

## Regole del personaggio

Queste regole sono pensate per i personaggi da voi creati, i vostri PG (personaggi giocanti).

### Razza

Ogni personaggio ha una razza (vedi *Razze*). Sceglitene una per il tuo personaggio. Se vuoi che il tuo personaggio sia di una razza diversa da quelle standard, le regole non te lo proibiscono. Il sistema è progettato per essere sufficientemente flessibile da lasciare spazio all'improvvisazione.

### Classe

Ogni personaggio ha una classe (vedi *Classi*). Sceglitene una anche di queste.

### Caratteristiche

Puoi assegnare i punteggi di caratteristica al tuo personaggio in diversi modi. Eccone qui un paio.

#### Tirali

Tira 4d6 per ciascuno dei sei punteggi di caratteristica (Forza, Destrezza, Costituzione, Intelligenza, Saggezza e Carisma). Rimuovi il dado dal risultato più basso di ogni tiro. Distribuisci i punteggi così ottenuti in modo che si adattino al personaggio che hai in mente di interpretare.

#### Acquisiscili con i punti

Hai 27 punti per acquistare i punteggi di caratteristica dalla tabella seguente. Usando questo metodo, il risultato più alto che puoi ottenere a un punteggio di caratteristica, prima di applicare i modificatori razziali, è 15.

Caratteristica	Costo
15	9
14	7
13	5
12	4
11	3
10	2
9	1
8	0

## Statistiche di combattimento

Per i dettagli su come funziona il combattimento, vedi *Regole di Combattimento*.

### Punti Ferita al 1° livello

1. Trova il valore base per la tua classe sulla tabella della classe.
2. Somma il tuo modificatore di Costituzione per ottenere il tuo 'valore di punti ferita'.

### Classe Armatura

1. Trova il valore di CA base per la tua armatura sulla tabella delle Armature.
2. Somma il modificatore di Destrezza al tuo valore di CA base (fino al limite indicato dall'armatura).

### Iniziativa

Il tuo bonus di Iniziativa è pari al tuo modificatore di Destrezza.

### Scegli il tuo background

Scegli dei background che ti aiutino a dare un senso al passato, ai lavori e l'ambientazione del personaggio. I background e l'uso delle abilità sono pensati per essere dei metodi divertenti e in personaggio di cercare di far progredire la trama.

### Equipaggiamento

Ogni personaggio possiede dell'equipaggiamento. Ogni classe indica il tipico equipaggiamento di cui un membro di quella classe fa normalmente uso. Puoi equipaggiarti con qualsiasi sorta di equipaggiamento non magico appropriato al tuo background e la storia del tuo personaggio.

Per un'indicazione dei costi dei diversi tipi di equipaggiamento, vedi "Equipaggiamento".

### Economia

Una moneta di platino (mp) è pari a 10 monete d'oro. Una moneta d'oro (mo) è pari a 10 monete d'argento. Una moneta d'argento (ma) è pari a 10 monete di rame (mr).

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