

Character Creation Guidelines

The following guidelines will help you create a character for use in the upcoming campaign.

Hey! I Don't Own the *Pathfinder Core Rulebook*!

Then buy it from the [Paizo.com website](http://paizo.com). Support Paizo!

Step 1: Buy Ability Scores

We'll use the "Epic" point buy system from Chapter 1 of the *Pathfinder Core Rulebook*, so you have 25 points to spend on your abilities. Each ability score begins at 10. No score can be reduced below 7 or raised above 18 using this method. Racial modifiers are added once all points have been spent.

Score	Cost	Score	Cost
7	-4	13	3
8	-2	14	5
9	-1	15	7
10	0	16	10
11	1	17	13
12	2	18	17

Step 2: Select a Race

We'll use the standard races: Dwarf, Halfling, Elf, Human, Gnome, Half-Orc, and Half-Elf from Chapter 2 of the *Pathfinder Core Rulebook*. If you choose Human, you must select a human sub-race. The following page on the Pathfinder Wiki lists the available human ethnicities:

<http://pathfinder.wikia.com/wiki/Human>

Most humans in the campaign region will be Chelaxian or Taldoran, but feel free to select any of them.

Step 3: Select a Class

Select from the standard classes from Chapter 3 of the *Pathfinder Core Rulebook*.

Step 4: Select Skills

Spend your skill points as described in Chapter 4 of the *Pathfinder Core Rulebook*. Remember to include the house rules for skills on the House Rules page on the [Scarlet Blades](#) site.

Step 5: Select Feats

Select your feats as described in Chapter 5 of the *Pathfinder Core Rulebook*. Remember to include the house rules for feats on the House Rules page on the [Scarlet Blades](#) site.

Step 6: Select Character Traits

Character traits help determine your background and personality, and will add an element of individuality to your character.

You will begin the game with 3 character traits. One of your traits must be a campaign trait—this trait ties your character into the campaign's storyline and gives you a built-in reason to begin the first adventure. Your other traits can be chosen from one of the other types of traits: combat, faith, magic, or social.

See the Character Traits PDF on the [Scarlet Blades](#) site for a list of available traits. You can also select traits from any of the *Pathfinder Companion* books.

Step 7: Select Alignment

Choose any alignment. If you are non-good, provide some background or rationale for your character to cooperate with the other PCs. Use common sense.

Step 8: Background

Using your character traits as a guide, write a very brief background for your character. Be sure to mention where you're from, what your life's been like so far, and mention any major accomplishments or tragedies.

Step 9: Buy Equipment

Each character begins play with the maximum amount of gold pieces (gp) for their class to purchase their equipment and gear (see below). Equipment can be found in Chapter 6 of the *Pathfinder Core Rulebook*.

Step 10: Character Image

Unless you want me to choose one for you, browse around the Net and find a decent image to represent your character. I like to use the [D&D Art Gallery](#) from the Wizards of the Coast site or the [Elfwood](#) site. Just email it to me as a jpg image attachment.

Step 11: Fill in the Details

Finally, you need to determine all of a character's details, including his starting hit points, Armor Class, saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name and physical appearance. Additional details are described in Chapter 7 of the *Pathfinder Core Rulebook*.

Step 12: Gimme!

Since I'd like to add your characters to the website, please [email](#) me a copy of your finished character sheet.