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Creating a New Character

Generating Ability Scores

You can use to generate your ability scores either by using the point buy system with 28 points or by rolling (or choosing) one of 300 pre-generated ability score sets.

Applying Background

Now, instead of choosing your initial class, choose or roll your starting age and, from that, determine your starting skill points and feats. If your character is very young or very old, he may have some ability modifiers. Apply the ability modifiers from your age category; these modifiers are not cumulative.

Now you must choose your characters background. From your background, you character gets a certain number of racial class skills. Allocate among these class skills or from any other skill (at double cost). Because the character is 0th level, he can have a maximum of three ranks for racial class skills and one rank for non-class skills. All characters start out illiterate. In addition to the skills points, each background gets a couple of free ranks in skills. You can, if you wish, put more ranks in these skills using your skill points within the normal skill rank limit. Next, allocate any feats you may have received from the list of available feats, some feats are 1/2 feats so two may be taken in place of one normal feat. Finally, note your starting equipment and starting Status value.

All characters are proficient with simple weapons and light armor. However, they gain no other class abilities such as BAB or base save values.

Each race has a base hit die, usually 1d8. Roll your hit points, re-rolling the first 1 rolled. Add your Constitution modifier to this value.

Gaining your first level

After your character has acquired 500 experience points, he gains his first level. Treat this level as if you had gained it via multiclassing. Characters do not get 4 times their skill points, nor do they get maximum hit points. Instead, roll for the hit points from that class as normal. Use this value or the value from the racial hit die, whichever is higher. As the character is still considered first level, his Constitution modifier is applied only once. Also, a character's racial class skills are no longer considered as class skills. If any of these skills exceed the normal maximum number of ranks, no more skill points can be allocated to that skill until the allowed by the normal maximum rank rules.

Humans

Hit Die: d8. Starting 0th level humans have 1d8 hit points.

Starting Skill Points: (4 + Int Modifier) * 3

Human Backgrounds

	Farmer, Villager	Townsmen	Noble	Slave, Outcast	Wildman
Racial class skills	Craft (any) Handle Animal Perform (any) Profession (any) Ride Survival Swim	Craft (any) Gather Information Literacy Perform (any) Profession (any) Sense Motive Speak Language	Diplomacy Knowledge (any) Literacy Perform (any) Ride Speak Language	Bluff Gather Information Hide Move Silently Search Sleight of Hand Survival	Climb Craft (any) Handle Animal Jump Profession (any) Ride Survival Swim
Free bonus skills*	Knowledge (local) Knowledge (myths and legends)	Knowledge (local) Knowledge (history)	Knowledge (local) Knowledge (nobility and royalty)	Knowledge (local) Knowledge (criminal underworld)	Knowledge (local) Knowledge (nature)
Racial Feats	Any	Any	Any	Any	Any
Starting Equipment	2d6 silver pieces Spear or other simple weapon	3d6 gold pieces Nice outfit	5d6 gold pieces Sword or other weapon Mail hauberk	1d4 copper pieces Shiv	1d6 rabbit furs Hide armor Spear or shortbow Knife
Starting Status	+2	+4	+6	+0	+1

*Each character gains 1 rank in this skill as a free bonus.

Each racial class skill cost 1 skill point per rank except Literacy, which costs 2 skill points. Characters start illiterate. All other cross-class skills, including literacy, cost twice the normal rate. As the character is 0th level, all skills are limited to 3 ranks for racial class skills and 1 rank for all others.