

PATHFINDER®



**BEGINNER BOX
HERO'S HANDBOOK**

PATHFINDER

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PIRATE KING'S PLUNDER

#1

You are a wandering adventurer visiting Otari, a small town on the coast of the Starstone Isle, an enormous island magically raised out of the ocean by an ancient god. Otari is renowned for its lumber and fine wooden boats, but that's not what brought you here—you came looking for adventure!

Word has it that a vicious beast is preying upon the town's livestock, and the mayor has offered 10 gold coins to any hero who can put an end to the menace. That kind of money would pay your expenses for a month!

After asking around at a nearby tavern called the Crow's Casks, you learn that most of the attacks occur on the west side of town, not far from the shore. That seems like the best place to start your search.

You gather up your belongings and make your way out along the rocky beach to begin your hunt. It doesn't take long for you to find the entrance to a dark and mysterious cave. Large paw prints lead to and from the gloomy opening. Go to Entry #13.

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#2

Inside the icicle, you find a strange key shaped like a skull, with small emeralds for eyes. If you decide to take the key, write "Skeleton Key" on your scratch paper. The key is worth 2 gold just as a piece of art, but it might have other uses that you don't yet know about.

If you jump down the chute, go to **Entry #23**.

If you instead decide to head back the way you came and try the other passage, go to **Entry #5**.

#3

You travel down quite a distance before arriving in a large, cavernous chamber. A hole in the ceiling above allows in a thin shaft of light that illuminates a pile of coins and at least a couple glittering jewels. Standing in the center of this pile is a wooden statue, crudely carved to look like a pirate. The statue holds a wooden saber pointed menacingly in your direction.

Drawing closer, you can tell that the statue has joints and hinges on its arms and legs, but by the time you realize it, you have drawn too close, and the statue comes to life! Swinging its saber back and forth, the menacing statue approaches you. As it draws near, you spot a strange-looking keyhole located in the middle of the statue's neck.

If you have "Skeleton Key" written on your scratch paper, go to **Entry #19**.

If you don't have the skeleton key, you can draw your weapons and attack. Go to **Entry #25**.

#4

You flee for your life, bolting past the statue to a crevice in the back wall. Squeezing through, you soon find a passage that leads back to the surface. You can go back to town and claim your reward, but you might still want to go back and claim the pirate statue's plunder. Maybe with more experience and a bit of luck you'll find a way to defeat it! But until then, you are looking forward to a warm meal and a comfortable bed. Although you didn't get all of the treasure, you still did quite well in this solo adventure, making it all the way to the end.

Go to **Entry #9**.

#5

The burbling sound, echoing from somewhere up ahead, grows louder with every step until you can hear the sound of rushing water clearly. As you turn a corner, the source of the sound becomes apparent. The chamber up ahead is split in half by a stream that flows through the center of the room.

This swift underground river enters the room from the right and flows out to the left. Across the way, you see a passageway that continues onward, and you

can just make out a staircase going down. Discarded on the ground in front of you is an old torch, probably left here by a previous explorer.

If you take the torch, write "Torch" on your piece of scratch paper.

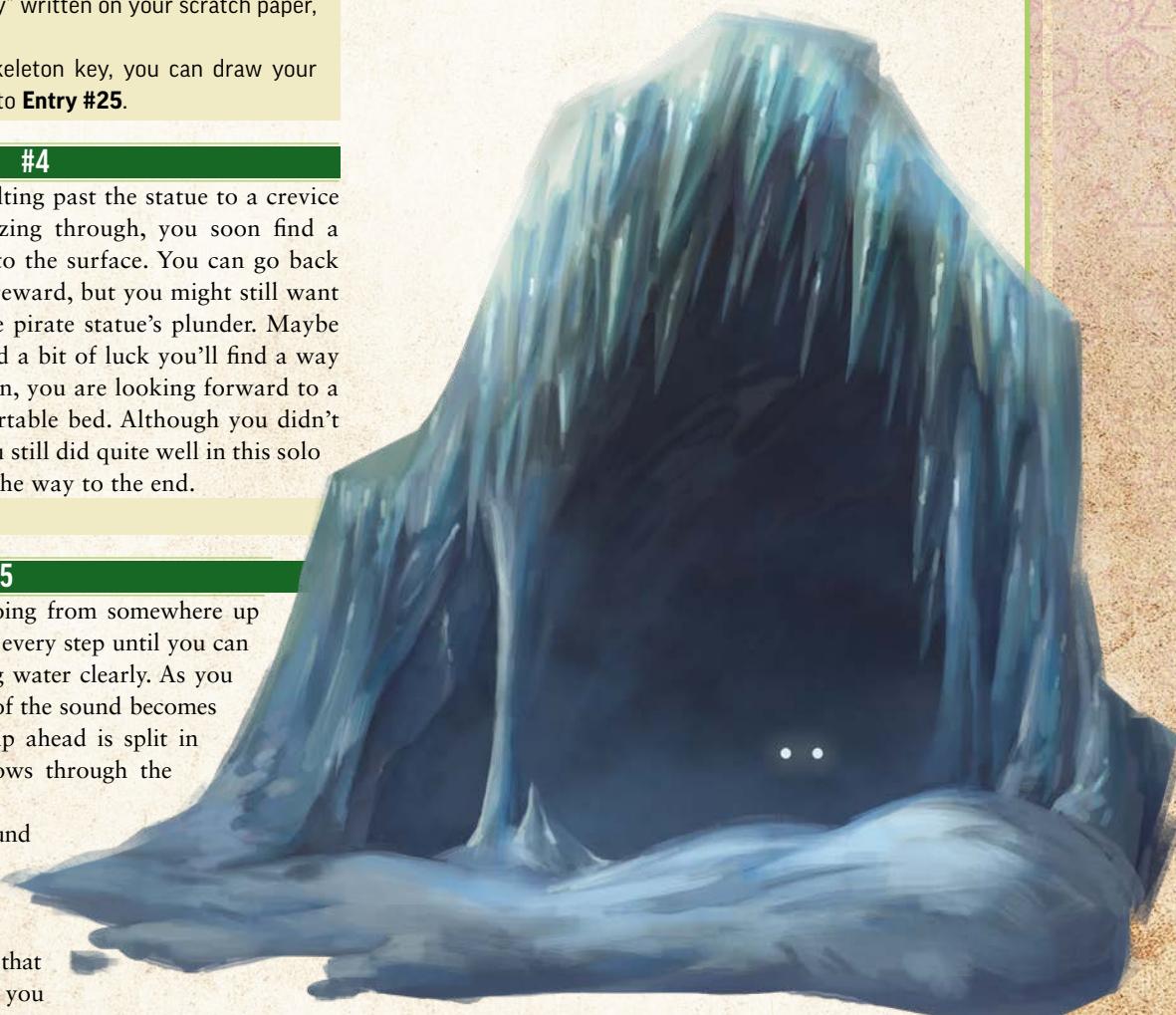
If your notes say "Pulled the lever," go to **Entry #16**. Otherwise, go to **Entry #11**.

#6

The pirate statue falls to the floor in a thunderous crash, breaking into several pieces. With this last guardian defeated, you are free to gather up the loot and make your way back to town. In total, the pile of coins contains 79 copper, 25 silver, and 4 gold. But the real treasure was in the three gems you found. Two are simple agate gemstones worth 5 gold each, but the last is a sparkling ruby. It can easily sell for 20 gold, making this a very rewarding trip indeed!

Gathering up the last of your loot, you prepare to head back to Otari and claim the reward for killing the wolf. While you are at it, you might just spring for the nicest room at the inn and maybe talk to the town blacksmith about getting a new suit of armor. But that is a tale for another adventure...

Congratulations on defeating this solo adventure! Did you collect all of the treasure? There is a total of 40 gold



worth of coins and treasure you can find during this event, plus the reward. Remember that 10 copper is equal to 1 silver, and 10 silver is equal to 1 gold.

You are now ready to build your own character. Go to **page 12** to begin the journey.

#7

You leap aside, avoiding the wolf's snarling jaws and drive your sword deep into its flank. With a yowl, the wretched creature falls into the muck and goes still. You clean off your blade then wander into the cave to make sure that this wolf was the only one.

As your eyes adjust to the gloom, you find yourself inside a small cavern that was obviously the beast's home. It stinks of wet fur, and there are scraps of rotting meat and bone lying about—evidence of its previous victims. Far more interesting, though, is what you spot at the back of the cave.

A crack in the far wall leads into darkness, and just above it, scratched into stone, is a symbol that looks a lot like a treasure chest. As you draw closer, you realize the crack is actually the entrance to an underground tunnel—it might just be the hiding place of some forgotten treasure.

If you squeeze through the crack to explore deeper into the cave, go to **Entry #18**.

If you turn around and head back to town to collect your riches, go to **Entry #9**.

#8

With a swish, your blade slices right through the snake and it falls dead at your feet with a loud thud. Stepping around its body, you check the room for anything of value. You find a very old, tarnished silver coin wedged between two stones on the floor. It must have been here for ages, but it will buy you a night at the inn back in town when this is all over.

Add 1 silver to your scratch paper.

Leaving the dead serpent behind, you head toward the passageway opposite the entrance. Unlike the caves that came before, this tunnel looks like it was carefully dug out of the earth and meticulously reinforced with wood and stone. After about 20 feet, the passageway forks, heading off to the right and the left. You can hear the faint sound of splashing water to the right, while a very cold breeze drifts out of the passage to the left. Which way do you go?

If you go to the right, go to **Entry #5**.

If you go to the left, go to **Entry #15**.

#9

You returned to town safely and collect your reward for killing the wolf—10 gold! But did you collect all of this adventure's treasure? Besides the reward, you can find coins and treasure worth 40 more gold during this adventure. Remember that 10 copper is equal to 1 silver and 10 silver is equal to 1 gold. If you want to try

again, you can return to **Entry #1** and start over from the beginning. You might also want to go straight to building your own character for future adventures. If so, go to **page 12** to begin the journey.

#10

The passageway winds through ancient rock, but it's clear that someone has made it wider with a pickaxe, although it looks like the work was done many years ago. After squeezing hurriedly through a narrow crevice with a ceiling supported only by a rotting log, you find yourself in a small chamber. Roots grow down from above, breaking through the ceiling and letting in faint, dappling light here and there across the cavern. Opposite the entrance is another corridor, but before you can head down that way, you hear a terrible hissing sound coming from the passageway. Emerging from the darkness is a gigantic snake with terrifying fangs!

You are now in combat with a snake! Just as when fighting the wolf, you and the snake will take turns attacking one another until one side is defeated, but there are a few new things to pay attention to in this combat. First, here are the snake's statistics:

Snake's AC	15
Snake's Hit Points	8

Your AC is 18, and your Hit Points are the same as they were at the end of the previous encounter.

In this fight, the snake gets to go first, but during its first turn, it must spend 2 of its 3 actions to close the distance before it can attack. So, on the snake's first turn, it gets to spend only 1 action to attack you. On the rest of its turns it spends all 3 actions attacking.

Snake's Actions

◆ **Move:** The snake moves 20 feet. This is called a Stride. It must use this action twice on its first turn to be next to you so that it can attack.

◆ **Bite:** The snake tries to bite you with its fangs. Roll a d20 and add 8 to its first attack roll each turn, add 3 to its second attack roll, and subtract 2 from its third attack roll. Each time, if the result is equal to or greater than your AC, the snake bites you and deals 1d4 damage. And every time it bites you, you might be poisoned!

Whenever the snake bites you, it might poison you. This happens as part of the bite, so it doesn't use an action. When you are hit by the snake's bite, you must attempt a **Saving Throw** to resist the effects of the venom. Saving throws are special rolls to resist things that try to harm or control your character. There are three kinds of saving throws: **Reflex** saving throws are used to dodge a bolt of lightning or a fearsome dragon's fire breath; **Will** saving throws are used to resist spells that try to take over your mind; and **Fortitude** saving throws are used to fight off poisons and diseases.

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You must attempt a Fortitude saving throw every time the snake bites you. Roll a d20 and add your Fortitude save bonus to the roll. Your Fortitude save bonus is +8. If the result is equal to or greater than 16 (the DC of the poison), you fight it off and nothing happens. If the result is 15 or lower, you take an additional 1d8 damage from the poison.

On your turn, you can attack, just like in the previous fight. Unfortunately, there's nothing to hide behind in this chamber, so you can't boost your Armor Class like you could in the wolf fight.

Your Action

♦ **Attack with Your Shortsword:** Roll d20 and add 7 (or +2 for your second attack and -3 for your third attack). Each time, if the result is equal to or higher than the snake's AC, you hit and deal 1d6+4 damage.

If you defeat the snake, go to **Entry #8**.

If you succumb to the snake and its poison, go to **Entry #17**.

#11

The only way to get across the river is to swim through the dangerous water.

Swimming to the other side of the room requires a **Skill Check**. To attempt a skill check, roll a d20 and add the bonus associated with the skill you are trying to use. If the result is equal to or greater than the DC of the task, you succeed. In this case, you can use the **Athletics** skill to swim across. To make it to the other side, you must succeed at two Athletics checks, which each have a DC of 15.

Athletics Skill Bonus +7, Swim DC 15

These checks can be dangerous. If you are in the water and fail too many Athletics checks to swim, you get swept downstream. Since the river leads deep underground, through long tunnels without air, you'll drown if you fail a total of three Athletics skill checks before you succeed at two checks and get out of the water.

If you fail three Athletics checks, you are dragged into the underground river and beaten against the rocks. Go to **Entry #17**.

If you make it to the other side, you can make your way down the stairs; go to **Entry #3**.

If you instead decide to head back the way you came and try the other passage, go to **Entry #15**.

#12

After brushing aside some of the moss, you find small notches cut into the wall, making it simple to climb up into the crack. Someone must have carved these on purpose!

Squeezing into the crevice, you find a small, cramped alcove behind it. It's filled with moss, but you note

two things: in the back of the room is an old leather pouch that is split open on one side, spilling a handful of coins across the floor. In addition, set into the floor in the center of the alcove is a stone lever.

If you gather up the coins, write on your scratch paper that you have 21 copper and 4 silver.

If you decide to pull the lever, go to **Entry #14**.

If you ignore the lever, you crawl back out of the alcove and head down the passageway below. Go to **Entry #10**.

#13

Noticing the tracks leading to the cave, you hide in the nearby underbrush, hoping to ambush whatever foul beast lives here. After just a few minutes, you hear the sounds of something approaching, and the scent of wet fur hangs heavy in the air.



Emerging from the bushes is a lean, mangy wolf carrying the body of a dead chicken in its maw. It appears to be returning home after its most recent hunt. Clearly, this is the beast that's been preying upon the farmers' animals. You wait until it is near then draw your shortsword and spring out to attack!

You are now in **combat** with a wolf! You know that this feral beast cannot be tamed and must be slain to keep the farmers' livestock safe. Both you and the wolf take turns attacking one another. You attack by rolling the 20-sided die (or **d20** for short) and adding your **attack bonus** (which represents your skill at wielding a weapon). If the total is equal to or greater than the wolf's **Armor Class** (AC for short), then the attack is a hit and deals **damage**. Subtract the damage from the wolf's **Hit Points** (HP for short). To defeat the wolf, you must reduce the wolf to 0 HP or less. On the wolf's turn, it will attack you—you'll roll a d20 for the wolf, add its attack bonus, and compare the result to your AC. If the wolf reduces you to 0 HP or less, you die. Record both your HP and the wolf's HP on a piece of scratch paper.

Your AC	18
Your Hit Points	20
Wolf's AC	14
Wolf's Hit Points	15

Combat occurs in **rounds**. In each round, both you and the wolf take turns, and on each turn, you can use 3 actions. Once you have used your actions, it's the wolf's turn. After it uses 3 actions, it's your turn again. This repeats until one side is defeated. Actions are denoted by the action symbol (\blacklozenge). On your turn, you can use the following actions.

Your Actions

- ❖ **Strike with Your Shortsword:** Roll a d20 and add 7. If you use this action a second time, only add 2 to the roll, and if you use it a third time, subtract 3 from the roll instead. Each time, if the result is equal to or higher than the wolf's AC, you hit and deal 1d6+4 damage (roll a 6-sided die and add 4).
- ❖ **Hide in the Bushes:** Increase your AC to 20 until the start of your next turn.

You should write your AC, HP, attack bonuses, and damage rolls on your scratch paper so you can reference them later.

On the wolf's turn, it attacks you three times, using all of its actions.

Wolf's Action

- ❖ **Bite:** The wolf bites you. Roll a d20 and add 5 for the first attack, don't add anything to the second attack, and subtract 5 from the third attack. Each time, if the result is equal to or greater than your AC, the wolf hits and deals 1d6+2 damage (roll a 6-sided die and add 2).

Finally, if your attack roll exceeds the wolf's AC by 10 or more (24 in this case), it's a critical hit and you deal double damage (roll 1d6+4 and double the result). You also score a critical hit against the wolf if the result of the die roll shows a "20" on the die. When the wolf attacks you, it can score a critical hit only if the die roll is a 20.

Remember that you go first. If you find that the wolf is hitting you too much, you should remember to hide with your third action to make it harder for the wolf to hit you. This process continues until you or the wolf is reduced to 0 HP.

If you defeat the wolf, go to **Entry #7**.

If the wolf defeats you, go to **Entry #17**.

#14

You have to pull hard, but the stone lever finally moves; as it slides into place, you can hear a rumbling sound from somewhere nearby. Dust and dirt shake loose from the ceiling until the rumbling finally stops after about a minute. There is a deep click from the lever, and no matter how hard you try, you can't move the lever back to its original position.

Write "Pulled the lever" on your scratch paper.

With nothing else to do in this alcove, you crawl back out and head down the passageway below. Go to **Entry #10**.

#15

You turn left and make your way down a narrow tunnel that leads into darkness. The air grows colder with each step you take and soon you can see your breath steaming in the gloom. Up ahead, the passage turns to the right, but a pale-blue radiance can be seen from around the corner. Just beyond the bend, the corridor opens into a small, icy chamber.

Opposite you is an ice-covered chute that descends into darkness. Rimmed with icicles, it looks almost like a hungry maw. Above this chute, carved into the stone itself, is a warning. It reads, "An icy plunge may take you to the Pirate King's treasure—or to your grave!"

Hanging from the ceiling is a large icicle, and you can clearly see something glittering inside.

If you want to try and smash the icicle with your sword, go to **Entry #20**.

If you have "Torch" written on your scratch sheet and want to light it and try to melt the icicle, go to **Entry #2**.

If you decide to jump down the chute, go to **Entry #23**.

If you instead decide to head back the way you came and try another passage, go to **Entry #5**.

#16

In the center of the river is a pillar of stone that looks like it's been submerged for a long time. You might be able to use it as a stepping-stone to jump across the river. However, you could also try to swim across.

Getting to the other side of the river requires a **Skill Check**. To attempt a skill check, roll a d20 and add the bonus associated with the skill you're trying to use. If the

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result is equal to or greater than the DC of the task, you succeed! In this case, you can use **Athletics** to either jump across or swim across.

If you try to jump across, you must succeed at two Athletics skill checks in a row (one to jump to the pillar and another to jump to the other side). If you fail either check, you fall in and must swim the rest of the way to the other side.

If you try to swim across, you must succeed at two Athletics skill checks. But if you succeeded at the check to jump to the pillar before falling in the water, you only need to succeed at one Athletics check to swim across, since you were already halfway.

Athletics Skill Bonus +7, Jump DC 10, Swim DC 15

These checks could be dangerous. If you're in the water and fail too many Athletics checks to swim, you get swept downstream. Since the river leads deep underground, through long tunnels without air, you'll drown if you fail a total of three Athletics skill checks before you succeed and get out of the water.

If you fail three Athletics checks, you are dragged into the underground river and beat against the rocks. Go to **Entry #17**.

If you make it to the other side, you can make your way down the stairs. Go to **Entry #3**.

If you instead decide to head back the way you came and try the other passage, go to **Entry #15**.

#17

Your vision grows dark as life leaves your body. In your final moments, you can't help but think that this is not how stories should end. Maybe the next hero will fare better in this deadly place...

Although you have died, there are still adventures to be had. You can start this adventure over by returning to **Entry #1**. You are restored to full Hit Points, but so are all of the foes that you have faced. You must explore and face whatever dangers await you all over again. Alternatively, you can start making your own character to play in adventures with others. Go to **page 12** to begin designing your very own hero!

#18

Putting aside your fear, you squeeze your way through the crack into the narrow passageway beyond, lit only by faint light from above. If the cobwebs and dust are any indication, no one has been down this way for a long time. Up ahead, the passageway widens to form a cave chamber before veering to the left.

A curtain of moss grows on the right wall of the small cavern, fed by a trickle of water dripping from the cavern ceiling. Something about it looks odd, but you can't quite figure it out without succeeding at a **Perception** check.

Your Perception indicates how good you are at noticing things. To attempt a Perception check, roll a d20 and add

your Perception bonus, which is a +4. Once you have rolled, compare the total to the **Difficulty Class** (DC), which is 15. If your result is equal to or greater than the DC, you succeed!

If you succeed at the Perception check, go to **Entry #24**.

If you fail the Perception check, go to **Entry #21**.

#19

It can't be a coincidence that you found a key in the chamber above. Maybe it will help you defeat the statue, but you're going to have to slow it down first.

You are now in combat with the pirate statue. To start this combat, you and the statue must first roll **Initiative** to determine who gets to act first. This is a **Perception** check that both of you attempt. The one who rolls higher gets to go first (if you tie, the statue goes first). As a reminder, your Perception bonus is +4. The pirate statue's Perception bonus is +0. Roll for both of you to determine who goes first. If you go first, you must spend 1 action to move up to the statue before making any attacks. The statue, however, is much slower, and if it goes first, it must spend 2 actions to move up to you before attacking.

Statue's AC	18
Statue's Hit Points	20

During combat, you can use the following actions. At the start of any of your turns, before using any actions, you can decide to flee the combat, leaving through a small crevice in the back of the chamber. If you do this, go to **Entry #4**.

Your Actions

◆ **Strike with Your Shortsword:** Roll d20 and add 7 (+2 for a second attack, -3 for a third attack). Each time, if the result is equal to or greater than the statue's AC, you hit and deal $1d6+4$ damage.

◆ **Move:** You can move up to or away from the statue. If you move up, you can attack with your remaining actions. If you move away, the statue must spend 2 of its actions on its turn to move up to you before attacking.

◆◆ **Try the Key:** If the statue has fewer than 10 Hit Points left, you can try to insert the key to deactivate it. This uses 2 actions (the symbol here represents two actions). If you try this, go to **Entry #22**.

Statue's Actions

◆ **Strike with Saber:** The statue uses all of its actions to attack if possible. Roll a d20 and add +9 for the first attack, add +4 for the second attack, and subtract -1 from the third attack. Each time, if the result is equal to or greater than your AC, the statue hits and deals $1d8+2$ damage.

◆◆ **Move:** The statue moves toward you. This uses 2 actions (the symbol here represents two actions).

If you defeat the statue, go to **Entry #6**.

If the statue defeats you, go to **Entry #17**.



#20

Using your blade, you begin to hack away at the icicle, but the first time you strike it, a wave of powerful, magical cold washes up your arm. You take 1 damage. It looks like if you want to destroy the icicle, you'll need to hit it at least three more times, taking another 3 damage.

If you decide to destroy the icicle with your sword, take 3 more damage and go to **Entry #2**.

If the damage reduces you to 0 Hit Points, go to **Entry #17**.

If you decide to leave the icicle alone and jump down the chute, go to **Entry #23**.

If you instead decide to head back the way you came and try the other passage, go to **Entry #5**.

#21

You look around but fail to spot anything of interest. With no other way to go, you head down the corridor that leads off to the left. You notice a faint breeze as you make your way down that tunnel.

Go to **Entry #10**.

#22

Now that the statue is slowed down, you can try to insert the key to see if it might help defeat this menace. Inserting the key requires you to attempt an **Athletics Skill Check** to grapple the statue. Roll a d20 and add your skill bonus. If your result is equal to or greater than the DC to grapple the statue, it falls to the ground, deactivated. If you fail, it continues to fight you.

