**Point Buy Chassis**

Credit to Exelixi

Step one: Choose tracks. Choose one track for each progression slot (fast, medium, slow). You may not choose any track which must be accessed via Guild Initiation (e.g. Mechanist Savant, Knight) or any track which cannot be multiclassed into or out of (e.g. Esoterica Radica, Judgement, Shaman's Path). Note: If you choose a track which grants high BAB under a condition (such as Just Blade), deduct one point from your starting pool of Creation Points.

Step two: Choose saves. All characters have two good saves and one bad save. Which two saves are your good saves is up to you; there is no point cost associated with saves.

Step three: Choose KOM/KDM. What abilities do you want your character to rely on? Keep your choice in mind for when you select your three default tracks- you may not want to take, say, Path of Rage if your KDM is going to be Dexterity. **If you choose a KOM/KDM combination wherein both scores contribute to the same save** (I.E. Strength/Constitution, Intelligence/Dexterity, Wisdom/Charisma) **you receive one extra Creation Point.** Note that if one of your default tracks determines your KOM or KDM, those stats are to be treated as your KOM and KDM from the outset. This prevents you from abusing the system to gain an extra point for every character.

Step four: Assign points. Every character begins with three Creation Points, plus one if their KOM and KDM are assigned to the same save, and the following statistics:

8 HP/level

5 Skills

low BAB

You may spend one point to raise your HP/level by two, to a maximum of twelve.

You may spend one point to increase the number of skills you are trained in at first level by one.

You may spend two points to grant yourself a high BAB. Note that having a high BAB and a track that grants high BAB is largely pointless, since having a high BAB from two sources does absolutely nothing.

Step five: Name the chassis. This is the final step of the creation process. Give your chassis a spiffy or not-so-spiffy name, and you're done!

Now, once this is done, Paladin and Sage will each require an extra point. I suggest giving Sage 10 HP/level and Paladin six skills.