## Pathfinder Society Character Creator – User Manual

This program helps a user create a new character for the Pathfinder Society (*PFS*) role-playing game system. It will begin with selecting a name, class, race, alignment, then calculate a Point Buy system. This program also features a randomized die roller the Pathfinder role-playing game system.

## Character Name

The first field you will encounter in the program is to set your Character Name. This is an open string field, so you are allowed to enter numbers and special characters for any name you would like your character to be. When playing the game other players may refer to you, the player, by your character name and not your actual name in the spirit of role-playing.

## Character Class

The next field you will see on the left side of the program is the Character Class. Here is where you will choose what kind of character you would like to play. The standard character classes and descriptions are:

Barbarian Be strong and hit things, but may not be the most defensive  
Bard For being a support character to give bonuses and make your party stronger   
Cleric Cast spells and aid your party through healing  
Druid Be one with nature by “wild-shaping” into animals  
Fighter A versatile defender and striker, often focused on a single fighting style  
Monk Good for combat, skills, all while not having to wear armor  
Paladin A versatile defender, striker and healer, good for being diplomatic when fighting won’t do  
Ranger (Archer) The nature based Ranger with range, fight from a distance with ranged weapons  
Ranger (Melee) When you like being a Ranger, but need to be in close-quarters for combat  
Rogue Great for being sneaky, scouting ahead, and striking when the time is right  
Sorcerer A spontaneous spell-caster though with limited spells, but can cast more spells per day than the Wizard  
Wizard The most iconic spell-caster that can cast almost any spell in the game

Based on your Character Class selection, you will see your character image on the main window.

## Character Race

Below the Character Class field where you choose what your character does, Character Race is where you can choose who your character is. The core races are below, with each character race granting different bonuses, drawbacks, and special abilities such as a Dwarf and Half-Orc being able to see in the dark. Not sure what to pick? When starting out Human is always a great option that gives a +2 bonus to any single ability score, with no drawback or minus to another score. Humans also gain a Bonus Feat (\**Feats are beyond the scope of this project*) right from the start.

Dwarf Bonus to Constitution and Wisdom, but a minus to Charisma  
Elf Bonus to Dexterity and Intelligence, but a minus to Constitution  
Gnome Bonus to Constitution and Charisma, but a minus to Strength  
Half Elf +2 Bonus to any single ability score  
Half Orc +2 Bonus to any single ability score  
Halfling Bonus to Dexterity and Charisma, but a minus to Strength  
Human +2 Bonus to any single ability score

## Character Alignment

Choose how you want your character to be and act. Alignment is often paired with your class, such as being as a Lawful Good Paladin for helping others, or Lawful Good Cleric for healing your party. While being Evil is an option on the alignment chart, Pathfinder Society gameplay does not allow for you to play as an Evil character. However, if you are making an enemy or villain in the game, the chart is there for your selection.

|  | **Lawful** | **Neutral** | **Chaotic** |
| --- | --- | --- | --- |
| **Good** | Lawful Good | Neutral Good | Chaotic Good |
| **Neutral** | Lawful Neutral | Neutral | Chaotic Neutral |
| **Evil** | Lawful Evil | Neutral Evil | Chaotic Evil |

For more information on alignment, visit <https://www.d20pfsrd.com/alignment-description/additional-rules/>

## Ability Scores

The middle section of the program is dedicated for setting Ability Scores. In the Pathfinder Society system, your character has 20 ability points to spend on the six different abilities of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The base of a character’s ability score is 10, which can be added to or subtracted from. For starting out the highest you may go on a single ability is 18, and the lowest is 7. For each ability score there is an Ability Modifier. The modifier is used in various ways such as spell-casting, combat, and skills.

Need to open a heavy door or move a boulder? Make sure to have high strength! Are you a sneaky rogue with low Dexterity? You may not be as sneaky as you thought! If you are playing with the numbers and need to revert to the defaults, click the **Reset Ability Scores button** to return your points and all to their original values.

Use the **+** and **–** buttons to add and subtract from your ability score for each ability. Are you making a new character and just aren’t sure what to pick? Click the **Pick Abilities for Me button** and the program will choose optimal ability scores based on your Character Class.

## Die Roller

While not as much fun as grabbing a handful of dice and rolling them on (and sometimes off!) a table, this program has a built-in randomized die roller for all your Pathfinder playing needs. The most common, a 20-sided die is at the top of the list. Dies are also known as “D”, followed by their number of sides. A “D20” is a 20-sided die, a “D100” is a 100-sided die (also known as Percentile Die). Each other die is listed in descending order. Click one of the Roll a D\* buttons to get a randomized result in the bottom right die roller box.

## All Done?

When you are all done you can click the **Exit** button in the top right corner.   
If you aren’t quite done and want to scrap it all and start over, you may click the **Start Over/Reset** button next to the Exit button.

## Need more Pathfinder Information?

Some great sites with almost endless resources for playing Pathfinder are below:  
<https://www.d20pfsrd.com/>

<https://rpgbot.net/pathfinder/>