Athletics Skill Bonus +7, Grapple DC 20

If you succeed, you defeat the statue! Go to **Entry #6**.

If you fail, continue the fight. Return to **Entry #19**.

#23

Abandoning caution, you dive down the chute, heading into the freezing darkness!

The surface is slick and freezing cold, and you pick up quite a bit of speed as you descend deeper into the earth. Just as the chute begins to level out, you see a massive icicle up ahead, blocking most of the tunnel. At this speed, running into it is going to hurt!

You can try to avoid hitting the icicle and taking any serious harm by attempting a Reflex saving throw. Roll a d20 and add your save bonus. If your check result is less than the DC, you take 1d8 points of damage from running into the icicle. If you succeed, you take half damage (roll the d8 and divide the number rolled in half, rounding down). If your roll results in a 20, you critically succeed and avoid the icicle completely, taking no damage! Finally, if your roll results in a 1 or a 2, you critically fail the saving throw and take double damage (roll the d8 and double the result).

Reflex Save Bonus +5, DC 17

If you survive, the chute drops you into a large chamber.

Go to **Entry #3**.

If hitting the icicle reduces you to 0 Hit Points or fewer, go to **Entry #17**.

#24

Looking around, you notice a narrow crack in the wall, just above the curtain of moss. Water seems to be dripping out from the crack, and it looks wide enough that you might be able to squeeze inside. What do you do?

If you ignore the crack and turn to head down the passageway, go to **Entry #10**.

If you crawl into the crack, go to **Entry #12**.

#25

You are now in combat with the pirate statue. To start this combat, you and the statue must start by rolling **Initiative** to determine who gets to act first. This is a **Perception** check that both of you attempt. The one who gets a higher result acts first in the combat. As a reminder, your Perception bonus is +4. The pirate statue's Perception bonus is +0. Roll for both of you to determine who goes first. If you go first, you must spend 1 action to move next to the statue before making any attacks. The statue is much slower, so if it goes first, it must spend 2 actions to move up to you before attacking.

Statue's AC	18
Statue's Hit Points	20

During combat, you can use the actions below. At the start of any of your turns, before using any actions, you can decide to flee the combat, leaving through a small crevice in the back of the chamber. If you do this, go to **Entry #4**.

Your Actions

❖ **Strike with Your Shortsword:** Roll d20 and add 7 (or +2 for your second attack, -3 for your third attack). Each time, if the result is equal to or higher than the statue's AC, you hit and deal 1d6+4 damage.

❖ **Move:** You can move up to or away from the statue. If you move up to it, you can attack with your remaining actions. If you move away, the statue must spend 2 of its actions on its turn to move up to you before attacking.

Statue's Actions

❖ **Strike with Saber:** The statue uses all of its actions to attack if possible. Roll a d20 and add +9 for the first attack, add +4 for the second attack, and subtract -1 from the third attack. Each time, if the result is equal to or greater than your AC, the statue hits you and deals 1d8+2 damage.

❖ **Move:** The statue moves toward you. This uses 2 actions (the symbol here represents 2 actions).

If you defeat the statue, go to **Entry #6**.

If the statue defeats you, go to **Entry #17**.

BEGINNER BOX**EXAMPLE OF PLAY**

In the solo adventure, you saw the sorts of dangers, decisions, and challenges you might face in a Pathfinder game. But Pathfinder is a group activity! What does it look like in play? This example can give you a clearer picture of collaborative storytelling in action.

Jason is the Game Master (GM), running a game for Logan, Lyz, and Mark. Logan is playing Kyra, a human cleric; Lyz is playing Valeros, a human fighter; and Mark is playing Ezren, a human wizard. The adventurers have become lost in a haunted forest while searching for a mysterious tower.

Kyra: Are you sure we're going the right way?

Valeros: I think so. Can I figure out if we're still heading in the right direction?

GM: Sure, why don't you roll a Survival skill check?

Lyz rolls a d20 and gets a 16. She then checks Valeros's character sheet and sees that he has +5 for Survival, so she adds that to the roll.

Valeros: Not too bad, I got a 21!

GM: After looking at the ground for tracks and checking the underbrush, you're pretty sure you haven't been this way before. Something unusual lies ahead: the forest canopy is consumed by fog.

Ezren: Fog, only up in the treetops? I don't like the look of that. There might be some sort of magic up there. I cast the spell *detect magic* to see if I sense anything nearby.

Jason checks his notes for the adventure, and confirms that there is no magic up ahead, just one big, angry spider!

GM: You extend your senses into the arcane, but you don't detect any unusual magic nearby.

Valeros: Hmm, I still don't like the look of this. I get out my longsword and shield, and then move forward.

GM: Very good. As you draw near, everything becomes clear. The fog in the trees is actually a mass of thick webs, draped from tree to tree in dense sheets.

Ezren: Oh no! I hate spiders.

GM: As soon as you say that, a huge spider drops from the tree directly in front of you, mandibles clicking. I need everyone to roll Perception for initiative.

Everyone rolls a d20 and adds their Perception to the number on the die. Jason does the same for the spider and then puts the characters in order, from highest to lowest.

GM: Alright, Valeros has the highest initiative and gets to go first. You have 3 actions.

Valeros: Awesome! First I'm going to raise my shield to protect me from the spider, but then I'm going to use my other 2 actions on Sudden Charge!

Raising a Shield increases Valeros's Armor Class by 2 until the start of his next turn. Sudden Charge lets him move up to twice his Speed and attack, all for just 2 actions. Lyz rolls a d20 for the attack and gets an 18. She sees that Valeros has +9 on longsword attacks, for a total of 27.

GM: A 27 is a hit! Go ahead and roll for damage.

The spider's AC is 17. Since Lyz's roll was 10 or more higher than the AC, it's a critical hit! Looking at the sheet, Lyz rolls a d8 for the longsword and adds 4, getting a total of 6. Because it's a critical hit, she doubles that, dealing 12 damage!

GM: You score a nasty hit, slicing off one of the spider's many legs, but it's still fighting. Kyra, you're next to act.

Kyra: We could use my deity's help here. I call upon Sarenrae's power and cast *bless*, which provides a +1 bonus to attack rolls to anyone standing next to me. With my final action, I draw my scimitar.

GM: You feel the magic wash out from you, guiding your allies. Unfortunately, the spider gets to act next! Valeros is right in front of it, so it reaches out to try and bite him!

Jason rolls a d20 and adds the spider's bite attack statistic, getting a 21—that's more than enough to hit.

Valeros: Uh-oh! I spend my reaction to block the attack with my shield!

Shield Block is an ability that reduces the damage from the attack, but it can break the shield. Jason rolls the damage and reduces it by the shield's Hardness value.

GM: Even after your block, the spider still hits you for 2 damage, and its fangs are dripping with poison. Roll a Fortitude save!

Lyz grabs the d20 and rolls the saving throw, which will tell her if Valeros resists the poison. The heroes are in some real trouble here! As the fight continues, everyone gets to take a turn, repeating this cycle until one side is victorious.

GETTING STARTED

Want to play the role of a brave hero facing down cunning villains in a world filled with terrifying monsters and amazing treasures? This book has everything you need to build your first hero, so let's get started. A world of endless adventure awaits!



WHAT'S A ROLEPLAYING GAME?

Pathfinder is a tabletop roleplaying game (RPG)—an interactive story where one player, the Game Master (GM), sets the scene and presents challenges, while the other players each take the role of a hero and attempt to overcome those challenges. Every player contributes to the story by responding to situations according to the personality and abilities of their character, describing their actions as each scene leads into the next. You'll determine whether your hero succeeds or fails at the actions they attempt by rolling dice, which adds an element of chance, and then adding your hero's statistics, which represent their strengths.

DICE

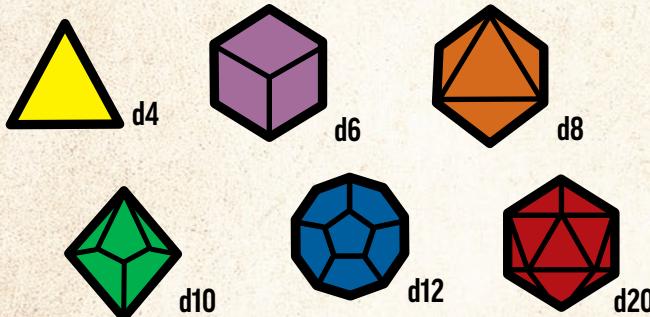
Pathfinder uses a set of six different kinds of dice. Each die has a different number of sides—four, six, eight, or more. The name of each die uses the letter “d” followed by the number of sides on the die. The *Beginner Box* includes a d4, a d6, a d8, a d10, a d12, and a d20. There are icons on the side of your character sheet to help you remember which die is which.

When the game tells you to roll multiple dice, the number before the “d” tells you how many of that die to roll. For example, “4d6” means you should roll a d6 four times and add the results together. Sometimes you’ll add a number to the total from your die roll, and sometimes you’ll subtract a number from the total.

THE BASIC RULE: ROLLING CHECKS

When a hero tries to do something and the outcome is uncertain, you’ll roll a check. Whether that’s making an attack, resisting a spell, or using a skill, you’ll roll a d20 and add a statistic to get the result. The action you’re using will tell you what statistic to add. On some checks, you’ll also apply a bonus, a penalty, or sometimes even both.

DICE



This formula can help you remember what to roll when you need to roll a check.

$$\text{d20} + \text{statistic} + \text{bonuses and penalties} = \text{result}$$

After you roll, you’ll “check” your result against a target number, called a **Difficulty Class (DC)**, to determine whether you succeed or fail. The higher you roll, the more likely you are to succeed!

Sometimes exceptional results on a check (most often, rolling a 1 or a 20 on your d20 roll) cause you to succeed or fail so spectacularly that special rules apply. A brilliant success is called a **critical success**, or a **critical hit** for an attack, while a remarkable failure is called a **critical failure**.

ACTIONS

A hero affects the world by using actions. Some actions, called basic actions, can be used by anyone—Seek, Stride, and Strike are all basic actions. Others, like spells and special abilities, can be used only by certain characters. Each action produces an effect. Some do this automatically, but for others you’ll roll to determine the effect.

You’ll see the following icons used for the different types of actions found throughout the game.

◆ **Single actions** are the simplest and most common actions. You can use 3 single actions on your turn, in any order you want.

▷ **Reactions** are special actions that you can use when it isn’t your turn. Each reaction has a **trigger** that specifies when you can use that reaction. You can use only 1 reaction per round.

Activities take longer than a single action. Activities that use 2 actions have this symbol: ◆◆. Activities that use 3 actions—your whole turn—have this symbol ◆◆◆. Some activities take even longer, and you can use them only when you’re between combat encounters.

ACTIONS



One Action



Two Actions



Three Actions



Reaction

BEGINNER BOX

BASIC CONCEPTS

You'll see game terms like "saving throw" and "Hit Points" as you create a hero and start playing the game. You need only a general idea of these terms for now, and they're explained more later on. Lots of terms have abbreviations—if you miss or forget what an abbreviation means, you can find it in the index on page 72.

ARMOR CLASS (AC)

This number is the Difficulty Class for an attack. It represents how hard it is to hit a hero or a monster in combat.

ATTACK

When a creature tries to harm another creature, it makes a Strike or uses some other attack action. A success on the roll for that action is called a **hit**, and a critical success is sometimes called a **critical hit**. A hero might Strike with a weapon or their fist, grapple with their hands, or attack with a spell. Attacking more than once on your turn gets harder with each attack, giving you a penalty called a **multiple attack penalty**.

BONUSES AND PENALTIES

Bonuses and penalties apply to checks and certain statistics. There are several types of bonuses and penalties. If you have more than one bonus of the same type, you use only the highest one. Likewise, you use only the worst penalty of each type.

CONDITION

An ongoing effect that changes how a creature can act, or that alters some of their statistics, is called a condition.

FEAT

A feat is an ability your hero can use. It might come from their ancestry, background, or class. Some feats grant the ability to use special actions.

HIT POINTS (HP)

Hit Points represent how badly injured a creature can be before it falls unconscious and begins dying. **Damage** decreases Hit Points on a 1-to-1 basis, while **healing** restores Hit Points at the same rate.

LEVEL

A level is a number that measures overall power. The rules in this book can take a hero to 3rd level, and those in the *Core Rulebook* elevate them into living legends all the way to 20th level! Spells, items, and other rules elements also have levels, telling you how powerful they are compared to one another.

NONPLAYER CHARACTER (NPC)

A nonplayer character is controlled by the GM. NPCs interact with players and help advance the story.

PERCEPTION

Perception measures your hero's ability to notice hidden objects or unusual situations and usually determines how quickly they spring into action in combat.



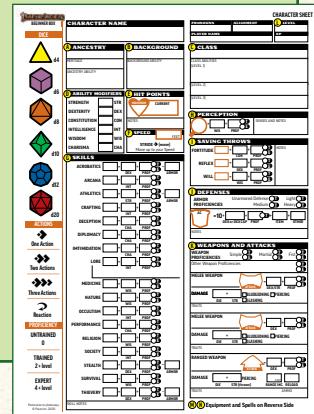
READING RULES

Throughout this book, statistics and actions like Strength and Strike are capitalized to help them stand out. Text that is formatted using *italics* refers to a spell or magic item, such as *light* or a *healing potion*, to help make it instantly recognizable.



CHARACTER SHEET REFERENCES

As you go through this book to create your character, you'll see icons like (A). These match with sections of the character sheet. Whenever the icon appears, there's something you should write on your character sheet, and the letter points you to the right section.



PROFICIENCY

Proficiency measures your hero's aptitude for each statistic and adds a bonus to that statistic. It has three ranks: untrained, trained, and expert. If you're untrained, your proficiency bonus is +0. If you're trained, your proficiency bonus equals your level plus 2, and if you're an expert, your proficiency bonus equals your level plus 4.

ROUND

A round is a period of time during an encounter in which all participants get a chance to act. A combat round represents approximately 6 seconds in the world of the game.

SAVING THROW (SAVE)

Some dangerous effects let you attempt a saving throw to mitigate their harm. You attempt a saving throw automatically—you don't have to use an action or a reaction. There are three types of saving throws: **Fortitude** (to resist diseases, poisons, and physical effects), **Reflex** (to evade effects a creature could quickly dodge), and **Will** (to resist effects that target the mind and personality).

SPEED

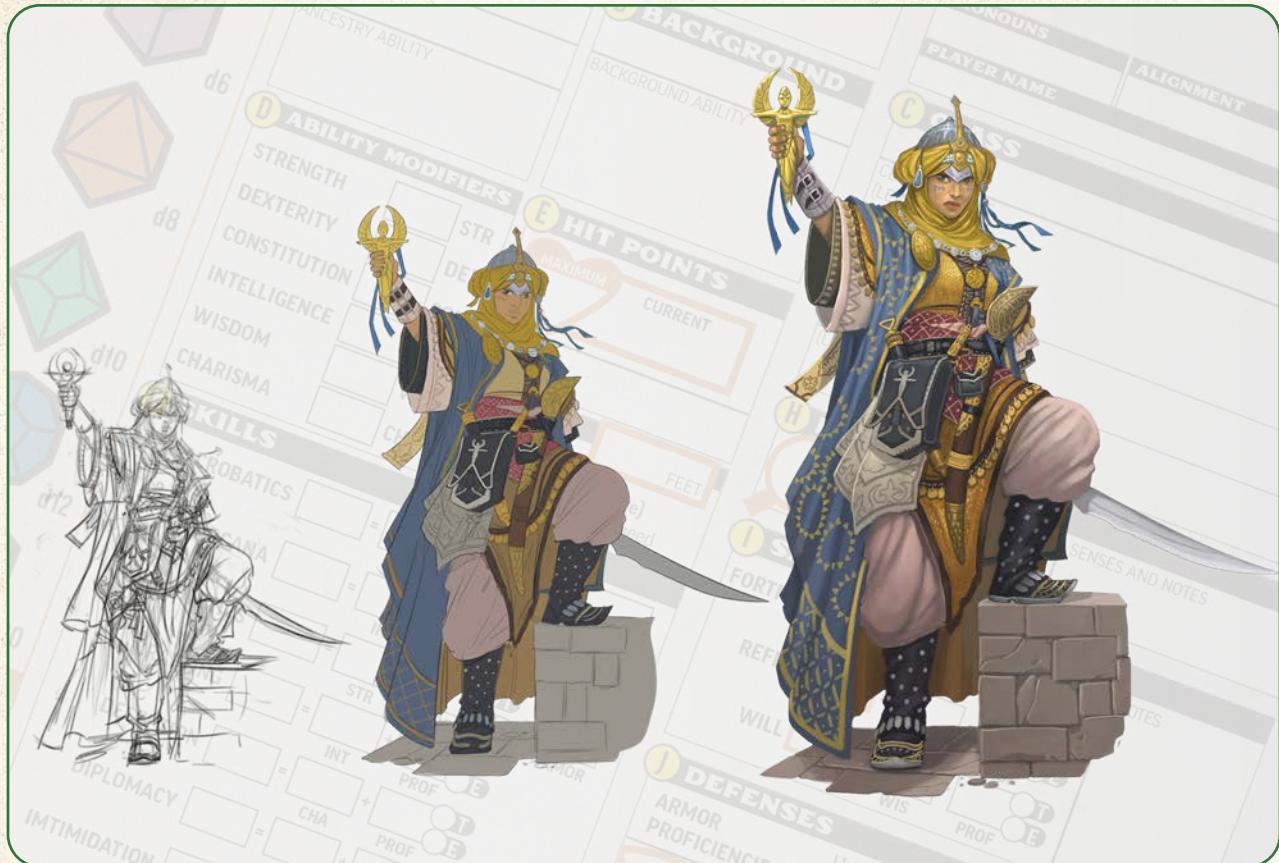
Speed is the distance a creature can move using a single action.

TRAIT

A trait is a keyword that appears on an action so other rules can interact with it by referencing the trait. For instance, a fighter can make an Attack of Opportunity against someone who uses an action with the manipulate or move trait, and an abjurer wizard can prepare an extra spell with the abjuration trait. Traits appear in boxes beneath the title of a rules element, or in parentheses following an action in a stat block.

CREATING YOUR HERO

Are you ready to dive into adventure? The first thing you need to do is create your hero! It's up to you to imagine your hero's past experiences, personality, and worldview—this will set the stage for your roleplay during the game. You'll use the game's rules to determine your hero's ability to perform various tasks and use special skills during the game.



These pages provide a step-by-step guide for creating your Pathfinder hero. The steps of character creation are presented in a suggested order, guiding you through the early stages of your hero's life story, but you can complete them in whatever order you prefer. For instance, you might know you want to play a wizard before you decide that wizard will be an elf. At the very end of character creation, you'll calculate your statistics.

Many steps of character creation ask you to make choices about your ability modifiers. These statistics are essential to your character and are explained in detail in the green box on the next page.

Each step on the following pages instructs you to fill out fields on your character sheet. The character sheet is designed to be easy to use when you're actually playing the game, but creating a hero happens in a different order, so you'll move back and forth through the character sheet as you go through the character creation process. Additionally, the character sheet includes every field you might need, even though not all heroes will have something to put in each field. If a field on your character sheet is not applicable to your hero, just leave that field blank.

STEP 1: CREATE A CONCEPT

What sort of hero do you want to play? The answer to this question might be as simple as “a brave warrior,” or as complicated as “the child of elven wanderers, but raised in a city dominated by humans and devoted to Sarenrae, goddess of the sun.” Consider your hero’s personality, write out a few details about their past, and think about why they adventure.

STEP 2: START BUILDING ABILITY MODIFIERS

Now, you need to start building your hero’s ability modifiers. Your hero’s ability modifiers each start at +0. As you select your ancestry, background, and class, you’ll increase them. This is a good time to identify which ability modifiers will be most important to your hero.

STEP 3: SELECT AN ANCESTRY

Is your hero a sturdy dwarf, a graceful elf, or a versatile human? Ancestry determines your hero’s Speed and contributes to their Hit Points. Each ancestry improves ability modifiers to represent that ancestry’s basic capabilities.

BEGINNER BOX

You'll also choose one of the ancestry's three heritages, which gives your hero a special ability.

Go to [page 14](#) to choose an ancestry.

STEP 4: PICK A BACKGROUND

Your hero's background might represent their upbringing, an aptitude they've been honing since their youth, or another aspect of their life before they became an adventurer. Choose from acolyte, criminal, deckhand, farmhand, scholar, or warrior. Your hero's background improves their ability modifiers and grants a special ability.

Go to [page 18](#) to choose a background.

STEP 5: CHOOSE A CLASS

A class gives your hero a suite of heroic abilities and determines their role in a fight. Each class has three options that let you decide what type of hero you want to be! Will you play a devoted cleric, a mighty fighter, a cunning rogue, or a studious wizard?

Go to [page 20](#) for a cleric, [page 26](#) for a fighter, [page 30](#) for a rogue, or [page 34](#) for a wizard.

STEP 6: BUY EQUIPMENT

Every hero needs equipment! Begin with the starting equipment package for the class you chose, then use the money left over to purchase any extra items you want.

Go to [page 40](#) for equipment.

STEP 7: FINISH YOUR HERO

The last step in creating your hero is to calculate their statistics based on the choices you've made in the process.

Go to [page 48](#) for instructions on finishing your hero.

CHARACTER SHEET	
PRONOUNS	ALIGNMENT
PLAYER NAME	XP
CLASS	
CLASS ABILITIES (LEVEL 1)	
(LEVEL 2)	
(LEVEL 3)	
PERCEPTION	
WIS	PROF
SENSES AND NOTES	
SAVING THROWS	
FORTITUDE	CON PROF
REFLEX	DEX PROF
WILL	WIS PROF
NOTES	
DEFENSES	
ARMOR PROFICIENCIES	Unarmored Defense Light Medium Heavy
AC = 10 DEX or DEX CAP PROF	ITEM OTHER
NOTES	
WEAPONS AND ATTACKS	
WEAPON PROFICIENCIES	Simple Martial Fist
Other Weapon Proficiencies	
MELEE WEAPON	
DAMAGE	+ ATTACK DEX/STR PROF
BLUDGEONING PIERCING	
DIE	STR
TRAITS	
MELEE WEAPON	
DAMAGE	+ ATTACK DEX PROF
BLUDGEONING PIERCING	
DIE	STR
TRAITS	
RANGED WEAPON	
DAMAGE	+ PIERCING DEX PROF
BLUDGEONING RANGE INC. RELOAD	
DIE	STR (Drown) RANGE
TRAITS	
AMMO	
(M) Equipment and Spells on Reverse Side	

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THE SIX ABILITY MODIFIERS

Ability modifiers represent your hero's raw potential. They influence almost every other statistic on your character sheet. Determining your ability modifiers happens over several steps during character creation.

Strength

Strength measures your hero's physical power. Strength gets added to attack and damage rolls in hand-to-hand combat.

Dexterity

Dexterity measures agility, balance, and reflexes. Add Dexterity to attack rolls with ranged weapons, AC, and Reflex saving throws.

Constitution

Constitution measures your hero's overall health and stamina. Constitution is added to your Hit Points and Fortitude saving throws.

Intelligence

Intelligence measures how well your hero can learn and reason. A high Intelligence determines how many skills your hero has.

Wisdom

Wisdom measures your hero's common sense, awareness, and intuition. Wisdom is added to your Perception and Will saving throws.

Charisma

Charisma measures your hero's personal magnetism and strength of personality. A high Charisma helps your hero influence other people.

ANCESTRIES

Your character's ancestry determines which people they call their own, whether that's diverse and ambitious humans, insular but vivacious elves, or traditionalist and family-focused dwarves. Your character's ancestry might be a key part of their identity, shape how they see the world, and help them find their place in it—or what they're rebelling against!



