

# PATHFINDER FORERUNNER

ARCHETYPE OF

Level

## TRAINED FOR TROUBLE

Once a day, take the better of two rolls.  
(if double class skills)

Used  
today

☐ Culture

☐

☐ Survival

☐

Level Use untrained to identify creatures:

2

Engineering

Life Science

Mysticism

Use Survival to endure severe weather or  
live off the land without penalty while moving  
at full speed.

## READY FOR ANYTHING

+2

Bonus to initiative when able to act in  
a surprise round.

Level

4

Able to take 20 on Culture checks to decipher writing,  
even without the assistance of a computer.

Will never misconstrue the meaning of a message,  
even when unable to decipher it.

Level

4

When identifying a creature with a skill check,  
learn one more piece of information than normal.

11

Learn two more pieces of information than normal.

## FIELD FIX

Once a day as a standard action, spend 1 resolve point to  
recover stamina.

STAMINA

Class

RECOVERY

Level

Used

Level

6

sp

=

today  
☐

Alternatively, spend 10 minutes and 1 resolve point to  
repair that many hit points to a vehicle, piece of equipment  
or creature.

