con/wis/free	dex/int/free	con/cha/free	dex/cha/free	dex/wis/free	2 free
Ability Flaw	cha	con	str	wis	str	none
Special	Dark vision	Low-light Vision	Low-light Vision	Dark vision	Keen eyes	none

Class

	Page	HP	Key Ability Boost	Secondary Ability	Trained Skills
Alchemist	71	8	int	con/dex	3+ int mod
Barbarian	83	12	str	con/dex	3 + int mod
Bard	95	8	cha	con/dex	4+ int mod
Champion	105	10	str or dex	cha/con	2 + int mod
Cleic	117	8	wis	cha/con	2 + int mod
Druid	129	8	wis	con/dex	2 + int mod
Fighter	141	10	str or dex	con	3 + int mod
Monk	155	10	str or dex	con/wis	4 + int mod
Ranger	167	10	str or dex	con/wis	4 + int mod
Rogue	179	8	dex or “racket”	cha/con	7 + int mod
Sorcerer	191	6	cha	dex/con	2 + int mod
Wizard	203	6	int	dex/con	2 + int mod

HP total:

Ancestry HP+ Class HP + Con mod

(pg 26 crb)

Proficiencies:

Trained = 2 + character level

Expert = 4 + character level

Master = 6 + character level

Legendary = 8 + character level

(Pg 27 crb)