DWARF



ELF



HUMAN

When you choose your character's ancestry, you'll gain a set of benefits that every member of that ancestry gets. Dwarves can see in the dark, and elves move more quickly than humans. But ancestries aren't monolithic! Each ancestry has three heritages that grant additional benefits. For example, humans with the skilled human heritage have the most skills, while woodland elves gain advantages in the woods and move even faster than other elves. Once you've chosen an ancestry, you'll choose your character's heritage within that ancestry and gain its benefits as well.

BEGINNER BOX**DWARF**

Dwarves are well-known as a stoic and stern people who dwell deep underground in cities built into the hearts of the mightiest mountains. They are fierce on the battlefield, holding the line against charging orcs or taking the fight to towering giants. Dwarves stand about a foot shorter than most humans, and most take pride in braiding or styling their hair.



If you pick the dwarf ancestry, write "Dwarf" in the Ancestry section of your character sheet **(A)**. You get the following abilities.

ABILITY BOOSTS

Dwarves are both sturdy and wise. Add +1 to both your Constitution and Wisdom **(D)**.

HIT POINTS

Dwarves are hardy and can take a lot of punishment. Write "10" in the Maximum box in the Hit Points area **(E)**, although you will add more to this amount later.

SPEED

Dwarves are a bit slower than most. Put down 20 feet for your Speed **(F)**.

DARKVISION

Dwarves can see in darkness. Write "darkvision" in the Senses and Notes box under Perception **(H)**. Their darkvision works even when there's no light at all, though in the dark they see in black and white.

PICK A DWARF HERITAGE

Like for most folk in the world, there are many different family lines of dwarves, all with their own traditions and specialties. Pick one of the following heritages and write it in the Heritage area under your ancestry **(A)**. Then add its abilities to your character sheet.

DEATH WARDEN DWARF

Your ancestors have been tomb guardians for generations, and the power that they cultivated to ward off necromancy has passed on to you. In the Notes area under Saving Throws **(I)**, write "Death Warden: successful saves against necromancy count as critical successes."

In addition, in the Ancestry Ability area **(A)**, write "Undead Hatred: +1 to damage rolls against undead creatures."

FORGE DWARF

You are well adapted to hot environments, and you know about quality weapons because of the time you and your ancestors put in working at hot forges. In the Notes area

beneath your Hit Points **(E)**, write "Forge Dwarf: You take 1 less damage from fire."

In addition, in the Ancestry Ability area **(A)**, write "Dwarven Weapon Familiarity: Trained in the battle axe, pick, and warhammer."

ROCK DWARF

Your ancestors lived and worked among the great ancient stones of the mountains or the depths of the earth. In the Notes area under Saving Throws **(I)**, write "Rock Dwarf: +2 to Fortitude and Reflex DCs to Shove or Trip you."

In addition, in the Ancestry Ability area **(A)**, write "Stonecunning: +2 to Perception to notice unusual stonework and traps hidden in stone."

**NAMES**

Dwarves honor their children with names taken from ancestors or dwarven heroes, and it's quite rare to invent a new name or to borrow a name from another culture for a child.

Sample Names

Agna, Bodill, Dolgrin, Edrukk, Grunyar, Ingra, Kazmuk, Kotri, Lupp, Morgrym, Rogar, Rusilka, Torra, Yangrit

ELF

As an ancient people, elves have the perspective that can come only from watching the arc of history. The world has changed around them, and they struggle to reclaim their ancestral homes, most notably from terrible demons that have infested their lands. Though renowned for their grace, beauty, and knowledge, they place far more importance on personal freedom.



If you pick the elf ancestry, write “Elf” in the Ancestry section of your character sheet (A). You get the following abilities.

ABILITY BOOSTS

Elves are both nimble and clever. Add +1 to both your Dexterity and Intelligence (D).

HIT POINTS

Elves are slender and slightly fraiser compared to other ancestries. Put “6” in the Maximum box in the Hit Points area (E), although you will add more to this amount later.

SPEED

With their long legs and easy grace, elves are a bit faster than people of most ancestries. Put down 30 feet for your Speed (F).

LOW-LIGHT VISION

Elves can see well in dim light. Write “low-light vision” in the Senses and Notes box under Perception (H). This makes it easier to target creatures that are in shadow.

PICK AN ELF HERITAGE

Like for most folk in the world, there are many different kinds of elves, hailing from different regions and families. Pick one of

**NAMES**

An elf keeps their personal name secret from those outside their family, giving a nickname when meeting other people. This nickname can change over time, due to events in the elf’s life or even on a whim. An elf might be known by many different names to associates of varying ages and regions. Elven names consist of multiple syllables and are meant to flow lyrically—at least in the Elven tongue.

Sample Names

Aerel, Amrunelara, Caladrel, Dardlara, Faunra, Heldalel, Jathal, Lanliss, Oparal, Seldlon, Soumral, Talathel, Tessara, Variel, Yalandlara, Zordlon



the following heritages and write it in the Heritage area under your ancestry (A). Then add its abilities to your character sheet.

Elves can live for hundreds of years, and after spending enough time in one locale, they adapt to match their surroundings. Their skin and hair can even change, such as woodland elves taking on the colors of the trees and leaves around them. Therefore, many elf heritages are connected to the environments in which they live.

CAVERN ELF

You were born underground or spent many years in tunnels or caverns where light is scarce. Write “darkvision” in the Senses and Notes box under Perception (H). Darkvision lets you see even in total darkness, though only in black and white.

In addition, in the Ancestry Ability area (A), write “Unwavering Mien: Decrease the duration of a mental effect that lasts at least 2 rounds by 1 round.” This protects you against magic that would affect your mind, letting you recover much faster.

WHISPER ELF

Your ears are finely tuned, able to detect even the slightest whispers of sound. In the Senses and Notes box under Perception (H), write “Whisper Elf: +2 to Perception to hear creatures within 30 feet.”

In addition, in the Ancestry Ability area (A) write “Elven Weapon Familiarity: Trained in the longbow, longsword, rapier, and shortbow.” These are some of the traditional weapons favored among elvenkind, so you’ve learned about them regardless of the class you choose.

WOODLAND ELF

You’re adapted to life in the forest or the deep jungle, and you know how to climb trees and use foliage to your advantage. In the Skill Notes area (G), write “Woodland Elf: Climb in forests at half Speed on a success and full Speed on a critical success.”

In addition, in the Ancestry Ability area of your character sheet (A), write “Nimble Elf: Your Speed increases by 5 feet.” Change your Speed to 35 feet (F).

BEGINNER BOX**HUMAN**

As unpredictable and varied as any of Golarion's peoples, humans have exceptional drive and the capacity to endure and expand. Though many civilizations thrived before humanity rose to prominence, humans have built some of the greatest and most abhorrent societies throughout the course of history. Today they are the most populous people in realms around the world.



If you pick the human ancestry, write "Human" in the Ancestry section of your character sheet **A**. You get the following abilities.

ABILITY BOOSTS

Humans are flexible, with individuals exhibiting any of a wide variety of aptitudes. In Ability Modifiers, add +1 to two different ability modifiers of your choice **D**.

HIT POINTS

Humans are not as sturdy as dwarves or as frail as elves. Put "8" in the Maximum box in the Hit Points area **E**, although you will add more to this amount later.

SPEED

Humans move about as quickly as most ancestries. Put down 25 feet for your Speed **F**.

PICK A HUMAN HERITAGE

Like for most folk in the world, there are many different kinds of humans. Pick one of the following heritages and write it in the Heritage area under your ancestry **A**. Then add its abilities to your character sheet.

BATTLE-TRAINED HUMAN

Your family has trained in battle for generations, granting you advantages in a fight. You are trained in all martial weapons. Check the "T" box for martial weapons in the Weapon Proficiencies part of Weapons and Attacks **K**.

In addition, in the Ancestry Ability area **A**, write "Diehard: You die when your dying condition reaches 5 instead of dying 4."

SKILLED HUMAN

Your ingenuity allows you to learn a wide variety of skills. You become trained in three skills of your choice. Wait until you add the trained skills for your class before deciding which skills to choose, then check the "T" box for your proficiency in each of those skills **G**.

WARDEN HUMAN

You and your family members are survivors, and you've learned how to take care of yourself. Pick one of the following benefits and write it on your character sheet.

- Add 4 to your maximum Hit Points **E**.
- You become an expert in Fortitude saving throws. Check the "E" box for Fortitude in Saving Throws **I**.
- You become trained in medium armor. Check the "T" box for medium armor in Armor Proficiencies **J**.

**NAMES**

Unlike many ancestral cultures, which generally cleave to specific traditions and shared histories, humanity's diversity has resulted in a near-infinite set of names. Humans' names are as varied as their beliefs and appearances.

BACKGROUNDS

While your character's ancestry reflects the circumstances of their birth, their background represents the next step in their life story. Consider what events set your character on their path to the life of an adventurer and how those circumstances relate to their background. A background can help you learn or portray more about your character's personality while also suggesting what sorts of things they're likely to know.



CHOOSE A BACKGROUND

Choose one of the following backgrounds for your character. Write the background you chose on your character sheet (B).

ACOLYTE

BACKGROUND

You spent your early days in a church. You might have traveled out into the world to spread the message of your religion or because you cast away the teachings of your faith, but you'll always remember the lessons you learned. Add +1 to your Wisdom (D). If you become a dwarf cleric, add +1 to your Constitution instead.

You're trained in the Religion skill (or Survival if you become a cleric) and the Scribing Lore skill. Write "Scribing" under Lore in Skills (G), and check the "T" box for your proficiency in those skills (E).

In the Background Ability area (B), write "Student of the Canon". If you critically fail a Religion check to Recall Knowledge about a faith or Decipher Writing about religion, you don't get incorrect information. If you roll a failure on a Religion check to Recall Knowledge about your deity, you still remember the information."

CRIMINAL

As an unscrupulous independent agent or as a member of a larger underworld organization, you once lived a life of crime—and maybe you still do! You might have become an adventurer to seek redemption for past crimes, to escape the law, or to acquire even bigger and more valuable treasure. Add +1 to your Dexterity (D). If you become an elf rogue, add +1 to your Wisdom instead.

You're trained in the Thievery skill (or Crafting if you become a rogue) and the Underworld Lore skill. Write "Underworld" under Lore in Skills (G), and check the "T" box for your proficiency in each of those skills (E).

In the Background Ability area (B), write "Subtle Theft: Other people take a -2 penalty to their Perception DC when you Steal. If you Create a Diversion, you can Steal something before the end of your turn without being noticed by the creature you distracted."

DECKHAND

BACKGROUND

The rolling waves of the high seas, the constant sway of the deck underfoot, and the creaking heights of a ship's rigging are as familiar to you as solid ground. You might have worked on

BEGINNER BOX

a simple fishing boat, a wealthy merchant's galley, a mighty warship—or even a pirate's caravel. Whether your crew retired, your ship sank, or you've turned to adventuring so you can keep all the treasure for yourself, you still retain an excellent sense of balance and quick reflexes. Add +1 to your Dexterity (D). If you become a rogue, add +1 to your Strength instead.

You're trained in the Acrobatics skill (or Survival if you become a fighter or rogue) and the Sailing Lore skill. Write "Sailing" under Lore in Skills (G), and check the "T" box for your proficiency in each of those skills (G).

In the Background Ability area (B), write "Cat Fall: Treat falls as 10 feet shorter, or 25 feet if you become an expert in Acrobatics."

FARMHAND

BACKGROUND

With a strong back and an understanding of seasonal cycles, you tilled the land and tended crops. Your farm could have been razed by invaders, you could have lost the family tying you to the land, or you might have simply tired of the drudgery, but at some point you left the tools of your trade behind and became an adventurer. Add +1 to your Constitution (D).

You're trained in the Athletics skill (or Survival if you become a fighter or rogue) and the Farming Lore skill. Write "Farming" under Lore in Skills (G), and check the "T" box for your proficiency in each of those skills (G).

In the Background Ability area (B), write "Assurance: For Athletics checks, you can use a result of 10 + your proficiency bonus in Athletics instead of rolling."

GAMBLER

BACKGROUND

The thrill of wining—or the possibility that you might get rich quick—drew you to games of chance. This might have been a lucrative sideline that paled in comparison to the real risks and rewards of an adventuring life, or you might have fallen on hard times due to a run of bad luck and pursued adventuring as a way to clear your mounting debt. Add +1 to your Charisma (D).

You're trained in the Deception skill (or Survival if you're a rogue) and the Games Lore skill. Write "Games" under Lore in Skills (G), and check the "T" box for your proficiency in each of those skills (G).

In the Background Ability area (B), write "Lie to Me: If someone Lies to you, you know it's a lie if their result is less than either your Deception DC or Perception DC."

SCHOLAR

BACKGROUND

You have always had a knack for learning, and for years you sequestered yourself from the outside world to learn all you could. You read about so many wondrous places and things in your books, and you always dreamed about one day seeing those things with your own eyes. Eventually, that curiosity led you to conclude your formal studies and become an adventurer to pursue a more hands-on education. Add +1 to your Intelligence (I). If you become an elf wizard, add +1 to your Wisdom instead.

You're trained in Arcana (or Religion if you're a wizard) and the Academia Lore skill. Write "Academia" under Lore in Skills (G), and check the "T" box for your proficiency in each of those skills (G).

In the Background Ability area (B), write "Assurance: For Arcana checks, you can use a result of 10 + your proficiency bonus in Arcana instead of rolling."

WARRIOR

BACKGROUND

In your younger days, you waded into battle as a mercenary, a warrior defending your people, or a member of a militia or army. You might have wanted to break out from the regimented structure of these forces, or you could have always been as independent a warrior as you are now. Add +1 to your Strength (D). If you become a fighter, add +1 to your Constitution instead.

You're trained in the Intimidation skill (or Medicine if you're a fighter) and the Warfare Lore skill. Write "Warfare" under Lore in Skills (G), and check the "T" box for your proficiency in those skills (G).

In the Background Ability area (B), write "Intimidating Glare: You can Demoralize foes with a mere glare. If you do, the target has to see you, instead of needing to hear you, and you don't take a penalty for not using language."





CLERIC

Blessed with divine magic, you live the ideals of your faith, adorn yourself with the symbols of your church, and train diligently with your deity's favored weapon. Your spells might protect and heal your allies, or they might punish foes and enemies of your faith, as your deity wills.



1ST-LEVEL CLERIC CLASS FEATURES

If you decide to play a cleric, write the following things on your character sheet.

ABILITY BOOSTS

Clerics are very wise. Add +3 to your Wisdom. Then pick three other ability modifiers and add +1 to each of those **D**. You can't pick the same ability modifier more than once.

HIT POINTS

Clerics can take some hits in a fight. Add 8 to your maximum Hit Points **E**. These get added to the Hit Points gained from your ancestry choice. Then, add your Constitution to the total.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way. For each of the following items, check the "T" box for that statistic if you're trained, and both boxes if you're an expert.

SKILLS **G**

Trained in Diplomacy, Medicine, and Religion

PERCEPTION **H**

Trained in Perception

SAVING THROWS **I**

Expert in Fortitude saving throws
Trained in Reflex saving throws
Expert in Will saving throws

DEFENSES **J**

Trained in light armor, medium armor, and unarmored defense

ATTACKS **K**

Trained in simple weapons and fists

SPELLS **L**

Trained in spell attacks and spell DCs

BEGINNER BOX**PLAY A CLERIC IF YOU WANT TO...**

- Support and heal your allies with divine spells.
- Fight with the favored weapon of your deity.
- Know about religious writing and images.
- Oppose and destroy evil undead creatures.

DURING COMBAT ENCOUNTERS...

You balance between casting spells and attacking with weapons—typically the favored weapon of your deity. Most of your spells can boost, protect, or heal your allies.

WHILE EXPLORING...

You detect nearby magic and interpret any religious writing or icons you come across. You might also concentrate on a protective spell for your allies in case of attack. After a battle or hazard, you might heal anyone who was hurt.

SPELLCASTING

Your deity bestows on you the power to cast spells. Each morning, you pray to your deity to decide what spells you want to cast that day. This is called preparing your spells. Every day, you can prepare two 1st-level spells and five cantrips from the list on pages 22–23. Write the spells you've prepared in the Spellcasting section of your character sheet **N** and check the Prep box next to each.

You can cast a spell by spending the actions shown in the spell's heading. Whenever you cast a 1st-level spell, erase the check mark in the Prep box on your character sheet. You can't cast that spell again that day unless you have another copy prepared. Cantrips are special spells that don't go away when you cast them—you can cast a cantrip as many times as you like so long as you have it prepared.

Some of your spells require you to make a spell attack roll, while others require enemies to roll a saving throw against your spell DC to determine the effects. The results listed in a spell's description tell you what happens based on those rolls. To calculate your spell attack, add your hero's Wisdom + their proficiency bonus in spell attacks (3 at 1st level). Your spell DC is your spell attack + 10. Write these in the Spellcasting section of your character sheet **N**.

DIVINE FONT

Each day, in addition to the normal number of prepared spells, you prepare extra 1st-level *heal* spells. The number of extra spells is equal to $1 + \text{your Charisma}$.

WARPRIEST

You're a battle-focused cleric called a warpriest, so you excel in combat and know how to make the most out of shields. You gain the Shield Block reaction (write this in the Class section of your character sheet **C**). Shield Block requires you to first Raise a Shield.

RAISE A SHIELD ♦

When you're holding a shield, you can use this action to position the shield to protect yourself. When you've Raised a Shield, you gain a +2 circumstance bonus to AC. Your shield remains raised until the start of your next turn.

SHIELD BLOCK ♦

If you Raised a Shield on your last turn, you can spend your reaction to block a physical attack with your shield. Reduce the amount of damage by 5, but then you and your shield both take the remaining damage. This might break or destroy your shield.

DEITY

The final choice you must make as a cleric is the deity you worship. Each deity gives you different benefits and will affect the alignment you'll choose later. Write your choice of deity in the Class section of your character sheet **C**.

Desna

Desna is the butterfly goddess of dreams, luck, and travel. As her cleric, you swear to aid fellow travelers, explore new places, express yourself through art and song, and find what life has to offer. You also promise never to cause fear or despair or engage in bigoted behavior.

You become trained in the Acrobatics skill **C** and the starknife (write this in Other Weapon Proficiencies in **K**), and you can prepare the 1st-level spell *sleep*.

Sarenrae

Sarenrae is the goddess of healing and the sun. As her cleric, you swear to protect allies, provide aid to the sick and wounded, and help repentant creatures seek redemption. You promise never to create undead, lie, or fail to strike down evil.

You become trained in the Nature skill **C** and the scimitar (write this in Other Weapon Proficiencies in **K**), and you can prepare the 1st-level spell *burning hands*.

Torag

Torag is the dwarven god of crafting and defense. As his cleric, you swear to be honorable and forthright, keep your word, respect the forge, and serve your people. You promise never to tell lies, cheat someone, intentionally create inferior works, or show mercy to the enemies of your people.

You become trained in the Crafting skill **G** and the warhammer (write this in Other Weapon Proficiencies in **K**), and you can prepare the 1st-level spell *mindlink*.



CLERIC SPELLS

CANTRIPS

DAZE ➡

DIVINE | ENCHANTMENT | MANIPULATE | MENTAL | NONLETHAL

You jolt the mind of a single target within 60 feet. This deals mental damage equal to your Intelligence, and the target must attempt a basic Will save. If the target critically fails, it loses its first action on its next turn, and it can't use reactions until then.

DETECT MAGIC ➡

DIVINE | DIVINATION | MANIPULATE

You send out a pulse that registers the presence of magic within 30 feet. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

DISRUPT UNDEAD ➡

DIVINE | MANIPULATE | NECROMANCY | POSITIVE

You lance one undead creature within 30 feet with positive energy. You deal positive damage equal to 1d6 plus your Wisdom. The target must attempt a basic Fortitude save. If the creature critically fails the save, for 1 round it takes a -1 status penalty to melee attack rolls, damage rolls, and Athletics checks and DCs.

GUIDANCE ➡

DIVINE | DIVINATION

You ask for divine guidance, granting one target within 30 feet a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the start of your next turn. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target can't benefit from *guidance* for 1 hour.

LIGHT ➡

DIVINE | EVOCATION | LIGHT | MANIPULATE

You touch one handheld object. The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch until the next time you pray to prepare your spells. If you cast this spell again, the *light* spell on the first object ends.

MESSAGE ➡

DIVINE | ILLUSION | MENTAL

You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of one creature within 120 feet. The target can give a brief response as a reaction, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear.

SHIELD ➡

ABJURATION | DIVINE | FORCE

You raise a magical shield of force that lasts until the start of your next turn. This shield gives you a +1 bonus to AC, but it doesn't require a hand to use. While the spell is in effect, you can spend your reaction to block an attack with your magic shield to prevent up to 5 damage. After you block with this shield, the spell ends and you can't cast it again for 10 minutes.

SIGIL ➡

DIVINE | MANIPULATE | TRANSMUTATION

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on a creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week; otherwise it lasts indefinitely or until removed.

STABILIZE ➡

DIVINE | MANIPULATE | NECROMANCY | POSITIVE

Positive energy shuts death's door. One creature within 30 feet loses the dying condition, though it remains unconscious at 0 Hit Points, and it gains the wounded 1 condition (or increases its wounded condition by 1, if it was already wounded).

1ST-LEVEL SPELLS

BURNING HANDS ➡

DIVINE | EVOCATION | FIRE | MANIPULATE

Deity Spell You must worship Sarenrae to prepare this spell.

Gouts of flame rush from your hands in a 15-foot cone. The fire deals 2d6 fire damage to each creature in the area. Each creature must roll a basic Reflex save.

COMMAND ➡

DIVINE | ENCHANTMENT | MANIPULATE | MENTAL

You shout a magically compelling command at one creature within 30 feet. You can command the target to approach you, run away, release what it's holding, Drop Prone, or stand in place. If the target can't hear or understand you, the spell has no effect. The effects depend on the target's Will save.

Success The creature ignores your command.

Failure For the first action on its next turn, the creature must do as you command. It can't use reactions until it has done so.

Critical Failure The target must use all its actions on its next turn to obey your command. It can't use reactions until it has done so.

DISRUPTING WEAPONS ➡

DIVINE | MANIPULATE | NECROMANCY | POSITIVE

You touch up to two weapons to infuse them with positive energy. For 1 minute, attacks with these weapons deal an extra 1d4 positive damage to undead.

FEAR ➡

DIVINE | ENCHANTMENT | FEAR | MANIPULATE | MENTAL

You plant fear in one creature within 30 feet. The target must attempt a Will save.

