

## Step-by-Step Player Character

The necessary steps are summarized here. Don't be concerned if you encounter terms you don't understand; other players or the DM will explain it to you. Once you've worked through this list, your character is ready for adventure!

### Step 1: Roll Attribute Scores (chapter 1)

Your character needs scores for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Roll 3d6 for each attribute score and record each number down until six numbers have been made. Assign each number to the six attribute scores listed to you.

### Step 2: Choose a Race (chapter 2)

See the class's attribute score requirements. Then adjust the character's scores according to the race chosen:

Dwarf	Con +2, Cha -2
Elf	Dex +2, Con -2
Gnome	Int +2, Wis -2
Half-elf	no adjustments
Warforged	Str +2, Int -2
Human	no adjustments

Consult the racial descriptions and record the character's special racial abilities. Finally, determine the character's height, weight, age.

### Step 3: Select a Class

Select a class that is available to you:

- Bard
- Cleric
- Druid
- Paladin
- Priest
- Ranger
- Rogue
- Warrior
- Wizard

Each class has attribute score restrictions. Read the class description and record special class abilities and restrictions.

#### **Step 4: Choose an Alignment**

Select your alignment. Note: Some class have alignment restrictions that must be abided.

- Lawful
- Good
- Neutral
- Chaotic
- Evil

#### **Step 5: Record Saving Throws**

Each class has their own numerical values for the saving throws; Fortitude, Reflex, and Will. Your character's attributes further modifies this number. Enter each attribute's modifiers and add them to your character's save throws.

#### **Step 6: Roll Hit Points**

Roll the appropriate hit die for your character. This will determine your starting hit points for when you begin your adventure.

Warrior, Paladin	1d10	+ Constitution Score
Cleric, Druid	1d8	+ Constitution Score
Bard, Ranger, Rogue	1d6	+ Constitution Score
Mage	1d4	+ Constitution Score

#### **Step 7: Record Base Movement**

Find the character's base movement rate and record it. If the optional encumbrance rules are in effect, also record the encumbrance categories and modified movement rates and combat abilities.

#### **Step 8: Adjust Your Skills**

All characters have the basic skills which is listed on your character sheet. Each class, race, and attribute scores modifies these skill's rating; some for better, some for worse. Record all the bonuses and penalties each class, race, and attribute has on your skills and total them up.

### **Step 9: Select your Abilities**

Each class has abilities in which a character can perform. Warriors can do combat maneuvers. Rogues can do assassin maneuvers. Priests and Wizards can cast spells. With your class determined, determine the number of abilities you have at your level and select abilities for your characters within the number limits of your level.

### **Step 10: Select Professions and Proficiencies**

Determine the character's proficiency and profession slots. Select weapon proficiencies and nonweapon professions. Record their relevant scores and check modifiers.

### **Step 11: Equip Your Character**

Determine your character's starting funds. Select and pay for your character's starting equipment. Determine your character's armor class rating. Modify this base AC by his Dexterity Modifier and an Armor's Maximum Dexterity Bonus rating. Record the weight, size, damage, rate of fire, and range information for each weapon carried. Include type and speed factors.

### **Step 12: You are ready!**

Tell your DM (Dungeon Master) that you have finished your character. You can begin playing from there.