User Manual for Pathfinder 2e Proficiency Calculator

By: Jacob Herbst

Last Edited: 10/11/2021

Index  
Getting Started – Page 2  
Starting Page Guide – Page 3

Skills Page Guide – Page 4

Weapons and Armor Page Guide - Page 5

Saves and Perception Page – Page 6

Getting Started

Purpose - The purpose of this program is to allow you to calculate the proficiency bonuses for your Pathfinder 2e characters. This program will work for calculating bonus for skills, weapons, armor, perception, and saves.

Information you need to provide – Before you get started there are a few things you will need to know about your character before using program. You should have your character’s level, Strength modifier, Dexterity modifier, Constitution modifier, Intelligence modifier, Wisdom modifier, and Charisma modifier. You also will need to know if you are trained, expert, master, or legendary in each proficiency.

Getting Started – You are reading this so I will assume you have managed to download the folder and unzip it. The next step is to open the file Pathfinder 2e Proficiency Calculator. At this point run the file Pathfinder 2e Proficiency Calculator in the same folder and you should see the starting page.

Starting Page Guide  
A picture containing graphical user interface

Description automatically generated

Buttons - The three buttons are labeled Skills, Weapons/Armor, and Saves/Perception will each lead to a corresponding page. Once you want to begin calculating one of the three options click that button and a new page will open.

Skills Page Guide

Graphical user interface, application, table

Description automatically generated

Entry Boxes – Next to the labels Level, Strength modifier, Dexterity modifier, intelligence modifier, Wisdom modifier, and Charisma modifier is an entry box to there right. In this entry box you will enter you the appropriate information. For level you will enter your current level (EXAMPLE: 1 or 15), or in the case of a stat you enter a modifier in the box (EXAMPLE: -2 or 4).

Radio Buttons – Next to each skill you will click the appropriate button based on how you have assigned you skill increases. The buttons are associated with the skill listed on the left.  
  
Buttons – On the bottom are to buttons labeled Calculate Proficiency and Back. Once you have entered all your information and clicked the appropriate button clicking the Calculate Proficiency button with display all your final proficiency information to the right of each radio button row. Clicking the back button will close the page and bring you back to the starting page.

Weapons and Armor Page Guide

Graphical user interface, table

Description automatically generated

Entry Box – Next to the label Level you the appropriate information. For level you will enter your current level (EXAMPLE: 1 or 15)

Radio Buttons – Next to each weapon or armor you will click the appropriate button in the same row as it.   
  
Buttons – On the bottom are to buttons labeled Calculate Proficiency and Back. Once you have entered all your information and clicked the appropriate button clicking the Calculate Proficiency button with display all your final proficiency information to the right of each radio button row. Clicking the back button will close the page and bring you back to the starting page.

Saves and Perception Page

Graphical user interface, application

Description automatically generated

Entry Boxes – Next to the labels Level, Dexterity modifier, Wisdom modifier, and Constitution modifier is an entry box to their right. In this entry box you will enter you the appropriate information. For level you will enter your current level (EXAMPLE: 1 or 15), or in the case of a stat you enter a modifier in the box (EXAMPLE: -2 or 4).

Radio Buttons – Next to each save or perception you will click the appropriate button in the same row.

Buttons – On the bottom are to buttons labeled Calculate Proficiency and Back. Once you have entered all your information and clicked the appropriate button clicking the Calculate Proficiency button with display all your final proficiency information to the right of each corresponding radio button row. Clicking the back button will close the page and bring you back to the starting page.