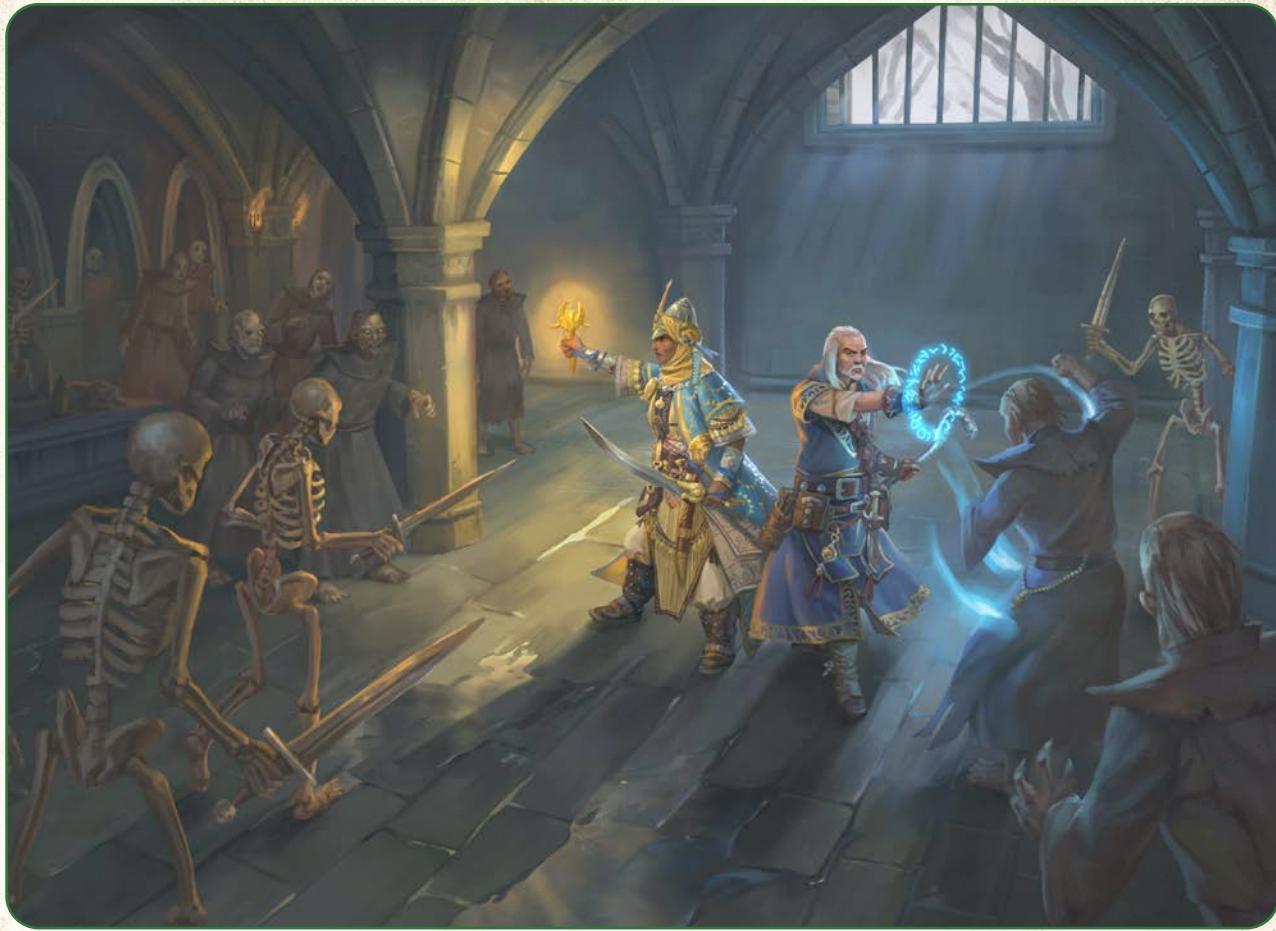
Critical Success The target is unaffected.

Success The target gains the frightened 1 condition.

Failure The target gains the frightened 2 condition.

Critical Failure The target gains the frightened 3 condition. On its next turn, it spends the turn running away.

BEGINNER BOX



HEAL ◆◆◆ OR ◆◆◆◆

DIVINE | **MANIPULATE** | **NECROMANCY** | **POSITIVE**

You heal the living or damage the undead. If the target is a willing living creature, it regains 1d8 Hit Points. If the target is undead, you deal 1d8 positive damage to it, and it gets a basic Fortitude save. The number of actions you spend affects how you can use the spell.

- ◆ You can target one creature you can touch.
- ◆◆ You can target one creature within 30 feet. If you're healing a living creature, increase the healing to 1d8+8.
- ◆◆◆ You affect all living and undead creatures within 30 feet of you. Roll 1d8. Heal living creatures for that many Hit Points, and deal that much positive damage to undead creatures.

MAGIC WEAPON ◆◆

DIVINE | **MANIPULATE** | **TRANSMUTATION**

You touch one non-magical weapon. For 1 minute, the weapon gains a +1 item bonus to its attack rolls, and its damage rolls use two dice (of its normal die type) instead of one.

MINDLINK ◆◆

DIVINE | **DIVINATION** | **MANIPULATE** | **MENTAL**

Deity Spell You must worship Torag to prepare this spell.

You link your mind to the mind of one willing creature you can touch. You mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

SANCTUARY ◆◆

ABJURATION | **DIVINE** | **MANIPULATE**

Touch one target to ward it in protective energy. This spell lasts for 1 minute or until the target makes a Strike or uses another hostile action. During this time, any creature that tries to attack the target must attempt a Will save each time with the following results.

Critical Success Sanctuary ends.

Success The creature can attack the target this turn.

Failure The creature can't attack the target and loses the action. It can't attempt further attacks against the target this turn.

SLEEP ◆◆

DIVINE | **ENCHANTMENT** | **MANIPULATE** | **MENTAL** | **SLEEP**

Deity Spell You must worship Desna to prepare this spell.

You call a miasma of drowsiness in a 5-foot burst within 30 feet of you. Each creature in the area must attempt a Will save using the outcomes below. A creature that falls unconscious from this spell doesn't fall prone and can be woken up by loud noises and attacks. A creature of 4th-level or higher improves its save result by one step (for instance, if it rolls a failure, it gets a success instead).

Critical Success The creature is unaffected.

Success The creature takes a -1 status penalty to Perception checks for 1 round.

Failure The creature gains the unconscious condition. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature gains the unconscious condition. If it's still unconscious after 1 hour, it wakes up automatically.

2ND-LEVEL CLERIC CLASS FEATURES

When you reach 2nd level as a cleric, you get the following benefits. You can also choose one cleric feat to represent the new knowledge you've attained.

HIT POINTS

You gain the ability to take more damage before falling unconscious. Add 8 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses.

- Skills (G)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)
- Spell attack and spell DC (N)

SPELLS

As your understanding of magic grows, you gain the ability to prepare one additional 1st-level spell each day, bringing the total number up to 3. Write "3" in the Prepared per Day box for 1st-Level Spells on your character sheet (N).

BATTLE MEDICINE

You know how to quickly heal your allies with Medicine. Write "Battle Medicine" in the Level 2 box in the Class section of your character sheet (C).

BATTLE MEDICINE ↗

You can patch up wounds with your healer's tools and a free hand. Attempt a DC 15 Medicine check to heal yourself or an ally for 2d8 Hit Points. If you become an expert in Medicine, you can instead attempt a DC 20 Medicine check to heal for 2d8+10 Hit Points. You can heal a particular person only once each day with Battle Medicine.

CLERIC FEAT

Choose one of the following cleric feats. Write the feat you choose in the Level 2 box in the Class section of your character sheet (C).

CANTRIP EXPANSION

Dedicated study allows you to prepare a wider range of simple spells. You can prepare seven cantrips each day instead of five.

HEALING HANDS

Your positive energy is even more vibrant and restorative. When you cast a *heal* spell, you roll d10s instead of d8s.

TURN UNDEAD

Undead harmed by your *heal* spell might flee. When you use a *heal* spell to damage undead, each undead of your level or lower

that critically fails its save spends its next turn running away from you.

3RD-LEVEL CLERIC CLASS FEATURES

When you reach 3rd level as a cleric, you get the following benefits. In addition, you gain the ability to cast 2nd-level spells!

HIT POINTS

You grow even more resilient against harm. Add 8 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses.

- Skills (G)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)
- Spell attack and spell DC (N)

SKILL INCREASE

Choose one skill to improve your proficiency rank in. You can change a skill from untrained to trained, or you can become an expert in a skill you were already trained in. If you become expert in a skill, your total proficiency bonus increases to 4 + your level! Check the "T" or "E" box for the skill you chose, and write your new proficiency bonus in the Prof box (G).

DOCTRINE OF WAR

Your training with weapons improves. You become trained in all martial weapons. Check the "T" next to "Martial" in the Weapons and Attacks section of your character sheet, and update your proficiency bonus for any affected weapons (K).

GENERAL FEAT

Choose one general feat to add to your abilities. Write the feat you chose in the Level 3 box in the Class section of your character sheet (C).

ASSURANCE

You can perform simple tasks without rolling. Pick one skill that you're trained or expert in. Whenever you're asked to roll a check with that skill, instead of rolling you can use a result of 10 + your proficiency bonus for that skill.

FLEET

You're fast on your feet. Increase your Speed by 5 feet (F).

TOUGHNESS

Your faith makes you harder than most. Add 3 to your maximum Hit Points (E).

BEGINNER BOX

SPELLS

You learn to cast 2nd-level spells! Every day, you can prepare two 2nd-level cleric spells in addition to the spells you can already prepare. Write “2” in the “Prepared per Day” box for 2nd-Level Spells on your character sheet (N).

In addition, the *heal* spells from your divine font become *heal level 2* spells.

2ND-LEVEL CLERIC SPELLS

DISPEL MAGIC ◀▶

ABJURATION | **DIVINE** | **MANIPULATE**

You unravel the magic behind one active spell within 120 feet. Make a spell attack roll and compare the result to the caster's spell DC.

Success The spell ends.

Failure The spell ends if it's a 1st-level spell or a cantrip, but not if it's a 2nd-level spell.

Critical Failure The spell doesn't end.

HEAL LEVEL 2 ◀▶, ◀▶, OR ◀▶

DIVINE | **MANIPULATE** | **NECROMANCY** | **POSITIVE**

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, it regains 2d8 Hit Points. If the target is undead, you deal 2d8 positive damage to it, and it gets a basic Fortitude save. The number of actions you spend affects how you can use the spell.

◀▶ You can target one creature you can touch.

◀▶ You can target one creature within 30 feet. If you're healing a living creature, increase the healing to 2d8+16.

◀▶ You affect all living and undead creatures within 30 feet of you. Roll 2d8. Heal living creatures for that many Hit Points, and deal that much positive damage to undead creatures.

REMOVE FEAR ◀▶

DIVINE | **ENCHANTMENT** | **MANIPULATE**

With a touch, you ease the fears of one creature that has the frightened condition or is under the effects of something with the fear trait. Make a spell attack roll and compare the result to the DC for the source of the condition or effect. Use the caster's spell DC if the source is a spell, a creature's Intimidation DC if the target was Demoralized, or a DC for the source's level if it came from something else (the GM can look this up on page 36 of the *Game Master's Guide*).

Success You remove the frightened condition or the fear effect from the target. This frees only the target, not any other creatures with that condition or effect.

Failure As success, but only if the source of the condition or effect is 2nd level or lower.

Critical Failure The condition or effect doesn't end.

RESIST ENERGY ◀▶

ABJURATION | **DIVINE** | **MANIPULATE**

A shield of elemental energy protects one creature you touch against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. For 10 minutes, whenever the target takes damage of the type you chose, it takes 5 less damage.

SEE INVISIBILITY ◀▶

DIVINE | **DIVINATION** | **MANIPULATE**

You can see invisible creatures and objects for 10 minutes. They appear to you as translucent shapes, and they have the concealed condition to you.

WATER WALK ◀▶

DIVINE | **MANIPULATE** | **TRANSMUTATION**

You touch one creature to make them buoyant enough to walk along the surface of water and other liquids without falling through. The spell lasts for 10 minutes.





FIGHTER

Whether you fight for honor, greed, loyalty, or simply the thrill of battle, you're an undisputed master of weaponry and combat techniques. You might have been a knight, mercenary, or blade master. Whatever the case, you've honed your martial skills into an art form, performing devastating attacks on your enemies.



1ST-LEVEL FIGHTER CLASS FEATURES

If you decide to play a fighter, write the following things on your character sheet.

ABILITY BOOSTS

Fighters are very strong. Add +3 to your Strength. Then pick three other ability modifiers and add +1 to each of those **D**. You can't pick the same ability modifier more than once.

HIT POINTS

Fighters are trained to take a lot of damage and generally fight on the front line.

Add 10 to your maximum Hit Points **E**. These get added to the Hit Points gained from your ancestry choice. Then, add your Constitution to the total.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way. For each of the following items, check the "T" box for that statistic if you're trained, and both boxes if you're an expert.

Skills **G**

Trained in Acrobatics, Athletics, Crafting, and Intimidation

Perception **H**

Expert in Perception

Saving Throws **I**

Expert in Fortitude saving throws
Expert in Reflex saving throws
Trained in Will saving throws

Defenses **J**

Trained in light armor, medium armor, heavy armor, and unarmored defense

Attacks **K**

Expert in simple weapons, martial weapons, and fists

BEGINNER BOX**PLAY A FIGHTER IF YOU WANT TO...**

- Use the biggest weapons—or two at once!
- Fight on the front lines.
- React quickly to enemy actions.
- Wear the best armor and carry a shield.
- Frighten or bully your foes.

DURING COMBAT ENCOUNTERS...

You strike with unmatched accuracy and use specialized combat techniques. You stand between allies and enemies, attacking foes who try to get past.

WHILE EXPLORING...

You keep up your defenses in preparation for combat and stay vigilant for hidden threats. You also overcome physical challenges in your way, breaking down doors, lifting obstacles, climbing adeptly, and leaping across pits.

FIGHTER REACTIONS

As a fighter, you can use your reaction to attack foes who drop their guard or to protect yourself with a shield. You gain the Attack of Opportunity and Shield Block reactions (write these in the Class section of your character sheet ①). Shield Block requires you to first Raise a Shield.

ATTACK OF OPPORTUNITY ↗

If a creature you can reach with a melee attack makes a ranged attack, uses an action with the manipulate or move trait, or leaves a square on its turn, you can use your reaction to make a melee Strike against that creature. If your attack is a critical hit and the foe was using an action with the manipulate trait, their action doesn't have any effect.

RAISE A SHIELD ♦

When you're holding a shield, you can use this action to position the shield to protect yourself. When you Raise a Shield, you gain a +2 circumstance bonus to AC. Your shield remains raised until the start of your next turn.

SHIELD BLOCK ↗

If you Raised a Shield on your last turn, you can spend your reaction to block a physical attack with your shield. Reduce the amount of damage by 5, but then you and your shield both take the remaining damage. This might break or destroy your shield.

FIGHTER COMBAT STYLE

The last choice you'll make as a fighter is which combat style you use. You might be a brute who focuses on devastating attacks with a two-handed weapon, a shield fighter who protects yourself for unparalleled survival on the front lines, or maybe a two-weapon fighter who attacks with both weapons to take down your foes. Your choice gives you a special ability—write your choice and the ability it grants in the Class Abilities (Level 1) box of your character sheet ①.

Brute

As a brute, using the most damaging weapon is the most important thing for you. Two-handed weapons like the

greatsword and greataxe are prime choices since they use 12-sided dice (d12s) for damage. You learn the Power Attack ability.

POWER ATTACK ◀▶

You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. If you hit, roll one extra die of the listed type for your weapon's damage (for instance, you'd roll an extra d12 for damage with a greatsword or greataxe). Because the attack makes you unsteady, if you attack again this turn, that attack takes a -10 multiple attack penalty.

Shield Fighter

As a shield fighter, you're incredibly well-defended and can hold the front line with ease. Since you have to use an action for your shield each turn, you've learned a special ability called Sudden Charge to help make sure you're always on the front line.

SUDDEN CHARGE ◀▶

With a quick sprint, you Stride twice. After moving, if you can reach any enemies with a melee attack, you can make a melee Strike against one of those enemies.

Two-Weapon Fighter

As a two-weapon fighter, you increase your versatility in combat by wielding two weapons that might be good at different things. Make sure one of your weapons is agile so you can make better follow-up attacks and use your powerful special ability called Double Slice.

DOUBLE SLICE ◀▶

If you're holding a melee weapon in each of your hands and at least one of those weapons is agile, you can lash out at your foe with both weapons. Make two Strikes at the same target, one with each of your two melee weapons. Don't increase your multiple attack penalty until after you make both attacks. Afterwards, you'll have a -10 multiple attack penalty, or a -8 multiple attack penalty with an agile weapon.



2ND-LEVEL FIGHTER CLASS FEATURES

When you reach 2nd level as a fighter, you get the following benefits. You also get to choose one fighter feat to represent new techniques you've learned during your adventures so far!

HIT POINTS

You've grown tougher, and now you can take more damage before falling unconscious. Add 10 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up by 1, all your proficiency bonuses increase by 1. Write down your new bonuses.

- Skills (G)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)

QUICK REPAIR

You've learned to fix broken items quickly so you can get back into the action. When you use the Crafting skill to Repair an item, it takes you only 1 minute instead of 10 minutes. Write this in the Level 2 box in the class section of your character sheet (L).

FIGHTER FEAT

Choose one of the following four fighter feats. Write the feat you choose in the Level 2 box in the class section of your character sheet (L).

AGGRESSIVE BLOCK

When you use Shield Block against an adjacent enemy your size or smaller, you can push the enemy back with your shield. The enemy chooses whether to gain the flat-footed condition until the start of your next turn or to let you push it 5 feet away in a direction of your choice.

BRUTISH SHOVE

Throwing your weight behind your attack, you hit your opponent hard enough to make it stumble back. If you've already attacked this turn and are holding a two-handed melee weapon, make a Strike with your two-handed melee weapon. If you hit a target that is your size or smaller, you can push it back 5 feet, or 10 feet if your Strike was a critical hit. You can move to follow the target. Whether you hit or miss, the target is flat-footed until the end of your current turn unless you critically fail.

INTIMIDATING STRIKE

FEAR | MENTAL

Your blows not only wound creatures, they shatter their confidence. Make a melee Strike. If you hit and deal damage, the target gains the frightened 1 condition, or frightened 2 if your Strike was a critical hit.

BEGINNER BOX

LUNGE ♦

Extending your body to its limits, you attack an enemy that would normally be beyond your reach. Make a Strike with a melee weapon. You can reach creatures 5 feet further from you than normal for this Strike.

3RD-LEVEL FIGHTER CLASS FEATURES

When you reach 3rd level as a fighter, you get more Hit Points, a skill increase, and a special ability called bravery that keeps you from becoming frightened. You also get to choose one general feat, representing a broad ability or talent you've picked up during your adventuring career.

HIT POINTS

Your body has become even more resilient, and you can take a huge amount of damage before falling unconscious. Add 10 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up to 3, all your proficiency bonuses increase by 1. Write down your new bonuses.

- Skills (G)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)

SKILL INCREASE

Choose one skill to improve your proficiency rank in. You can change a skill from untrained to trained, or you can become an expert in a skill you were already trained in. If you become expert in a skill, your total proficiency bonus increases to 4 + your level! Check the "T" or "E" box for the skill you chose, and write your new proficiency bonus in the Prof box (G).

BRAVERY

Having faced countless foes in the chaos of battle, you've learned how to stand strong in the face of fear and keep on fighting. Your proficiency rank for Will saves increases to expert. Check the "E" box next to Will in the Saving Throws section of your character sheet. This means your proficiency bonus is now 4 + your level, so write 7 in the Prof box next to your Will save (I).

In the Notes area of your saving throws (I), write "Bravery: successful saves against fear count as critical successes, and when you gain the frightened condition, reduce its value by 1."

GENERAL FEAT

Choose one general feat to add to your abilities. Write the feat you chose in the Level 3 box in the class section of your character sheet (C).

ASSURANCE

You can perform simple tasks without rolling, making it less likely that you'll critically fail on routine tasks. Pick one skill that you're trained or expert in. Whenever you're asked to roll a check with that skill, instead of rolling you can use a result of 10 + your proficiency bonus for that skill.

FLEET

You're particularly fast on your feet. Increase your Speed by 5 feet (F).

TOUGHNESS

You're even harder than most adventurers. Add 3 to your maximum Hit Points (E).





ROGUE

Using your wits and quick reactions, you take advantage of your opponents' missteps to strike where it hurts most. You seek thrills and test your skills, and you likely don't care much for any laws that happen to get in your way. While every rogue follows a unique path, the one thing you all share is the breadth and depth of your skills.



1ST-LEVEL ROGUE CLASS FEATURES

If you decide to play a rogue, write the following things on your character sheet.

ABILITY BOOSTS

Rogues are very nimble. Add +3 to your Dexterity. Then pick three other ability modifiers and add +1 to each of those (D). You can't pick the same ability modifier more than once.

HIT POINTS

Rogues can take some damage, allowing you to move in and out of the front lines.

Add 8 to your maximum Hit Points (E). These get added to the Hit Points gained from your ancestry choice. Then, add your Constitution to the total.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way. For each of the following items, check the "T" box for that statistic if you're trained, and both boxes if you're an expert.

Skills (G)

Trained in Acrobatics, Athletics, Deception, Diplomacy, Intimidation, Medicine, Society, Stealth, and Thievery

Perception (H)

Expert in Perception

Saving Throws (I)

Trained in Fortitude saving throws
Expert in Reflex saving throws
Expert in Will saving throws

Defenses (J)

Trained in light armor and unarmored defense

Attacks (K)

Trained in simple weapons, fists, rapier, shortbow, and shortsword

BEGINNER BOX**PLAY A ROGUE IF YOU WANT TO...**

- Sneak up on foes to deal more damage.
- Steal things without being seen.
- Excel at a variety of skills.
- Use trickery to solve problems during adventures.

DURING COMBAT ENCOUNTERS...

You move about stealthily so you can catch foes unawares. You're a precision instrument, more useful against a tough boss or distant spellcaster than against rank-and-file soldiers.

WHILE EXPLORING...

You sneak about to get the drop on foes and scout for danger or traps. You're a great asset, since you can disable traps, solve puzzles, and anticipate dangers.

THIEF

Nothing beats the thrill of taking something that belongs to someone else, especially if you can do so completely unnoticed. You might be a pickpocket working the streets or a cat burglar sneaking through windows and escaping via rooftops. When you attack with a melee weapon that has the finesse trait, like a shortsword, rapier, or dagger, you can add your Dexterity to damage rolls instead of your Strength. On your character sheet, write your Dexterity in the Damage box instead of your Strength (K).

You can use the Thievery skill to Steal an item that's closely guarded, such as in a pocket, without taking the -5 penalty you would normally take. You still can't Steal objects that would be extremely noticeable or time-consuming to remove (like worn armor or the weapon an enemy is actively holding). Write this in the Skill Notes section of your character sheet (G).

SNEAK ATTACK

When your enemy can't properly defend itself, you take advantage to deal extra damage. To use sneak attack, you must use your fist, a melee weapon with the agile or finesse trait, a thrown dagger, or a ranged weapon. When you use one of these attacks to Strike a creature that has the flat-footed condition, you deal an extra 1d6 damage. A creature can become flat-footed if you surprise them with your surprise attack ability (see below), if they can't see you because it's dark or you're using the Stealth skill, or if they're directly between you and an ally. A flat-footed creature is easier to hit.

Write "Sneak Attack 1d6" in the Class Abilities (Level 1) box of your character sheet (L).

SURPRISE ATTACK

You spring into combat faster than foes can react. On the first round of an encounter where you rolled Stealth for initiative, creatures that haven't acted have the flat-footed condition, but only against you. Write "Surprise Attack" in the Class Abilities (Level 1) box of your character sheet (L).

ROGUE TRICKERY

The final choice you must make as a rogue is the type of

trickery you use during your adventures. You might be a harrier who scares your opponents, a trap spotter who specializes in finding and disabling dangerous traps, or a twin trickster who uses two weapons to throw your enemies off-guard. Each option gives you a special ability—write your choice and the ability it grants in the Class Abilities (Level 1) box of your character sheet (C).

Harrier

As a harrier, you specialize in weakening your enemy's resolve. You learn the You're Next ability.

YOU'RE NEXT ↗

EMOTION | FEAR | MENTAL

After knocking a foe unconscious or killing them, you menacingly tell another foe that you're coming after them next. Attempt an Intimidation check to Demoralize (page 55) with a +2 circumstance bonus against a single creature that you can see and that can see you, possibly giving it the frightened condition.

Trap Spotter

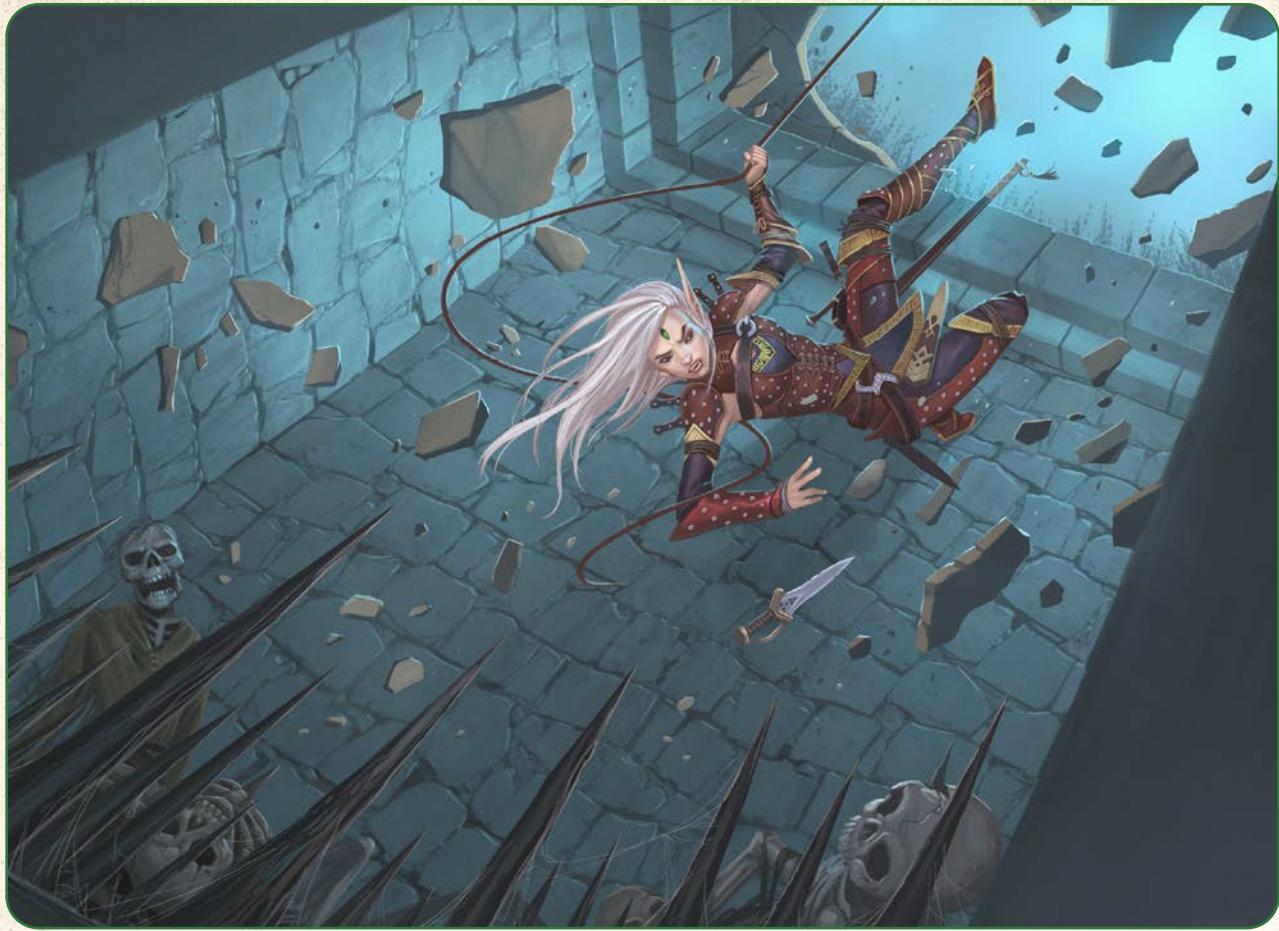
As a trap spotter, you find and disable dangerous traps, helping you and your group sneak into places while avoiding alarms and protections. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saving throws against traps. Even if you aren't Searching, the GM rolls a secret check to see if you find any traps where you are.

Twin Trickster

As a twin trickster, you fight with two weapons, using your first attack to make your foe vulnerable to your second attack. You learn the Twin Feint ability.

TWIN FEINT ↗

If you're holding a melee weapon in each of your hands, you can make a dazzling series of attacks with both weapons, using the first attack to throw your foe off guard. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply your multiple attack penalty to the Strikes normally.



2ND-LEVEL ROGUE CLASS FEATURES

When you reach 2nd level as a rogue, you get the following benefits, as well as a rogue feat to show what you've learned.

HIT POINTS

You gain the ability to take more damage before falling unconscious. Add 8 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses.

- Skills (F)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)

STEALTH EXPERT

Your proficiency rank in Stealth improves to expert. Check the "E" box for Stealth, and write "6" in its Prof box (G).

QUIET ALLIES

You're skilled at helping a group move quietly. When you and

your allies are all Avoiding Notice together while exploring, the ally with the lowest Stealth can roll a single Stealth check to Avoid Notice, instead of each hero rolling separately. This increases your chances to sneak past enemies without anyone being noticed. Write "Quiet Allies" in the Level 2 box in the Class section of your character sheet (L).

ROGUE FEAT

Choose one of the following rogue feats. Write the feat you choose in the Level 2 box in the Class section of your character sheet (C).

MOBILITY

You move in a way that prevents your enemies from retaliating. When you use a Stride action but move only half your Speed or less, that movement doesn't trigger reactions (like the fighter's Attack of Opportunity) from your enemies.

QUICK DRAW ♦

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

UNBALANCING BLOW

Interweaving attacks in a graceful flow, you unbalance your foes. Whenever your Strike is a critical hit and deals damage, the target gains the flat-footed condition against your attacks until the end of your next turn.

BEGINNER BOX

3RD-LEVEL ROGUE CLASS FEATURES

When you reach 3rd level as a rogue, you get the following benefits, and you can choose both a new general feat and a new skill feat.

HIT POINTS

You gain the ability to take more damage before falling unconscious. Add 8 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses.

- Skills (G)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)

SKILL INCREASE

Choose one skill to improve your proficiency rank in. You can change a skill from untrained to trained, or you can become an expert in a skill you were already trained in. If you become expert in a skill, your total proficiency bonus increases to 4 + your level! Check the “T” or “E” box for the skill you chose, and write your new proficiency bonus in the Prof box (G).

GENERAL FEAT

Choose one general feat to add to your abilities. Write the feat you choose in the Level 3 box in the Class section of your character sheet (C).

ASSURANCE

You can perform simple tasks without rolling checks. Pick one skill that you’re trained or expert in. Whenever you’re asked to roll a check for that skill, instead of rolling you can use a result of 10 + your proficiency bonus for that skill.

FLEET

You’re fast on your feet. Increase your Speed by 5 feet (F).

TOUGHNESS

You’re harder than most. Add 3 to your maximum Hit Points (G).

SKILL FEAT

As a rogue, you can also choose one skill feat. Write the feat you choose in the Level 3 box in the Class section of your character sheet (C).

CAT FALL

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If your proficiency rank in Acrobatics is expert, treat falls as 25 feet shorter.

INTIMIDATING GLARE

You can Demoralize with a mere glare. When you do, your target has to see you instead of needing to hear you, and you don’t take a penalty if the creature doesn’t understand your language.

STREETWISE

You know about life on the streets and feel the pulse of your local settlement. You can use Society instead of Diplomacy to Gather Information.

In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information that you could discover using Diplomacy to Gather Information. The DC is usually significantly higher, but you know the information without spending time gathering it. If you fail to recall the information, you can still try to Gather Information normally later on.

DENY ADVANTAGE

As someone who often takes advantage of opponents’ lapses in defense, you’re careful not to leave such openings yourself. You don’t gain the flat-footed condition against a creature you can’t see or one that’s flanking you unless it’s 4th level or higher. Lower-level creatures can still help their allies flank you. Write this in the Level 3 box in the Class section of your character sheet (C).





WIZARD

You're an eternal student of the universe's arcane secrets, using your mastery of magic to cast powerful and devastating spells. You treat magic like a science and study esoteric tomes to understand how magic works.



1ST-LEVEL WIZARD CLASS FEATURES

If you decide to play a wizard, write the following things on your character sheet.

ABILITY BOOSTS

Wizards are very smart. Add +3 to your Intelligence. Then pick three other ability modifiers and add +1 to each of those (D). You can't pick the same ability modifier more than once.

HIT POINTS

Wizards aren't trained to take a lot of damage and generally avoid fights.

Add 6 to your maximum Hit Points (E). These get added to the Hit Points gained from your ancestry choice. Then, add your Constitution to the total.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way. For each of the following items, check the "T" box for that statistic if you're trained, and both boxes if you're an expert.

Skills (G)

Trained in Arcana, Occultism, and Society

Perception (H)

Trained in Perception

Saving Throws (I)

Trained in Fortitude saving throws

Trained in Reflex saving throws

Expert in Will saving throws

Defenses (J)

Trained in unarmored defense

Attacks (K)

Trained in club, crossbow, dagger, heavy crossbow, staff, and fists

Spells (L)

Trained in spell attacks and spell DCs

BEGINNER BOX

PLAY A WIZARD IF YOU WANT TO...

- Cast spells to devastate foes and protect allies.
- Gain a deeper understanding of the schools of magic than any other class.
- Influence the world around you and solve problems with your magic.

DURING COMBAT ENCOUNTERS...

You likely try to stay out of the fray, carefully judging when to use your spells. You save your most powerful magic to incapacitate threatening foes and use your reusable spells against weaker enemies.

WHILE EXPLORING...

You locate magical auras and determine the arcane significance of magical writing or phenomena you uncover. When you run across an unusual obstacle, you probably have a scroll or spell that should make it easier to overcome.

SPELLCASTING

Through dedicated study and practice, you've learned to harness arcane power to cast spells. Each morning, you study your spellbook to decide what spells you want to cast that day. This is called preparing your spells. Every day, you can prepare two 1st-level spells and five cantrips from the list on pages 36–37. When you prepare a spell, check the "Prep" box next to that spell on your character sheet.

You can cast a spell by spending the actions shown in the spell's heading. Whenever you cast a 1st-level spell, erase the check mark in the "Prep" box on your character sheet. You can't cast that spell again that day unless you have another copy prepared. Cantrips are special spells that don't go away when you cast them—you can cast a cantrip as many times as you'd like so long as you have it prepared.

Some of your spells require you to roll a spell attack roll, while others require enemies to roll a saving throw against your spell DC. A spell's description tells you what happens based on those rolls. To calculate your spell attack, add your hero's Intelligence + their proficiency bonus in spell attacks (3 at 1st level). Your spell DC is your spell attack + 10. Write these in the spellcasting section of your character sheet (N).

SPELLBOOK

You can only prepare spells that you have recorded in your spellbook. You have a spellbook that contains all of the cantrips listed on page 36, plus the 1st-level spells listed in your arcane school (see below). As you gain levels, you'll add spells to your spellbook. You can also add new spells you find during your adventures using the Arcana skill. Write the cantrips from page 36 in the spellbook area of your character sheet (R).

SPELL SUBSTITUTION

You can swap what spells you have prepared by studying your spellbook. You can spend 10 minutes to exchange one prepared spell that you have not yet cast for another spell of the same level from your spellbook. Write "Spell Substitution" in the Class Abilities (Level 1) box of your character sheet (C).

ARCANE BOND

You place some of your magical power in a special item, usually an item associated with spellcasting, like a wand,

ring, or staff. Each morning when you prepare your spells, you can designate a single item you own as your bonded item.

Once per day, you can drain your bonded item's power to choose a spell that you already cast today and cast it again. Recalling this spell is instant, but you still have to spend the actions to cast the spell. Write "Arcane Bond" in the Class Abilities (Level 1) box of your character sheet (L).

ARCANE SCHOOL

The final choice you must make as a wizard is to select one school of magic you study above others: abjuration, evocation, or transmutation. Your school adds 1st-level spells to your spellbook, plus one special kind of spell called a school spell. You cast your school spell like any other spell. Once you cast it, you can get it back by spending 10 minutes studying your spellbook, allowing you to cast it again!

Abjuration

With abjuration, you master the art of protection, strengthening defenses and preventing attacks. You learn the *protective ward* school spell and the following 1st-level spells: *burning hands*, *feather fall*, *mage armor*, *shocking grasp*, and *sleep*. Write these in the spellbook section of your character sheet (R).

Evocation

Evocation lets you revel in the raw power of magic, using it to create and destroy with ease. You can call forth elements, forces, and energy. You learn the *force bolt* school spell and the following 1st-level spells: *burning hands*, *fleet step*, *gust of wind*, *magic missile*, and *shocking grasp*. Write these in the spellbook section of your character sheet (R).

Transmutation

Using transmutation, you alter the physical properties of things, transforming creatures, objects, the natural world, and even yourself. You learn the *physical boost* school spell and the following 1st-level spells: *command*, *fleet step*, *mage armor*, *magic weapon*, and *pest form*. Write these in the spellbook section of your character sheet (R).



WIZARD SPELLS

CANTRIPS

ACID SPLASH ➡

ARCANE | **ATTACK** | **EVOCATION** | **MANIPULATE**

You splash a glob of acid that splatters one creature within 30 feet. Make a spell attack roll against the target's AC. If you hit, you deal $1d6+1$ acid damage to the target, plus 1 acid damage to each creature adjacent to the target. On a critical success, the target also takes 1 persistent acid damage.

DAZE ➡

ARCANE | **ENCHANTMENT** | **MANIPULATE** | **MENTAL** | **NONLETHAL**

You jolt the mind of a single target within 60 feet. The jolt deals mental damage equal to your Intelligence; the target must attempt a basic Will save. If the target critically fails, it loses its first action on its next turn, and it can't use reactions until then.

DETECT MAGIC ➡

ARCANE | **DIVINATION** | **MANIPULATE**

You send out a pulse that registers the presence of magic within 30 feet. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

GHOST SOUND ➡

ARCANE | **ILLUSION** | **MANIPULATE**

You create an auditory illusion of simple sounds that has a maximum volume equal to four normal humans shouting. The sounds emanate from a square you designate within 30 feet. Each round after you cast the spell, you can sustain the illusion until the end of your next turn by spending a single action to concentrate on the spell.

LIGHT ➡

ARCANE | **EVOCATION** | **LIGHT** | **MANIPULATE**

You touch one handheld object. The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch until you next study your spellbook to prepare your spells. If you cast this spell again, the *light* spell on the first object ends.

MAGE HAND ➡

ARCANE | **EVOCATION** | **MANIPULATE**

You create a single magical hand, either invisible or ghostlike, that grasps an object within 30 feet that's the size and weight of a book (or smaller). You can't grasp an object that someone is holding. You can move the object slowly up to 20 feet in any direction. Each round after you cast the spell, you can spend a single action to move it again, but if a round passes when you don't spend this action, the spell ends.

MESSAGE ➡

ARCANE | **ILLUSION** | **MENTAL**

You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of one creature within 120 feet. The target can give a brief response as a reaction, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear.

RAY OF FROST ➡

ARCANE | **ATTACK** | **COLD** | **EVOCATION** | **MANIPULATE**

You blast an icy ray at one creature within 120 feet. Make a spell attack roll against the target's AC. If you hit, the ray deals cold damage equal to $1d4+1$ + your Intelligence.

Critical Success The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

Success The target takes normal damage.

SHIELD ➡

ABJURATION | **ARCANE** | **FORCE**

You raise a magical shield of force that lasts until the start of your next turn. This shield gives you a +1 bonus to AC, but it doesn't require a hand to use. While the spell is in effect, you can spend your reaction to block an attack with your magic shield to prevent up to 5 damage. After you block with this shield, the spell ends and you can't cast it again for 10 minutes.

SIGIL ➡

ARCANE | **MANIPULATE** | **TRANSMUTATION**

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on a creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week; otherwise it lasts indefinitely or until removed.

1ST-LEVEL SPELLS

BURNING HANDS ➡

ARCANE | **EVOCATION** | **FIRE** | **MANIPULATE**

Gouts of flame rush from your hands in a 15-foot cone. The fire deals $2d6$ fire damage to each creature in the area. Each creature can attempt a basic Reflex save.

COMMAND ➡

ARCANE | **ENCHANTMENT** | **MANIPULATE** | **MENTAL**

You shout a command that's hard to ignore at one creature within 30 feet. You can command the target to approach you, run away, release what it's holding, Drop Prone, or stand in place. If the target can't hear or understand you, the spell has no effect. The effects depend on the target's Will save.

Success The creature ignores your command.

Failure For the first action on its next turn, the creature must do as you command. It can't use reactions until it has done so.

Critical Failure The target must use all its actions on its next turn to obey your command. It can't use reactions until it has done so.

FEATHER FALL ➡

ABJURATION | **ARCANE**

You cause the air itself to keep one creature within 60 feet safe from a fall. The target falls very slowly, only 60 feet each round, for up to 1 minute. If the target reaches the ground during this time, it takes no damage from the fall.

BEGINNER BOX

FLEET STEP ◆◆

ARCANE | **MANIPULATE** | **TRANSMUTATION**

You gain a +30-foot status bonus to your Speed for 1 minute.

FORCE BOLT ◆◆

ARCANE | **EVOCATION** | **FORCE** | **MANIPULATE**

School Spell You must have the evocation arcane school to prepare this spell.

You fire an unerring dart of force from your fingertips at one creature within 30 feet. It automatically hits and deals 1d4+1 force damage to the target. Once you cast this spell, you can get it back by spending 10 minutes studying your spellbook.

GUST OF WIND ◆◆

AIR | **ARCANE** | **EVOCATION** | **MANIPULATE**

You cast violent wind in a 60-foot line from where you stand. The wind extinguishes small non-magical fires, disperses fog and mist, and blows light objects around. Each creature in the area must attempt a Fortitude save, using the outcomes below.

Critical Success The creature is unaffected.

Success The creature can't move against the wind.

Failure The creature falls over and gains the prone condition. If it was flying, it suffers the effects of a critical failure instead.

Critical Failure The creature is pushed 30 feet in the wind's direction, falls over and gains the prone condition, and takes 2d6 bludgeoning damage.

MAGE ARMOR ◆◆

ABJURATION | **ARCANE** | **MANIPULATE**

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC. This bonus lasts until the next time you prepare your spells. While wearing *mage armor*, you use your proficiency bonus for unarmed defense to calculate your AC.

MAGIC MISSILE ◆◆, ◆◆, OR ◆◆◆

ARCANE | **EVOCATION** | **FORCE** | **MANIPULATE**

You shoot a dart of force toward one creature you can see within 120 feet. The missile automatically hits and deals 1d4+1 force damage. You can shoot two missiles if you cast this spell with 2 actions, or three missiles if you cast it with 3 actions. Choose the target for each missile individually.

MAGIC WEAPON ◆◆

ARCANE | **MANIPULATE** | **TRANSMUTATION**

You touch one non-magical weapon. For 1 minute, the weapon gains a +1 item bonus to its attack roll, and its damage rolls use two dice (of its normal die type) instead of one.

PEST FORM ◆◆

ARCANE | **MANIPULATE** | **TRANSMUTATION**

You transform into a tiny animal, such as a cat, insect, lizard, or rat, for 10 minutes or until you spend a single action to change back. You can decide the specific type of animal. Your AC is 15 + your wizard level, your Speed is 10 feet, and you have low-light vision. Your Acrobatics and Stealth change to +10 instead of their normal statistics. Whenever you take physical damage, you take 5 extra damage. You can't speak, cast spells, use

BASIC SAVING THROW

Some spells use a basic saving throw. These work like any other save but use the same degrees of success:

Critical Success The creature takes no damage.

Success The creature takes half the listed damage.

Failure The creature takes the full listed damage.

Critical Failure The creature takes double the listed damage.

actions with the manipulate trait, benefit from item bonuses, or use item actions.

PHYSICAL BOOST ◆◆

ARCANE | **TRANSMUTATION**

School Spell You must have the transmutation arcane school to prepare this spell.

You temporarily improve the target's physique. One creature you touch gains a +2 bonus to the next Acrobatics check, Athletics check, Fortitude save, or Reflex save it attempts. The creature must use this benefit before the end of its next turn, or the spell ends with no effect. Once you cast this spell, you can get it back by spending 10 minutes studying your spellbook.

PROTECTIVE WARD ◆◆

ABJURATION | **ARCANE** | **MANIPULATION**

School Spell You must have the abjuration arcane school to prepare this spell.

You emanate protective magic. You and any allies adjacent to you gain a +1 bonus to AC. Once per round after your cast this spell, you can spend a single action to sustain it until the end of your next turn, up to a maximum of 1 minute total. This also increases the size of the spell's area by 5 feet for each action, to a maximum of 30 feet.

SHOCKING GRASP ◆◆

ARCANE | **ATTACK** | **ELECTRICITY** | **EVOCATION** | **MANIPULATE**

You shroud your hands in crackling lightning. Make a spell attack roll against one creature you can touch. If you hit, the target takes 2d12 electricity damage. If the target is wearing metal armor or is made of metal, you gain a +1 bonus to your attack roll and, on a hit, you also deal 1d4 persistent electricity damage. On a critical hit, double the initial damage, but not the persistent damage.

SLEEP ◆◆

ARCANE | **ENCHANTMENT** | **MANIPULATE** | **MENTAL** | **SLEEP**

You call a miasma of drowsiness in a 5-foot burst within 30 feet of you. Each creature in the area must attempt a Will save using the outcomes below. A creature that falls unconscious from this spell doesn't fall prone and can be woken up by loud noises and attacks. A creature of level 4 or higher improves its save result by one step (for instance, if it rolls a failure, it gets a success instead).

Critical Success The creature is unaffected.

Success The creature takes a -1 status penalty to Perception checks for 1 round.

Failure The creature gains the unconscious condition. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature gains the unconscious condition. If it's still unconscious after 1 hour, it wakes up automatically.



2ND-LEVEL WIZARD CLASS FEATURES

When you reach 2nd level as a wizard, you get the following benefits. You can also choose one wizard feat to represent the new knowledge you have attained.

HIT POINTS

You gain the ability to take a bit more damage before falling unconscious. Add 6 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses.

- Skills (G)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)
- Spell attack and spell DC (N)

SPELLS

As your understanding of magic grows, you gain the ability to prepare one additional 1st-level spell each day, bringing the total number up to 4 (at least one of which must have the trait for your arcane school). Write “4” in the Prepared per Day box for 1st-Level Spells on your character sheet (N).

In addition, add any two 1st-level wizard spells to your spellbook. Write these in the spellbook section of your character sheet (R).

QUICK IDENTIFICATION

You can identify magic items and ongoing magical effects more quickly. It takes you only 1 minute to identify items and effects using the Arcana skill instead of 10 minutes. Write this in the Level 2 box in the Class section of your character sheet (C).

WIZARD FEATS

Choose one of the following wizard feats. Write the feat you choose in the Level 2 box in the Class section of your character sheet (L).

CANTRIP EXPANSION

Dedicated study allows you to prepare a wider range of simple spells. You can prepare seven cantrips each day instead of five.

REACH SPELL ♦

You can extend the range of your spells. If your next action is to cast a spell that affects a creature or object other than yourself, increase the spell's range by 30 feet. If the spell normally requires you to touch the target, it can affect a target within 30 feet.

SCHOOL AURA

Your focused study of one school of magic has left you with an

aura of the magic around you. The benefit of this aura depends on your choice of arcane school.

Abjuration Protective magic swirls around you. Whenever you cast *feather fall*, *mage armor*, or *dispel magic* (which you can learn at 3rd level), your aura activates for 1 minute. During this time, if you take acid, cold, electricity, or fire damage, reduce the damage you take by 1.

Evocation Your aura makes the deadly energy you create even more dangerous. Whenever you cast a spell that has the evocation trait and deals damage, it deals 1 extra damage. If the spell you cast was *magic missile*, one missile of your choice deals 1 extra damage.

Transmutation Whenever you cast *fleet step*, *pest form*, or *enlarge* (which you can learn at 3rd level) on yourself, you adjust the spell to also make yourself more mobile. Increase your Speed by 5 feet (for a total Speed increase of 35 feet with *fleet step*).

3RD-LEVEL WIZARD CLASS FEATURES

When you reach 3rd level as a wizard, you get the following benefits.

HIT POINTS

You gain the ability to take more damage before falling unconscious. Add 6 + your Constitution to your maximum number of Hit Points (E).

PROFICIENCY BONUS

All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses.

- Skills (G)
- Perception (H)
- Saving throws (I)
- AC (J)
- Attack rolls (K)
- Spell attack and spell DC (N)

SKILL INCREASE

Choose one skill to improve your proficiency rank in. You can change a skill from untrained to trained, or you can become an expert in a skill you were already trained in. If you become expert in a skill, your total proficiency bonus increases to 4 + your level! Check the “T” or “E” box for the skill you chose, and write your new proficiency bonus in the Prof box (G).

GENERAL FEAT

Choose one general feat to add to your abilities. Write the feat you choose in the Level 3 box in the Class section of your character sheet (C).

ASSURANCE

You can perform simple tasks without rolling. Pick one skill that you're trained or expert in. Whenever you're asked to roll a check with that skill, instead of rolling you can use a result of 10 + your proficiency bonus for that skill.

BEGINNER BOX

FLEET

You're fast on your feet. Increase your Speed by 5 feet (F).

TOUGHNESS

You're hardier than most spellcasters. Add 3 to your maximum Hit Points (E).

SPELLS

You learn to cast 2nd-level spells! Every day, you can prepare two 2nd-level wizard spells, in addition to the spells you can already prepare. At least one of these spells must have the trait of your arcane school. Write "2" in the "Prepared per Day" box for 2nd-Level Spells on your character sheet (N).

In addition, add any two 2nd-level wizard spells to your spellbook. At least one of these spells must have the trait of your arcane school. Write the spells you chose in the spellbook section of your character sheet (R).

2ND-LEVEL WIZARD SPELLS

ACID ARROW ➡➡

ACID | ARCANE | ATTACK | EVOCATION | MANIPULATE

You conjure an arrow of acid at one target within 120 feet. Make a spell attack roll against the target's AC. If you hit, you deal 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

DISPEL MAGIC ➡➡

ABJURATION | ARCANE | MANIPULATE

You unravel the magic behind one active spell within 120 feet. Make a spell attack roll and compare the result to the caster's spell DC.

Success The spell ends.

Failure The spell ends if it's a 1st-level spell or a cantrip, but not if it's a 2nd-level spell.

Critical Failure The spell doesn't end.

ENLARGE ➡➡

ARCANE | TRANSMUTATION

Bolstered by magical power, you make one willing creature within 30 feet grow to size Large for 5 minutes. Its equipment grows with it but returns to natural size if removed. The creature takes a -1 status penalty to its AC, Reflex saving throws, ranged attack rolls, Acrobatics, Stealth,



and Thievery. It can reach and attack things 10 feet away, and it gains a +2 status bonus to melee damage rolls.

FLAMING SPHERE ➡➡

ARCANE | EVOCATION | FIRE

You create a 5-foot sphere of flame on the floor in a square within 30 feet. The sphere deals 3d6 fire damage to the creature in that square, and that creature must attempt a basic Reflex save. Once per round after you cast this spell, you can spend a single action to sustain it until the end of your next turn, up to 1 minute. When you do, you can make it roll to another square within 30 feet and deal 3d6 fire damage to the creature in that square, with a basic Reflex save.

INVISIBILITY ➡➡

ARCANE | ILLUSION

You touch one creature to cloak it in illusions that make it invisible. Other creatures can't see the target and gain the flat-footed condition to the target. The target can still get hit by area effects, but if a creature wants to Strike the target or use another ability against them, the creature making the attack must guess which square the target is in. The GM rolls a secret DC 11 flat check (roll an 11 or higher on a d20 without adding anything). If this flat check fails, the attack misses.

If the target makes a Strike or uses another hostile action, the spell ends as soon as that action is complete. If they don't use any such actions, it ends after 10 minutes.

OBSCURING MIST ➡➡

ARCANE | CONJURATION | WATER

You call forth a cloud of mist that fills a 20-foot burst within 120 feet. All creatures within the mist gain the concealed condition, and all creatures outside the mist gain the concealed condition against creatures within it. The cloud lasts for 1 minute, but you can disperse it before then by spending a single action to end the spell.

RESIST ENERGY ➡➡

ABJURATION | ARCANE | MANIPULATE

A shield of elemental energy protects one creature you touch against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. For 10 minutes, whenever the target takes damage of the type you chose, it takes 5 less damage.

WATER WALK ➡➡

ARCANE | MANIPULATE | TRANSMUTATION

You touch one creature to make them buoyant enough to walk along the surface of water and other liquids without falling through. The spell lasts for 10 minutes.

EQUIPMENT

To leave their mark on the world, your hero needs the right equipment, including armor, weapons, and adventuring gear. This chapter presents the equipment you can purchase during character creation. You can find these items for sale in most settlements.

STARTING EQUIPMENT

You start with specific equipment that depends on your class. You also have some money left over, which you can use during your adventures or spend on additional items.



Write your equipment in the Equipment box of your character sheet (M), then turn to the sections for each type of equipment to find their statistics.



CLERIC

Armor: chain shirt (or hide armor if your Strength is +2 or more)

Weapon: If you worship Desna, you have a starknife. If you worship Sarenrae, you have a scimitar. If you worship Torag, you have a warhammer.

Adventuring Gear: adventurer's pack, healer's tools, shield, wooden religious symbol

Money Left Over: 1 gold piece



FIGHTER

Armor: breastplate

Weapon: dagger, shortbow with 60 arrows

Adventuring Gear: adventurer's pack, repair kit

Money Left Over: 1 gold piece

If you are a brute, you also have your choice of a greatsword or greataxe. If you're a shield fighter, you also have a shield and your choice of a longsword or battleaxe. If you're a two-weapon fighter, you have your choice of either a longsword and a shortsword or a battleaxe and a hatchet.

BEGINNER BOX**ROGUE****Armor:** leather armor**Weapon:** dagger, rapier, shortsword**Adventuring Gear:** adventurer's pack, healer's tools, thieves' tools**Money Left Over:** 2 gold pieces**WIZARD****Armor:** none**Weapon:** crossbow with 60 bolts, dagger**Adventuring Gear:** adventurer's pack, material component pouch**Money Left Over:** 10 gold pieces

If you're a human with the warden heritage, you should use some of your money left over to buy some armor (page 42).

MONEY

The standard form of currency in Pathfinder is coinage, which comes in three types: copper pieces (cp), silver pieces (sp), and gold pieces (gp). A silver piece is worth 10 cp and is the standard for most everyday transactions. Gold pieces are often used for purchasing magic items and other expensive items, as 1 gold piece is worth 10 sp or 100 cp.

BUYING AND SELLING

As you gain experience and additional wealth, you should periodically buy new equipment. You might also find equipment or even magic items during your adventures, or you can buy them once you have enough money. You can usually buy equipment only in settlements; the GM will let you know when it's time for a shopping spree!

You can also sell equipment you aren't using anymore. Most items can be sold for half their Price, but broken shields can't be sold at all.

CARRYING AND USING ITEMS

You can carry items in three ways: held, worn, or stowed. Held items are in your hands. You can hold one item in each hand or one two-handed item using both hands. Worn items are tucked into pockets, belt pouches, bandoliers, weapon sheaths, and so forth. You can retrieve a worn item with a single action, and putting it back uses another action. As usual, manipulating objects uses the Interact basic action. You can drop an item without spending an action. Stowed items are in a backpack or a similar container, and you have to spend an action to take off the backpack before you can spend the Interact action to retrieve an item stowed within.

Many ways of using items require you to spend multiple actions. For example, making a Strike with a dagger worn in a sheath at your belt requires using an Interact action to draw the dagger and then using a second action to Strike. Likewise, you have to draw a potion from your pocket or belt pouch before you can Interact to drink it.





ARMOR

Armor increases your defenses, but medium or heavy armor can hamper movement. Armor protects you only while you're wearing it. If you want to increase your defense beyond the protection your armor provides, you can use a shield (page 43).

ARMOR CLASS

Your Armor Class (AC) measures how well you can defend against attacks. When a creature attacks you, your Armor Class is the DC for that attack roll.

DONNING AND REMOVING ARMOR

Getting in and out of armor is time-consuming—so make sure you are wearing it when you need it! It takes 1 minute to don light armor and 5 minutes to don medium or heavy armor. It takes 1 minute to remove any armor.

ARMOR STATISTICS

The armor table on the next page provides the statistics for suits of armor that you can purchase and wear, organized by category. That table uses the following terms.

Category

The armor's category—light armor, medium armor, or heavy armor—indicates which proficiency bonus you use while wearing the armor. If you aren't wearing any armor, use the proficiency bonus for unarmored defense.

AC Bonus

This number is the item bonus you add for the armor when determining your Armor Class. Write this number in the Item box of the Defenses section of your character sheet (J).

Dexterity Cap (Dex Cap)

This value is the maximum amount of your Dexterity that can apply to your AC while wearing a suit of armor. For example, if you have a Dexterity of +4 and wear a suit of half plate (which has a Dex cap of +1), you apply at most a +1 bonus from your Dexterity to your AC while wearing that armor.

In the Dex Cap box of the Defenses section of your character sheet (J), write this number or your Dexterity—whichever is lower.

Strength Threshold

If you're strong enough, you can overcome some of your armor's penalties. If your Strength is equal to or greater than this value, you can ignore the armor's check penalty (see below) and decrease the Speed penalty (page 43).

Check Penalty

While wearing armor, you take this penalty to Strength- and Dexterity-based skill checks, except for the Grapple, Shove, and Trip actions. If you meet the armor's Strength threshold, you don't take this penalty. Write this number in all of the Armor boxes in the Skills section of your character sheet (G).

BEGINNER BOX

ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Strength Threshold	Check Penalty	Speed Penalty	Armor Traits
Leather	2 gp	+1	+4	+0	-1	-	-
Chain shirt	5 gp	+2	+3	+1	-1	-	Flexible, noisy
Medium Armor	Price	AC Bonus	Dex Cap	Strength Threshold	Check Penalty	Speed Penalty	Armor Traits
Hide	2 gp	+3	+2	+2	-2	-5 ft.	-
Breastplate	8 gp	+4	+1	+3	-2	-5 ft.	-
Heavy Armor	Price	AC Bonus	Dex Cap	Strength Threshold	Check Penalty	Speed Penalty	Armor Traits
Half plate (level 1)	18 gp	+5	+1	+3	-3	-10 ft.	-
Full plate (level 2)	30 gp	+6	+0	+4	-3	-10 ft.	Bulwark

Speed Penalty

While wearing a suit of armor, you take the penalty listed in this entry to your Speed. If you meet the armor's Strength threshold, reduce the penalty by 5 feet (to no penalty if the penalty was -5 feet, or to -5-feet if the penalty was -10 feet). Write your adjusted Speed on your character sheet (F).

Armor Traits

If a suit of armor has traits, they're listed in this entry. Armor can have the following traits.

Bulwark: The armor covers you so completely that it provides benefits against some damaging effects. On Reflex saves to avoid a damaging effect, such as a fireball, you add +3 instead of your Dexterity. Write this benefit in the Notes part of the Saving Throws area (I).

Flexible: The armor is flexible enough that it doesn't hinder most actions. Don't apply its check penalty to Acrobatics or Athletics checks. Write "0" in the Armor box for these skills (G).

Noisy: This armor is loud and likely to alert others to your presence. The armor's check penalty applies to Stealth checks even if you meet the required Strength threshold. Write the check penalty in the Armor box for the Stealth skill (G).

SHIELDS

A shield costs 2 gp and can increase your defense. You must be holding a shield in one hand in order to use it, and it grants its bonus to AC only if you use the Raise a Shield action on your turn. This action grants +2 circumstance bonus to AC until your next turn starts.

If you have access to the Shield Block reaction from your class, you can use it while Raising your Shield to reduce the damage you take by 5. Both you and the shield then take any remaining damage.

If your class kit gives you a shield or you purchase one later, write it in your list of items in the Equipment section of your character sheet (M), and keep track of its Hit Points in the notes area of the Defenses section (J).

SHIELDS AND DAMAGE

A shield has 20 Hit Points. If a shield ever takes 10 damage or more, it becomes broken. A broken shield can't be used for Raise a Shield or Shield Block, but you can still Repair it. If the shield loses all 20 Hit Points, it is completely destroyed.



SHIELD ACTIONS

RAISE A SHIELD ↗

When you're holding a shield, you can use this action to position the shield to protect yourself. When you have Raised a Shield, you gain a +2 circumstance bonus to AC. Your shield remains raised until the start of your next turn.

SHIELD BLOCK ↗

If you Raised a Shield since your last turn, you can spend your reaction to block a physical attack with your shield. Reduce the amount of damage by 5, but then you and your shield both take the remaining damage. This might break or destroy your shield.



WEAPONS

Most characters in Pathfinder carry weapons, ranging from simple clubs to graceful bows to mighty warhammers. Write your weapons in the Melee Weapon and Ranged Weapon boxes of the Weapons and Attacks section of your character sheet (K).

FISTS

All heroes have the trained proficiency rank with their fists. With a fist Strike, you calculate your attack and damage rolls in the same way you would with a weapon. Fists deal 1d4 bludgeoning damage. Though they're not weapons, fists have the agile and finesse weapon traits. Since fists aren't weapons, effects and abilities that work with weapons don't work with your fists unless they specifically say so. Fist attacks have the nonlethal trait, which means that if your fist attack reduces an enemy's HP to 0, that creature is knocked unconscious instead of killed. You can use a fist to make a lethal attack, but you take a -2 circumstance penalty to your attack roll.

IMPROVISED WEAPONS

If you attack with something that wasn't built to be a weapon, such as a chair or a vase, you're making an attack with an improvised weapon. Improvised weapons are simple weapons and use your proficiency bonus for simple weapons, but you take a -2 item penalty to attack rolls with an improvised weapon. The GM determines the amount and type of damage the attack deals, if any, as well as any weapon traits the improvised weapon should have.

AMMUNITION

Crossbows, hand crossbows, shortbows, and longbows fire ammunition. You can buy 10 arrows or bolts for 1 sp. Each piece of ammunition can be used only once.

WEAPON STATISTICS

The tables on page 45 list the statistics for melee and ranged weapons. Those tables use the following terms.

Damage

This entry lists the die used for damage rolls with that weapon. It also lists the type of damage that weapon deals: B for bludgeoning, P for piercing, or S for slashing. Write your weapon's die in the Damage box of its Melee Weapon entry on your character sheet (K). If the weapon is a melee weapon, check the box for the weapon's damage type.

Range

Ranged weapons and melee weapons that can be thrown

have a range increment. Ranged weapons have a Range entry in the table that lists this value. Melee weapons that can be thrown have the thrown trait, which states their range increment. Write the range increment of your ranged attack in the Range Inc box in the weapon's Ranged Weapon entry on your character sheet (K).

When you make a Strike with these weapons and the target is beyond the listed range, you take a -2 penalty for each additional multiple of that increment between you and the target. If the target is further away than six times the listed range, you can't attack them at all.

For example, a shortbow takes no penalty against a target up to 60 feet away, a -2 penalty against a target beyond 60 feet but up to 120 feet away, and a -4 penalty against a target beyond 120 feet but up to 180 feet away, and so on, up to 360 feet.

Reload

After making an attack, ranged weapons need to be reloaded before you can used them again. The Reload entry tells you how many Interact actions it takes to reload such weapons. This number can be 0 if drawing ammunition and firing the weapon are part of the same action.

An item with a Reload entry of “—” must be drawn to be thrown. This requires an Interact action, just like drawing any other weapon.

Write the reload time for your ranged attack in the Reload box in the weapon's Ranged Weapon entry on your character sheet (K).

Hands

Some weapons are held in one hand, while others need both hands. A few items, such as a longbow, list 1+ for their Hands entry. You can hold a weapon with a 1+ entry in one hand, but the process of shooting it requires using a second hand to retrieve, nock, and loose an arrow. This means you can do things with your free hand while holding the bow, but you can't shoot if you're holding something in your other hand.

Weapon Traits

A weapon's traits are listed in this entry. Many traits let you use a weapon in special ways or change some of the rules about how it works.

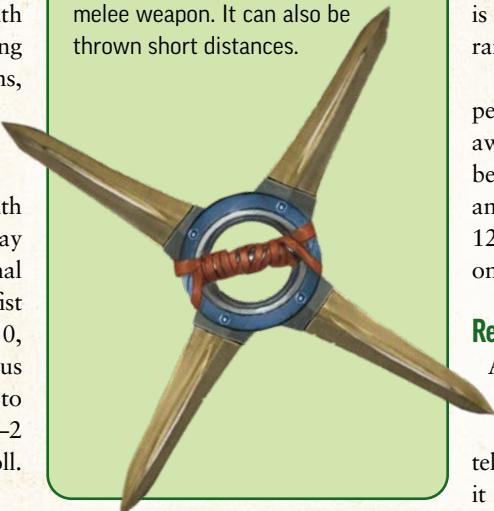
Agile: The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third attack in the turn.

Deadly: On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage.



STARKNIVES

From this weapon's central metal ring, four tapering metal blades extend like points on a compass rose. When gripping a starknife from the center, you can use it as a melee weapon. It can also be thrown short distances.



BEGINNER BOX

MELEE WEAPONS

Simple Weapons	Price	Damage	Hands	Weapon Traits
Club	0	1d6 B	1	Thrown 10 feet
Dagger	2 sp	1d4 P	1	Agile, finesse, thrown 10 feet, versatile S
Mace	1 gp	1d6 B	1	Shove
Spear	1 sp	1d6 P	1	Thrown 20 feet
Staff	0	1d8 B	2	—
Martial Weapons	Price	Damage	Hands	Weapon Traits
Battle axe	1 gp	1d8 S	1	Sweep
Greataxe	2 gp	1d12 S	2	Sweep
Greatsword	2 gp	1d12 S	2	Versatile P
Hatchet	4 sp	1d6 S	1	Agile, sweep, thrown 10 feet
Light hammer	3 sp	1d6 B	1	Agile, thrown 20 feet
Longsword	1 gp	1d8 S	1	Versatile P
Maul	3 gp	1d12 B	2	Shove
Rapier	2 gp	1d6 P	1	Deadly d8, finesse
Scimitar	1 gp	1d6 S	1	Forceful, sweep
Shortsword	9 sp	1d6 P	1	Agile, finesse, versatile S
Starknife	2 gp	1d4 P	1	Agile, deadly d6, finesse, thrown 20 feet, versatile S
Trident	1 gp	1d8 P	1	Thrown 20 feet
Warhammer	1 gp	1d8 B	1	Shove

RANGED WEAPONS

Simple Weapons	Price	Damage	Range	Reload	Hands	Weapon Traits
Crossbow	3 gp	1d8 P	120 feet	1	2	—
Hand crossbow	3 gp	1d6 P	60 feet	1	1	—
Javelin	1 sp	1d6 P	30 feet	—	1	Thrown
Martial Weapons	Price	Damage	Range	Reload	Hands	Weapon Traits
Longbow	6 gp	1d8 P	100 feet	0	1+	Deadly d10, volley 30 feet
Shortbow	3 gp	1d6 P	60 feet	0	1+	Deadly d10

Finesse: You can use your Dexterity instead of your Strength on attack rolls using this melee weapon. You still use your Strength when calculating damage.

Forceful: This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a +1 circumstance bonus to the damage roll, and the third attack gains a +2 circumstance bonus to the damage roll. If your weapon is a +1 *striking weapon* or under a *magic weapon* spell, or you're using Power Attack, you gain a +2 circumstance bonus to the damage roll for your second attack and a +4 circumstance bonus to your damage roll on the third attack.

Shove: You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. If you're using a +1 *magic weapon* or a +1 *striking weapon* with this trait, you can add the weapon's item bonus to attack rolls as an item bonus to the Athletics check to Shove.

Sweep: This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attacked a different target this turn using this weapon.

Thrown: You can throw this weapon as a ranged attack. Add your Strength to your damage roll as you would for a melee weapon.

Versatile: A versatile weapon can be used to deal a different type of damage than what's listed in its Damage entry on the table. This trait indicates the alternate damage type. For instance, a piercing weapon that has the versatile S trait can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Volley: This ranged weapon is less effective at close distances. Your attacks against targets within the listed range take a -2 penalty.

GEAR

Your hero needs all sorts of items while exploring, which can range from rations to climbing gear to fancy clothing.

GEAR STATISTICS

The Adventuring Gear table on page 47 lists the Price for each type of gear. Any item with a number after its name in parentheses indicates that the item's Price is for that quantity of the item.

Hands

Each item's entry on the table says how many hands it takes to use the item. Most items that require two hands can be

carried in only one hand, but you must spend an Interact action to change your grip in order to use the item. The GM may determine that an item is too big to carry in one hand (or even two hands, for particularly large items).

Wearing Tools

You can make a set of tools (such as a climbing kit or healer's tools) easier to use by wearing it. This allows you to draw and replace the tools as part of the action that uses them. Any tools not worn in this manner must be stowed or taken out with an Interact action.

ADVENTURING GEAR

These items follow special rules or require more detail.

Adventurer's Pack: This item is the starter kit for an adventurer, containing the essential items for exploration and survival. The pack contains the following items: a backpack, a bedroll, 10 pieces of chalk, flint and steel, 50 feet of rope, 2 weeks' rations, soap, 5 torches, and a waterskin.

Backpack: A backpack holds most of your items. You must spend an Interact action to take off the backpack before you can access those items within, and you must spend another Interact action to put the backpack back on.

Candle: A lit candle sheds dim light in a 10-foot radius for 8 hours.

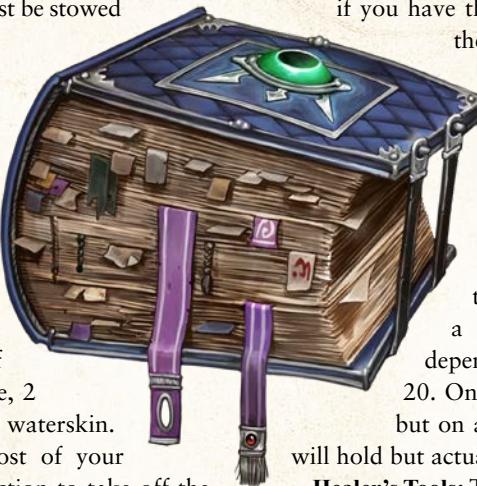
Climbing Kit: This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing; you move half as quickly as usual (minimum 5 feet), but the kit lets you attempt a DC 5 flat check to prevent a fall whenever you critically fail. You gain a +1 item bonus to Athletics checks to Climb while using an extreme climbing kit. A single kit has only enough materials for one climber, so each climber needs their own kit. If you wear your climbing kit, you can access it as part of a Climb action.

Clothing: Ordinary clothing is functional with basic tailoring, and could be as peasant garb, monk's robes, or work clothes.

Fine clothing, suitable for a noble or royal, is made with expensive fabrics, precious metals, and intricate patterns. Thieves' tools are the only tools that can be worn with fine clothing. You gain a +1 item bonus to checks to Make an Impression on upper-class folk while wearing high-fashion fine clothing.

Winter clothing allows you to negate the damage from severe environmental cold and reduce the damage from extreme cold to that of severe cold.

Compass: A compass helps you Sense Direction or navigate, provided you're in a location with uniform magnetic fields. Without a compass, you take a -2 item penalty to these checks (similar to using a shoddy item). A



lensatic compass gives you a +1 item bonus to these checks.

Crowbar: When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. If you don't use a crowbar to pry something open, you take a -2 item penalty to the Athletics check to Force Open the object. A levered crowbar grants you a +1 item bonus to Athletics checks to Force Open anything that can be pried open.

Flint and Steel: Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, though it often takes significantly longer.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. The GM rolls a secret attack roll against a DC that depends on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Healer's Tools: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Stabilize, Stanch Bleeding, or Treat Wounds. Expanded healer's tools provide a +1 item bonus to such checks. If you wear your healer's tools, you can draw and replace them as part of the action that uses them.

Lantern: A lantern sheds bright light and requires 1 pint of oil to function for 6 hours. A lantern sheds light in a 30-foot radius (and dim light in the next 30 feet) and is equipped with shutters, which you can close to block the light. Closing or opening the shutters requires an Interact action.

Material Component Pouch: This pouch contains material components for spells that require them. Though the components are used up over time, you can refill spent components during your daily preparations.

Musical Instrument: Handheld instruments include bagpipes, a small set of chimes, small drums, fiddles and violins, flutes and recorders, small harps, lutes, trumpets, and similarly sized instruments.

A virtuoso instrument gives you a +1 item bonus to Performance checks using that instrument.

Oil: You can use oil to fuel lanterns, but you can also set a pint of oil aflame and throw it. You must first spend an Interact action preparing the oil, then throw it with another action as a ranged attack. If you hit, it splatters on the creature or in a single 5-foot square you target. You must succeed at a DC 10 flat check for the oil to ignite successfully when it hits. If the oil ignites, the target takes 1d6 fire damage.

Piton: These small spikes can be used as anchors to make climbing easier. To affix a piton, you must hold it in one hand and use a hammer to drive it in with your other hand. You

BEGINNER BOX

ADVENTURING GEAR

Item	Price	Hands
Adventurer's pack	15 sp	—
Backpack	1 sp	—
Bedroll	2 cp	—
Candle (10)	1 cp	1
Chalk (10)	1 cp	1
Climbing kit	5 sp	2
Extreme climbing kit	40 gp	2
Clothing		
Ordinary	1 sp	—
Fine	2 gp	—
High-fashion fine	55 gp	—
Winter	4 sp	—
Compass	1 gp	1
Lensatic compass	20 gp	1
Crowbar	5 sp	2
Levered crowbar	20 gp	2
Flint and steel	5 cp	2
Grappling hook	1 sp	1
Healer's tools	5 gp	2
Expanded healer's tools	50 gp	2
Lantern	7 sp	1
Material component pouch	5 sp	1
Mirror	1 gp	1
Musical instrument		
Handheld	8 sp	2

can attach a rope to an affixed piton so you don't fall all the way to the ground on a critical failure while Climbing.

Religious Symbol: This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use specific abilities and cast certain spells. A religious symbol must be held in one hand to use it.

Repair Kit: A repair kit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair kit to Repair items using the Crafting skill. A superb repair kit gives you a +1 item bonus to the check. You can draw and replace a worn repair kit as part of the action that uses it.

Spellbook: A spellbook holds the written knowledge needed to learn and prepare various spells, a necessity for wizards (who get one for free at 1st level). Each spellbook can hold up to 100 spells. The Price listed is for a blank spellbook.

Ten-Foot Pole: When wielding this long pole, you can use Seek to search a square up to 10 feet away. The pole is not sturdy enough to use as a weapon.

Thieves' Tools: You need thieves' tools to Pick Locks or Disable Devices (of some types) using the Thievery skill. Infiltrator thieves' tools add a +1 item bonus to checks to Pick Locks and Disable Devices. If your thieves' tools break, you can repair them by replacing the lock picks with replacement picks appropriate to your tools; this doesn't require using the Repair action. If you wear your thieves'

Item	Price	Hands
Virtuoso handheld	50 gp	2
Oil (1 pint)	1 cp	2
Piton	1 cp	1
Rations (1 week)	4 sp	1
Religious symbol		
Wooden	1 sp	1
Silver	2 gp	1
Repair kit	2 gp	2
Superb repair kit	25 gp	2
Rope (50 feet)	5 sp	2
Soap	2 cp	1
Spellbook (blank)	1 gp	1
Ten-foot pole	1 cp	2
Thieves' tools	3 gp	2
Replacement picks	3 sp	—
Infiltrator thieves' tools	50 gp	2
Infiltrator picks	3 gp	—
Tool		
Long tool	1 gp	2
Short tool	4 sp	1 or 2
Torch	1 cp	1
Waterskin	5 cp	1
Writing set	1 gp	2
Extra ink and paper	1 sp	—

tools, you can draw and replace them as part of the action that uses them.

Tool: This entry is a catchall for basic hand tools that don't have a specific adventuring purpose. A hoe, shovel, or sledgehammer is a long tool, and a hand drill, ice hook, or trowel is a short tool. A tool can usually be used as an improvised weapon, dealing 1d4 damage for a short tool or 1d6 for a long tool. The GM determines the damage type that's appropriate and adjusts the damage if needed.

Torch: A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 1 hour. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Waterskin: When it's full, a waterskin contains roughly 1 day's worth of water for a Small or Medium creature.

Writing Set: A writing set includes a variety of paper and parchment, an inkpen or a quill with ink, sealing wax, and a simple seal. You can refill your kit with extra ink and paper.

COST OF LIVING

The table below shows how much it costs to get by. These values cover room and board, taxes, and other fees.

Standard of Living	Week	Month
Subsistence	4 sp	2 gp
Comfortable	1 gp	4 gp
Fine	30 gp	130 gp
Extravagant	100 gp	430 gp

FINISHING YOUR HERO

You've identified the main aspects of your hero. Now it's time to add the finishing touches! Here you'll calculate the numbers that correspond to the decisions you made during your journey through character creation and choose some final details like your hero's name and personality. Is your hero a champion of justice or a sellsword who works for anyone who can pay the bills?



Now that you've made most of the big decisions for your hero, it's time to calculate their statistics. Many of these statistics include a proficiency bonus. If your hero's proficiency rank for a statistic is trained, the proficiency bonus for that statistic equals your hero's level + 2. If it's expert, the proficiency bonus equals your hero's level + 4. If your hero is untrained in that statistic, their proficiency bonus is +0.

SKILLS

Your hero's Intelligence determines how many skills they know, in addition to those they gained from their background and class. From the full list of skills beginning on page 52, choose a number of skills equal to your hero's Intelligence to become trained in. Mark the "T" circle next to the "Prof" box for these skills on your character sheet **G**.

To the right of each skill on your character sheet **G**, there's an abbreviation that reminds you of the ability

modifier used for that skill. For each skill, add your hero's proficiency bonus for that skill + the indicated ability modifier. Some skills, like Acrobatics and Stealth, have an extra box for an armor penalty, which you'll subtract from your total for that skill.

PERCEPTION

Your hero's Perception measures their alertness. Add their proficiency bonus for Perception plus their Wisdom **H**.

SAVING THROWS

Add up the total for each of your hero's three saving throws **I**.

Fortitude: Add their proficiency bonus for Fortitude saves plus their Constitution.

Reflex: Add their proficiency bonus for Reflex saves plus their Dexterity.

Will: Add their proficiency bonus for Will saves plus their Wisdom.

BEGINNER BOX

PATHFINDER BEGINNER BOX		CHARACTER SHEET	
DICE d4 d6 d8 d10 d12 d20 ACTIONS PROFICIENCY UNTRAINED 0 TRAINED 2+ level EXPERT 4+ level		CHARACTER NAME A ANCESTRY HERITAGE ANCESTRY ABILITY B BACKGROUND BACKGROUND ABILITY C CLASS CLASS ABILITIES (LEVEL 1) (LEVEL 2) (LEVEL 3) D HIT POINTS MAXIMUM CURRENT NOTES E SPEED FEET STRIKE (move) Move up to your Speed F SKILLS ACROBATICS DEX PROF ARMOR ARCANA INT PROF ATHLETICS STA PROF ARMOR CRAFTING INT PROF DECEPTION CHA PROF DIPLOMACY CHA PROF IMMIDATION CHA PROF LORE INT PROF MEDICINE WIS PROF NATURE WIS PROF OCCULTISM INT PROF PERFORMANCE CHA PROF RELIGION WIS PROF SOCIETY INT PROF STEALTH DEX PROF ARMOR SURVIVAL INT PROF THIEVERY DEX PROF ARMOR SKILL NOTES	
		G PRONOUNS ALIGNMENT H LEVEL PLAYER NAME XP I CLASS CLASS ABILITIES (LEVEL 1) (LEVEL 2) (LEVEL 3) J PERCEPTION WIS PROF SENSES AND NOTES K SAVING THROWS FORTITUDE CON PROF REFLEX DEX PROF WILL WIS PROF L DEFENSES ARMOR Unarmored Defense PROF Light PROF Medium PROF Heavy PROF AC = 10 + DEX or DEX CAP PROF ITEM OTHER NOTES M WEAPONS AND ATTACKS WEAPON PROFICIENCIES Simple PROF Martial PROF Other Weapon Proficiencies PROF N MELEE WEAPON ATTACK DEX/STR PROF DAMAGE DIE STR BLUDGEONING PIERCING SLASHING TRAITS O MELEE WEAPON ATTACK DEX PROF DAMAGE DIE STR BLUDGEONING PIERCING SLASHING TRAITS P RANGED WEAPON ATTACK DEX PROF DAMAGE DIE STR (thrown) PIERCING RANGE INC. RELOAD AMMO TRAITS	
M/N Equipment and Spells on Reverse Side			

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DEFENSES

Your hero's Armor Class (AC) represents how difficult they are to hit in combat. To calculate AC, add 10 + your hero's Dexterity (up to their armor's Dexterity cap) + their proficiency bonus with the type of armor you chose + that armor's item bonus to AC **J**.

WEAPONS AND ATTACKS

You'll need to calculate your hero's attack statistic for Strikes with each weapon they have and how much damage each Strike deals **K**.

For each weapon's attack, add your hero's proficiency bonus for that weapon or type of weapon + Strength for melee Strikes or Dexterity for ranged Strikes. If their Dexterity is higher and the melee weapon has the finesse trait, you can add Dexterity instead of Strength for that Strike.

You also need to calculate how much damage each weapon's Strike deals. Melee weapons and ranged weapons that have the thrown trait add Strength to damage rolls (if your hero is a rogue and your weapon has the finesse trait, add Dexterity instead). Other ranged weapons don't add anything to the damage roll.

ALIGNMENT

Your hero's alignment is a general indicator of their morality and how strongly they favor consistency or flexibility.

If you play a cleric, your hero's alignment must be one allowed for their deity. Desna's clerics must be neutral good, chaotic good, or chaotic neutral. Sarenrae's clerics must be lawful good, neutral good, or chaotic good. Torag's clerics must be lawful good or lawful neutral.

Choose one of the following for your hero.

Lawful Good (LG): You work to make the world better through maintaining societal order and personal honor.

Neutral Good (NG): You always strive to do the right thing and to help others.

Chaotic Good (CG): You value compassion, flexibility, and spontaneity.

Lawful Neutral (LN): You uphold structure and established systems as a personal or societal ideal.

Neutral (N): You strive to avoid preconceptions, assessing each action and issue on its own merits.

Chaotic Neutral (CN): You view creativity and flexibility as essential tools to seize life's opportunities.

NAME AND PRONOUNS

Don't forget to name your hero and decide on their pronouns—characters of all genders or no gender are equally likely to become adventurers. Record your hero's name and pronouns in the top section of your character sheet. If you'd like, you can also draw your hero's appearance or write a description of what they look like in the Character Portrait section **O**.

SKILLS

While your character's ability modifiers represent their raw talent and potential, skills represent their training and experience at performing various tasks. You can use skills to figure out what your character knows, how far your character can jump, and even how well your character can influence people!

Every skill uses an ability modifier, which is listed next to the skill—for example, Stealth uses your Dexterity.

Each skill has special actions you can use. Some of these actions can be attempted by anyone, but others require a hero to have the trained proficiency rank in the skill (or better). A skill's actions appear in the Skills and Skill Actions table on page 51.

SKILL CHECKS

When you use a skill, usually by performing one of its actions, you might attempt a skill check: roll a d20 and add the statistic for that skill. The rules for checks are on page 60.

SKILL CHECK DCs

The GM sets the DC of a skill check, using the guidelines on page 36 of the *Game Master's Guide*. Most DCs will range between 10 and 20. Even an untrained character has a decent chance to succeed against a low DC like 10. Characters with the trained proficiency rank in a skill can often succeed against DC 15. A higher DC like DC 20 is tough for trained characters and still challenging for heroes with expert proficiency.

Sometimes, another creature will attempt a check against your skill. In these cases, you'll need to calculate your DC for that skill. To determine your DC for a skill, just add 10 to that skill. For example, when someone tries to find you while you're sneaking around, they attempt a Perception check against your Stealth DC. If your Stealth is +5, your Stealth DC is 15.

GENERAL SKILL ACTIONS

Some skill actions called **general skill actions** can be used with multiple different skills. When you use a general skill action, you might use any skill that lists that action as one of its skill actions, depending on the situation. If you're not sure whether you can use a certain skill, the GM decides.

DECIPHER WRITING (TRAINED)

When you encounter particularly old, complicated, or coded texts, the GM might require you to Decipher the Writing before you can understand what it says. You must be trained in the relevant skill to Decipher Writing. **Arcana** is typically used for writing about magic or science, **Occultism** for esoteric texts about mysteries and philosophy, **Religion** for scripture, and **Society** for coded messages or archaic documents.

DECIPHER WRITING

CONCENTRATE | **EXPLORATION** | **SECRET**

You attempt to decipher complicated writing or literature on an obscure topic. This takes 1 minute per page, but decrypting coded

messages takes 1 hour per page. The text must be in a language you can read, though the GM might allow you to attempt to decipher text written in an unfamiliar language using Society.

The GM determines the DC based on the complexity of the document. The GM might have you roll one check for a short text or a check for each section of a larger text.

Critical Success You understand the true meaning of the text.

Success You understand the true meaning of the text. If it was a coded document, you know the general meaning but might not have a word-for-word translation.

Failure You can't understand the text. If you try again, you take a -2 circumstance penalty to your checks to decipher it.

Critical Failure You believe you understand the text on that page, but you have in fact misinterpreted its message.

IDENTIFY MAGIC (TRAINED)

You try to identify a magic spell, item, or location. Use the skill related to the kind of magic you're trying to identify, based on which trait it has: **Arcana** if it has the arcane trait, **Religion** if it has the divine trait, **Occultism** if it has the occult trait, or **Nature** if it has the primal trait. In many cases, you can use a skill to identify magic of a different tradition at a higher DC. The GM determines whether you can do this and what the DC is. If something just has the magical trait, like many items, all four skills are equally suitable at identifying it.

IDENTIFY MAGIC

CONCENTRATE | **EXPLORATION** | **SECRET**

Once you discover that an item, location, or ongoing effect is magical (such as by casting the *detect magic* cantrip), you can spend 10 minutes to try to identify the particulars of its magic. The GM sets the DC.

Critical Success You learn the magic's name, what it does, and any means of activating it (if it's an item or location).

Success For an item or location, you get a sense of what it does and learn any means of activating it. For a spell, you learn its name and what it does. You can't try again in hopes of getting a critical success.

Failure You fail to identify the magic and can't try again for 1 day.

Critical Failure You misidentify the magic as something else of the GM's choice.

RECALL KNOWLEDGE (UNTRAINED)

To remember useful information on a topic, you can attempt to Recall Knowledge. You might know basic information about something without needing to attempt a check, but using Recall Knowledge requires you to stop and think for a moment so you can recollect more specific facts.

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ARMOR AND SKILLS

If you wear armor, you might take a penalty to skills that use your Strength or Dexterity. Having a good Strength lets you ignore this penalty. You'll find out whether the penalty applies when you choose your armor (page 42).

SECRET CHECKS

If an action has the secret trait, the GM rolls the check for you and tells you what happens without revealing the result of the roll. Secret checks happen when your knowledge is imperfect, like when you're searching for a hidden creature or object, attempting to deceive someone, or remembering some piece of lore. This way, you as the player don't know things that your character wouldn't.

EXPLORATION ACTIVITIES

Some skill activities have the exploration trait. These usually take a minute or more, and can't be used during an encounter. If you're not sure whether you have the time to use one of these activities, ask your GM.

SKILLS AND SKILL ACTIONS

Skill	Ability	Untrained Actions	Trained Actions
Acrobatics (page 52)	Dexterity	Balance ♦ Tumble Through ♦	
Arcana (page 52)	Intelligence	Recall Knowledge ♦ (page 50)	Decipher Writing* (page 50) Identify Magic* (page 50) Learn a Spell*
Athletics (page 52)	Strength	Climb ♦ Grapple ♦ High Jump ♦♦ Long Jump ♦♦ Shove ♦ Swim ♦ Trip ♦	
Crafting (page 54)	Intelligence	Recall Knowledge ♦ (page 50) Repair*	
Deception (page 54)	Charisma	Create a Diversion ♦ Lie	Feint ♦
Diplomacy (page 55)	Charisma	Gather Information* Make an Impression* Request ♦	
Intimidation (page 55)	Charisma	Coerce* Demoralize ♦	
Lore (page 55)	Intelligence	Recall Knowledge ♦ (page 50)	
Medicine (page 56)	Wisdom	Recall Knowledge ♦ (page 50) Stabilize ♦♦ Stanch Bleeding ♦♦	Treat Wounds*
Nature (page 57)	Wisdom	Command an Animal ♦ Recall Knowledge ♦ (page 50)	Identify Magic* (page 50)
Occultism (page 57)	Intelligence	Recall Knowledge ♦ (page 50)	Decipher Writing* (page 50) Identify Magic* (page 50)
Performance (page 57)	Charisma	Perform ♦	
Religion (page 57)	Wisdom	Recall Knowledge ♦ (page 50)	Decipher Writing* (page 50) Identify Magic* (page 50)
Society (page 58)	Intelligence	Recall Knowledge ♦ (page 50)	Decipher Writing* (page 50)
Stealth (page 58)	Dexterity	Hide ♦ Sneak ♦	
Survival (page 59)	Wisdom	Sense Direction*	Track*
Thievery (page 59)	Dexterity	Steal ♦	Disable a Device ♦♦ Pick a Lock ♦♦

*This skill action is used during exploration, and can't be used in combat.

RECALL KNOWLEDGE ♦**CONCENTRATE** | **SECRET**

You attempt a skill check to try to remember a bit of knowledge regarding a topic related to that skill. The GM determines the DCs for such checks and which skills apply.

Critical Success You recall the knowledge accurately and gain additional information or context.

Success You recall the knowledge accurately or gain a useful clue about your current situation.

Failure You don't recall anything useful.

Critical Failure You recall incorrect information or gain an erroneous or misleading clue.

The following skills can be used to Recall Knowledge about the listed topics.

- **Arcana:** Arcane magic, magical theories, and creatures of arcane significance.
- **Crafting:** An item's value, engineering, and constructs.
- **Lore:** The subject listed with the skill's name, such as farming for Farming Lore.
- **Medicine:** Diseases, poisons, wounds, and forensics.
- **Nature:** Divine magic, geography, weather, and creatures of natural origin.
- **Occultism:** Occult magic, obscure philosophy, and creatures of occult significance.
- **Religion:** Divine magic, deities, theology, and creatures of religious significance.
- **Society:** Local history, key personalities, societal structure, and humanoid culture.

SKILL DESCRIPTIONS

The rest of this section includes a summary of each action, which ability modifier the skill uses, and the actions you can use that skill for. Some actions require you to have the trained proficiency rank or better in the skill. These appear after a "Trained Actions" heading.

ACROBATICS**Ability Modifier** Dexterity

Use Acrobatics to move about with coordination and grace. When you use the Escape action (page 65), you can roll an Acrobatics check instead of a fists attack roll if you want.

BALANCE ♦**MOVE**

You move across a narrow surface or uneven ground, attempting an Acrobatics check against its Balance DC (set by the GM). You're flat-footed while on a narrow surface or uneven ground.

Critical Success You move up to your Speed.

Success You move up to half your Speed.

Failure You keep your balance but remain stationary.

Critical Failure You fall and your turn ends.

TUMBLE THROUGH ♦**MOVE**

You Stride (page 65). During this movement, you can try to move through the space of one enemy. Attempt an Acrobatics check

against the enemy's Reflex DC (10 + the enemy's Reflex) as soon as you try to enter its space.

Success You move through the enemy's space, treating the squares in its space as difficult terrain (every 5 feet costs 10 feet of movement). If you don't have enough Speed to move all the way through its space, you get the same effect as a failure.

Failure Your movement ends, but you trigger reactions as if you had moved out of the square you're in.

ARCANA**Ability Modifier** Intelligence

Use Arcana to measure how much you know about arcane magic and creatures. If you're a wizard, you can use Arcana to add new spells to your spellbook.

RECALL KNOWLEDGE ♦

You can Recall Knowledge about arcane magic, magical theories, and creatures of arcane significance (like dragons and constructs). The description of this activity is on page 50.

TRAINED ARCANA ACTIONS**DECIPHER WRITING**

You can Decipher Writing about arcane theories. The description of this activity is on page 50.

IDENTIFY MAGIC

You can Identify Magic of the arcane tradition, like wizard spells. The description of this activity is on page 50.

LEARN A SPELL**CONCENTRATE** | **EXPLORATION**

You can learn a new spell from someone who knows that spell or from magical writing like a spellbook or scroll. You spend 1 hour (or 2 hours, for a 2nd-level spell) learning from the person who knows the spell or studying the magical writing. The special materials required to add the spell to your spellbook cost 2 gp, or 6 gp for a 2nd-level spell. Attempt a DC 15 Arcana check (DC 18 for a 2nd-level spell).

Critical Success You learn the spell and add it to your spellbook, and the materials cost only half as much.

Success You expend the materials and add the new spell to your spellbook.

Failure You fail to learn the spell, but you don't expend the materials. You can try again once you gain a level.

Critical Failure As failure, but you expend half the materials.

ATHLETICS**Ability Modifier** Strength

Use Athletics to perform deeds of physical prowess. When you use the Escape action (page 65), you can roll an Athletics check instead of a fists attack roll if you want.

CLIMB**MOVE**

You move up, down, or across an incline. You have to use both your hands to Climb, so you can't be holding anything. Attempt

BEGINNER BOX

an Athletics check. The GM determines the DC based on the nature of the incline and environmental circumstances. You have the flat-footed condition while climbing.

Critical Success You climb 10 feet.

Success You climb 5 feet.

Failure You don't make any progress.

Critical Failure You fall. If you fall more than 5 feet, you take bludgeoning damage equal to half the distance you fell.

GRAPPLE ♦♦

ATTACK

You attempt to grab an opponent. You have to have a free hand to Grapple someone, unless you already have them grabbed or restrained. Attempt an Athletics check against their Fortitude DC (10 + their Fortitude).

Critical Success Your target gains the restrained condition until the end of your next turn unless you move or your opponent Escapes (page 65).

Success Your target gains the grabbed condition until the end of your next turn unless you move or your target Escapes.

Failure You fail to grab your target. If you already had it grabbed or restrained using a Grapple, it breaks free.

Critical Failure If you already had the target grabbed or restrained, it breaks free. Your target can either give you the grabbed condition, as if it succeeded at using the Grapple action against you, or force you to fall over and gain the prone condition.

HIGH JUMP ➡➡

You Stride, then attempt a DC 30 Athletics check to jump up. If you didn't Stride at least 10 feet, you automatically fail.



GRABBED AND RESTRAINED

Grapple uses the grabbed and restrained conditions.

Grabbed You're held in place by another creature. You're unable to move and have the flat-footed condition (a -2 circumstance penalty to AC). If you use a manipulate action while grabbed, you must succeed at a DC 5 flat check (roll a 5 or higher on a d20 without adding anything) or the action does nothing; roll the check after spending the action, but before its effects happen.

Restrained You can't move, and you have the flat-footed condition (a -2 circumstance penalty to AC). You can't use any actions with the attack or manipulate traits except to attempt to Escape (page 65). Restrained is stronger than grabbed, so grabbed doesn't affect you if you're restrained.

Critical Success You jump up to 8 feet vertically and 5 feet horizontally or up to 5 feet vertically and 10 feet horizontally.

Success You jump up to 5 feet vertically and 5 feet horizontally.

Failure You jump up to 3 feet vertically and 5 feet horizontally.

Critical Failure You don't jump, and instead, you fall over in your space, gaining the prone condition.

LONG JUMP ➡➡

You Stride, then attempt an Athletics check to jump. The DC equals the total distance in feet you're attempting to move during your jump (so you'd need to succeed at a DC 20 check to move 20 feet). You can't try to jump farther than your Speed. If you didn't Stride at least 10 feet, you automatically fail.



LEAP

The Leap basic action (page 65) lets you jump without needing a check. This uses a single action, and allows you to jump 10 feet horizontally (or 15 feet if your Speed is at least 30 feet), or 3 feet vertically with 5 feet of horizontal movement.

Success You jump up to the desired distance.

Failure You jump up to 10 feet horizontally, or up to 15 feet if your Speed is at least 30 feet.

Critical Failure As failure, and after your jump you fall over and gain the prone condition.

SHOVE

ATTACK

You push an opponent away from you. If you make a creature move with a Shove, the target doesn't trigger reactions based on movement, such as the fighter's Attack of Opportunity. You must have a hand free or be using a weapon with the shove trait. Attempt an Athletics check against the target's Fortitude DC (10 + their Fortitude).

Critical Success You push your target up to 10 feet away from you. You can Stride after it, but you must move the same distance and in the same direction.

Success You push your target back 5 feet. You can Stride after it, but you must move the same distance and in the same direction.

Failure You don't move the target.

Critical Failure You lose your balance and fall prone.

SWIM

MOVE

In most calm water, you can swim without needing a check. If the water you're swimming in is turbulent or otherwise dangerous, you might have to attempt an Athletics check to Swim.

If you end your turn in water and haven't succeeded at a Swim action that turn, you sink 10 feet or get moved by the current, as determined by the GM. However, if your last action on your turn was to enter the water, you don't sink or move with the current that turn.

Critical Success You move 15 feet through the water.

Success You move 10 feet through the water.

Failure You make no progress.

TRIP

ATTACK

You try to knock an opponent to the ground. You must have a hand free or be using a weapon with the trip trait. Attempt an Athletics check against the target's Reflex DC (10 + their Reflex).

Critical Success The target falls prone and takes 1d6 bludgeoning damage.

Success The target falls prone.

Failure The target stays upright.

Critical Failure You lose your balance and fall prone.

CRAFTING

Ability Modifier Intelligence

Use Crafting to understand, assess, and repair items.

RECALL KNOWLEDGE

You can Recall Knowledge about the value of items, engineering, and mechanical creatures. The description of this activity is on page 50.

REPAIR

EXPLORATION | MANIPULATE

You spend 10 minutes using a repair kit (page 47) to fix a damaged item, like a shield or your thieves' tools. The GM sets the DC, which is based on the item's level (DC 14 for an ordinary shield). You can't Repair a destroyed item.

Critical Success You restore Hit Points to the item based on your proficiency in Crafting: 10 if you're untrained, 20 if you're trained, or 30 if you're an expert.

Success You restore Hit Points to the item based on your proficiency in Crafting: 5 if you're untrained, 10 if you're trained, or 15 if you're an expert.

Failure You fail to repair the item.

Critical Failure You deal 2d6 damage to the item. Reduce this damage by the item's Hardness as normal.

DECEPTION

Ability Modifier Charisma

Use Deception to trick and mislead others using disguises, lies, and other forms of subterfuge.

CREATE A DIVERSION

MENTAL

You can create a diversion that draws creatures' attention elsewhere. Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert (10 + their Perception). Whether or not you succeed, creatures you attempt to divert gain a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.

Success The creature loses track of you. This lets you use the Sneak action (page 58) to get away. The creature stays distracted until the end of your turn or until you do anything except Step (page 65) or use the Hide or Sneak action of the Stealth skill (page 58). If you Strike a creature, the creature remains flat-footed against that attack, then turns its attention back to you. If you do anything other than Step, Hide, Sneak, or Strike, the creature sees you just before you act.

Failure You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.

LIE

CONCENTRATE | MENTAL | SECRET

You try to fool someone with an untruth. Doing so takes at least 1 round, or longer if the lie is elaborate. You roll a single Deception check and compare it to the Perception DC (10 + their Perception) of every creature you're trying to fool. The GM might give them a circumstance bonus if your lie is hard to believe, and some lies are so big that it's impossible to get anyone to believe them.

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Success The target believes your lie.

Failure The target doesn't believe your lie and gains a +4 circumstance bonus against your attempts to Lie for the duration of your conversation. The target is also more likely to be suspicious of you in the future.

TRAINED DECEPTION ACTION

FEINT ♦

MENTAL

With a misleading flourish, you leave an opponent unprepared for your real attack. Attempt a Deception check against the Perception DC (10 + their Perception) of an opponent in reach of you.

Critical Success You completely throw off your target's defenses against you. The target is flat-footed against your melee attacks until the end of your next turn. The flat-footed condition gives it a -2 circumstance penalty to AC and makes it vulnerable to the rogue's sneak attack.

Success Your target is fooled, but only momentarily. The target is flat-footed against your next melee attack against it this turn.

Failure You fail to fool the target.

Critical Failure Your feint backfires. You're flat-footed against the target's melee attacks until the end of your next turn.

DIPLOMACY

Ability Modifier Charisma

Use Diplomacy to influence others through negotiation and rhetoric.

GATHER INFORMATION

EXPLORATION | **SECRET**

You canvass local markets, taverns, and gathering places in an attempt to learn about a specific individual or topic. The GM determines the DC of the check and the amount of time it takes (typically 2 hours, but sometimes more). You might get a better result by spending coin on bribes, drinks, or gifts.

Success You collect information about the individual or topic. The GM determines the specifics.

Critical Failure You collect incorrect information about the individual or topic.

MAKE AN IMPRESSION

CONCENTRATE | **EXPLORATION** | **MENTAL**

You try to get a creature to like you with flattery and acts of goodwill. This takes at least 1 minute of conversation. At the end of the conversation, attempt a Diplomacy check against the Will DC (10 + its Will) of one creature, modified by any circumstances the GM considers relevant. The impression lasts for only the current social interaction unless the GM decides otherwise.

Critical Success The target likes you much better than it did before.

Success The target likes you somewhat more than it did before.

Failure The target's attitude toward you is unchanged.

Critical Failure The target likes you less than it did before.

REQUEST ♦

CONCENTRATE | **MENTAL**

You can make a request of a creature that likes you. The GM

sets the DC based on the difficulty of the request. Some requests are so unsavory or impossible that the NPC would never agree to them.

Critical Success The target agrees to your request without qualifications.

Success The target agrees to your request, but they might demand added provisions or alterations to the request.

Failure The target refuses the request, though they might propose an alternative that is less extreme.

Critical Failure Not only does the target refuse the request, but they also like you much less than they did before.

INTIMIDATION

Ability Modifier Charisma

Use Intimidation to threaten people.

COERCE

CONCENTRATE | **EXPLORATION** | **MENTAL**

You attempt to bully a creature into doing what you want. You must spend at least 1 minute of conversation with the creature. At the end of the conversation, attempt an Intimidation check against the target's Will DC (10 + its Will), modified by any circumstances the GM determines.

Critical Success The target agrees to follow your directives so long as they aren't likely to harm the target in any way. The target continues to comply for an amount of time determined by the GM but not exceeding 1 day, at which point the target becomes unfriendly toward you. However, they're too scared to retaliate.

Success As success, but the target may retaliate.

Failure The target doesn't do what you say and becomes unfriendly to you.

Critical Failure The target refuses to comply, becomes hostile to you, and can't be Coerced by you again for at least 1 week.

DEMORALIZE ♦

CONCENTRATE | **MENTAL**

With a sudden shout, a well-timed taunt, or a cutting put-down, you can shake an enemy's resolve. Choose a creature within 30 feet of you. Attempt an Intimidation check against that target's Will DC (10 + its Will). If the target doesn't understand your language or you're not speaking a language, you take a -4 circumstance penalty to the check, and you automatically fail if the target can't hear you. Regardless of your result, you can't try to Demoralize the same creature again for 10 minutes. If a creature tries to cast remove fear on someone you've Demoralized, use your Intimidation DC (10 + your Intimidation) for the spell attack.

Critical Success The target gains the frightened 2 condition.

Success The target gains the frightened 1 condition.

Failure The target is unaffected.

LORE

Ability Modifier Intelligence

Use Lore to remember information about a narrow topic. You gained a Lore skill from your background, such as Farming Lore or Underworld Lore. If there's any doubt whether a Lore skill applies to a specific topic or action,



the GM decides whether it can be used. If you have a Lore skill and a different skill that you could use for a topic, you choose which one to roll.

RECALL KNOWLEDGE ◆

You can Recall Knowledge about the subject of your Lore skill. The description of this activity is on page 50.

MEDICINE

Ability Modifier Wisdom

Use Medicine to patch up wounds.

RECALL KNOWLEDGE ◆

You can Recall Knowledge about diseases, injuries, poisons, and other ailments. The description of this activity is on page 50.

STABILIZE ◆

MANIPULATE

You try to stabilize a creature that has 0 Hit Points and the dying condition. You need to use healer's tools to do so (page 46). Roll a Medicine check with a DC of 21 if the creature has dying 1, 22 if they have dying 2, or 23 if they have dying 3.

Success The creature loses the dying condition, but remains unconscious and gains the wounded condition (see page 70).

Failure You don't improve the target's condition.

Critical Failure You increase the target's dying value by 1.

STANCH BLEEDING ◆

MANIPULATE

You try to give a creature that has a persistent bleed damage

condition (page 71) an extra chance to remove the persistent damage. You need to use healer's tools to do so (page 46). Roll your Medicine check against a DC chosen by the GM. This is usually the DC of the effect that caused the persistent damage.

Success The creature attempts a flat check to end the persistent bleed damage.

Failure You don't affect the persistent bleed damage.

Critical Failure The creature immediately takes the damage from their persistent bleed damage.

TRAINED MEDICINE ACTION

TREAT WOUNDS

EXPLORATION | **HEALING** | **MANIPULATE**

You spend 10 minutes treating one injured living creature. You can choose yourself if you want. You need to use healer's tools to do so (page 46). A creature can benefit from Treat Wounds only once per hour, even if multiple creatures try to treat them.

Attempt a DC 15 Medicine check. If you're an expert in the Medicine skill, you can instead make the check DC 20 to increase the Hit Points regained on a success or critical success by 10.

Critical Success The target regains 4d8 Hit Points and loses the wounded condition if they have it. You can continue treating the injured creature for a total of 1 hour to double the Hit Points they regain.

Success The target regains 2d8 Hit Points and loses the wounded condition if they have it. You can continue treating the injured creature for a total of 1 hour to double the Hit Points they regain.

BEGINNER BOX

Failure The target doesn't regain any Hit Points.

Critical Failure The target takes 1d8 damage.

NATURE

Ability Modifier Wisdom

Use Nature to understand the natural world, know about the primal magic of nature, and command animals.

COMMAND AN ANIMAL ◆

CONCENTRATE

You try to get an animal to do what you want. Choose one of the following basic actions you want the animal to use (from page 65): Drop Prone, Leap, Seek, Stand, Stride, and Strike. Attempt a Nature check against the animal's Will DC (10 + its Will). The GM might lower the DC if the animal already likes you or if you offer it a treat. You automatically fail if the animal is angry with you or can't hear you.

Success The animal uses the action you command on its next turn.

Failure The animal is hesitant or resistant, and does nothing.

Critical Failure The animal misbehaves or misunderstands, and it uses some other action determined by the GM.

RECALL KNOWLEDGE ◆

You can Recall Knowledge about primal magic, fauna, flora, geography, weather, the environment, and creatures of natural origin (like animals, beasts, and fey). The description of this activity is on page 50.

TRAINED NATURE ACTION

IDENTIFY MAGIC

You can Identify Magic of the primal tradition. The description of this activity is on page 50.

OCCULTISM

Ability Modifier Intelligence

Use Occultism to know about ancient philosophies, obscure mysticism, and occult magic. This skill is tied to the occult magical tradition, an art so strange that none of the *Beginner Box* characters cast occult spells. This tradition is more prominent in the full Pathfinder game.

RECALL KNOWLEDGE ◆

You can Recall Knowledge about occult magic, ancient mysteries, obscure philosophies, and occult creatures (like aberrations and oozes). The description of this activity is on page 50.

TRAINED OCCULTISM ACTIONS

DECIPHER WRITING

You can Decipher Writing about weird philosophies, complex metaphysics, and incoherent ramblings. The description of this activity is on page 50.

IDENTIFY MAGIC

You can Identify Magic of the occult tradition. The description of this activity is on page 50.



MAGIC TRADITIONS

Spellcasters cast spells from one of four different magical traditions. Clerics cast **divine** spells, while wizards cast **arcane** spells. Some monsters might cast **occult** or **primal** spells, as do some classes in the full game. Each magical tradition has a skill associated with it: Arcana for arcane, Nature for primal, Occultism for occult, and Religion for divine. Some types of magic, such as that of most magic items, don't belong to any single tradition. These have the magical trait instead of a tradition trait.

PERFORMANCE

Ability Modifier Charisma

Use Performance to display your talents with music, oratory, dance, or other performing arts. This skill is more prominent in the full Pathfinder game, as the bard class uses it to inspire their allies.

PERFORM ◆

CONCENTRATE

You make a brief performance—one song, a quick dance, or a few jokes—to prove your capability or impress someone quickly. Performing rarely has an impact on its own, but it might influence the DCs of subsequent Diplomacy checks against the observers if the GM sees fit.

Roll a Performance check. The GM determines the DC based on how refined the tastes of your audience are—it's more difficult to impress a queen's court than a crowd at a tavern.

Critical Success Your performance impresses the observers, and they're likely to share stories of your ability.

Success You prove yourself, and observers appreciate the quality of your performance.

Failure Your performance falls flat.

Critical Failure You demonstrate only incompetence.

RELIGION

Ability Modifier Wisdom

Use Religion to understand deities, faiths, divine magic, and undead creatures.

RECALL KNOWLEDGE ◆

You can Recall Knowledge about divine magic, deities, theology, obscure myths of a faith, and creatures of religious significance (like undead). The description of this activity is on page 50.

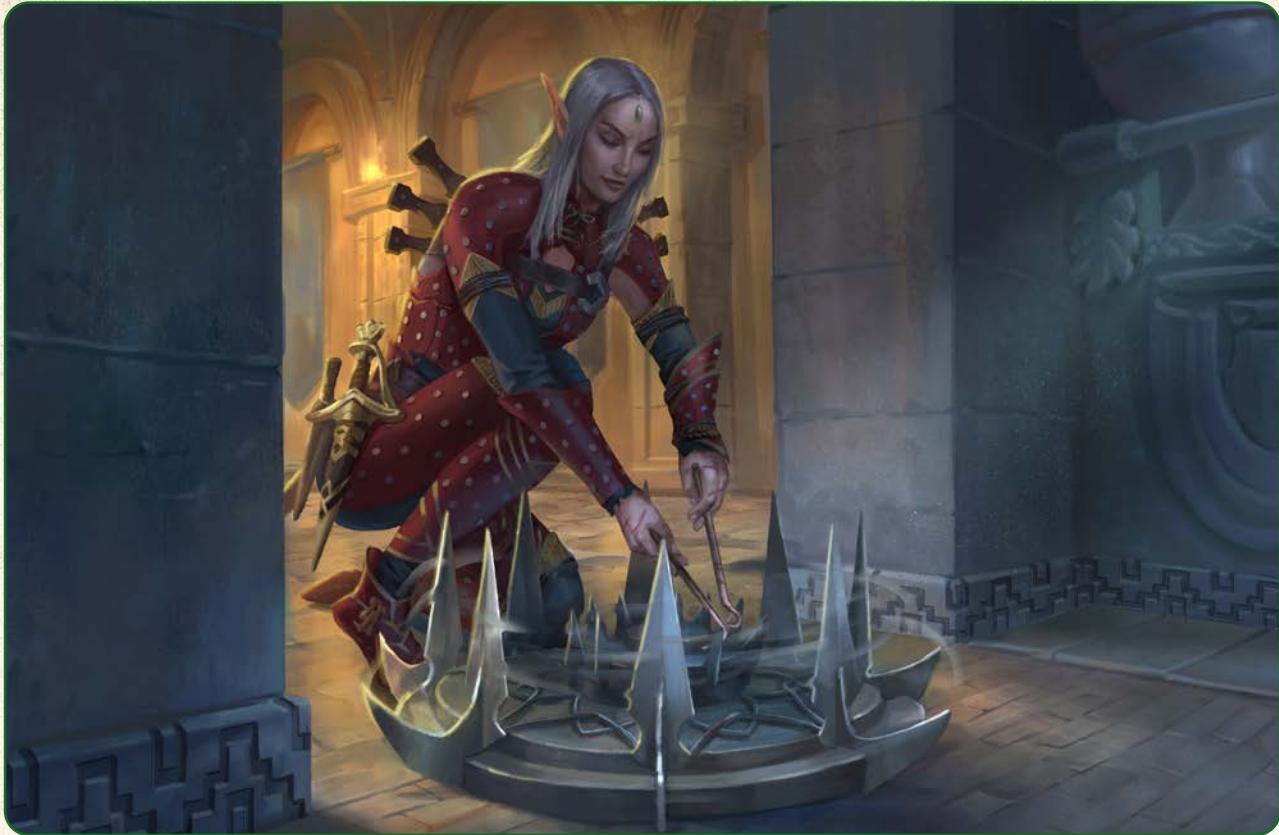
TRAINED RELIGION ACTIONS

DECIPHER WRITING

You can Decipher Writing of a religious nature, including allegories, homilies, and proverbs. The description of this activity is on page 50.

IDENTIFY MAGIC

You can Identify Magic of the divine tradition. The description of this activity is on page 50.



SOCIETY

Ability Modifier Intelligence

Use Society to remember and understand the people, history, and systems of civilizations.

RECALL KNOWLEDGE ♦

You can Recall Knowledge about local history, important personalities, legal institutions, societal structure, and humanoid creatures. The description of this activity is on page 50.

TRAINED SOCIETY ACTION

DECIPHER WRITING

You can Decipher Writing of coded messages, text written in an incomplete or archaic form, or possibly even languages you don't speak. The description of this activity is on page 50.

STEALTH

Ability Modifier Dexterity

Use Stealth to sneak around. Using Stealth happens in two steps: using Hide to hide behind something so people lose sight of you but still know your approximate location, then using Sneak to move around so they lose track of where you are entirely.

HIDE ♦

SECRET

You huddle behind cover or deeper into concealment to hide yourself. You must have standard cover (page 68) or have the concealed condition to Hide, and you gain any circumstance

bonus from standard cover to your Stealth check. Lesser cover isn't sufficient to Hide. The GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you're trying to Hide from ($10 + \text{its Perception}$).

Success The creature can't see you. If it could see you before, it still knows roughly your position until you Sneak (see below) to move elsewhere. If it tries to target you while it can't see you and only knows your position, it has to succeed at a DC 10 flat check (roll a 10 or higher on a d20) or it fails to target you.

Failure The creature can still see you.

SNEAK ♦

MOVE **SECRET**

When you've successfully hidden from someone using Hide, you can Sneak to move to another place so they don't know where you are. Stride up to half your Speed. At the end of your movement, the GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature that couldn't see you but knew where you were at the start of your movement (Perception DC = $10 + \text{the creature's Perception}$). If you have standard cover (page 68) from the creature throughout your Stride, you gain a +2 circumstance bonus to your Stealth check. You can roll against a creature only if, at the end of your Stride, you have standard cover or the concealed condition; otherwise, it sees you.

Success The creature can't see or hear you during your movement and doesn't know where you are after you stop moving.

Failure A telltale sound or other sign gives your position away. The creature still can't see you, but it knows where you are.

Critical Failure You're spotted! The creature can see you.

BEGINNER BOX

SURVIVAL

Ability Modifier Wisdom

Use Survival to get by in the wilderness and track creatures.

SENSE DIRECTION

EXPLORATION | **SECRET**

You spend a minute or so to get oriented in the wild. You use a compass and can be aided by using the stars, the position of the sun, and the environment around you. Typically, you attempt a Survival check only once per day, but some environments or changes might necessitate rolling more often.

Critical Success You get an excellent sense of where you are and know where the cardinal directions are exactly.

Success You gain enough orientation to avoid becoming hopelessly lost. You have a sense of the cardinal directions, but it's not exact.

Failure You can't determine your location or the cardinal directions.

TRAINED SURVIVAL ACTION

TRACK

CONCENTRATE | **EXPLORATION** | **MOVE**

You follow tracks while you're traveling, moving at up to half your travel speed (see Exploration on page 61 for rules on traveling). The GM determines the DCs for such checks, depending on the freshness of the trail, the weather, and the type of ground. You attempt your Survival check when you start Tracking.

Success You find the trail or continue to follow the one you're already following. You can keep following it for 1 hour or until something changes in the trail, at which point the GM will have you roll a new check.

Failure You spend an hour searching, but you lose the trail.

Critical Failure You lose the trail and get lost, wasting 24 hours as you find your way back to where you started.

THIEVERY

Ability Modifier Dexterity

Use Thievery to steal items without being noticed and to disable mechanisms like locks and traps.

STEAL

MANIPULATE

You try to take a very small object from another creature without being noticed. You automatically fail if the creature that has the object is in combat or on guard.

Attempt a Thievery check. The DC is usually the Perception DC of the creature wearing the object (Perception DC = 10 + its Perception). If the object is in a pocket or similarly protected, you take a -5 penalty to your Thievery check.

Success You steal the item without the bearer noticing.

Failure The item's bearer notices your attempt before you can take the object. The GM determines the creature's response.

TRAINED THIEVERY ACTIONS

DISABLE A DEVICE

MANIPULATE

This action allows you to disarm a trap or another complex



ENDING STEALTH

You stop being hidden from a creature if you move to a place where you no longer have cover from it, or if you use any action other than Hide, Sneak, or Step. A creature you're hidden from has the flat-footed condition against you, taking a -2 circumstance penalty to AC against your attacks. If you attempt to Strike the creature, it has the flat-footed condition against that one attack, but then it sees you.

Creatures can use the Seek action to try to find you, as described on page 65. If they find you, you have to successfully Hide again to become hidden once more.

Invisibility

If you're invisible (due to the *invisibility* wizard spell, for instance), you can't be seen. You get the benefit of a successful check to Hide all the time. That means if anything would let a creature see you, like critically failing a check to Sneak), the creature knows where you are but can't see you. You can Sneak while invisible without needing to Hide first.

device, such as a lock. Thieves' tools (page 47) are helpful and sometimes even required to Disable a Device, as determined by the GM.

Your Thievery check result determines how much progress you make. A complex device might require more than one successful check to disable.

Critical Success You disable the device, or you achieve two successes toward disabling a complex device. You leave no trace of your tampering, and you can rearm the device later, if that type of device can be rearmed.

Success You disable the device, or you achieve one success toward disabling a complex device.

Failure You don't make any progress toward disabling the device.

Critical Failure You trigger the device.

PICK A LOCK

MANIPULATE

Picking a Lock requires thieves' tools (page 47) and works much like Disabling a Device. Your Thievery check determines how much progress you make. The DC of the check is determined by the construction of the lock you're attempting to pick, and most locks require more than one successful check to unlock (see below).

Critical Success You achieve two successes toward opening the lock. You leave no trace of your tampering.

Success You achieve one success toward opening the lock.

Failure You make no progress toward opening the lock.

Critical Failure You break your tools. Fixing them requires using Crafting to Repair them (page 54) or else swapping in replacement picks (which cost 3 sp).

Lock Quality	DC	Successes
Poor lock	15	2
Simple Lock	20	3
Average Lock	25	4
Good Lock	30	5

PLAYING THE GAME

Now that you've built your hero, you're ready to learn the rules of the game. The world of Pathfinder is full of possibilities, with rules to cover all sorts of situations, but a few basic rules are enough to understand how you can explore the world, battle monsters, and make the game and the world your own! The Player Reference Cards have a condensed version of these rules for use at the table.

NARRATING ACTIONS

Pathfinder's about more than just numbers. You and your friends are cooperating to tell a story! As you prepare to use your actions, describe your character's attitude and what they want to get done. Talk about how you execute your attack or the flashy movement you use as you cast your spell. The GM can do the same for the monsters.

You can narrate what you're doing up until you roll—then the dice take over! Usually, the GM tells you what happens as your attack goes wide or strikes true, or as your spell engulfs your enemies. Sometimes the GM might ask you to describe what happens. The dice determine the basics of what occurs, but all the players contribute the details that make the story come to life!



ROLLING CHECKS

When your hero tries to do something and the outcome is uncertain, you'll roll a check to see whether you succeed. Pathfinder has many types of checks, from skill checks to attack rolls to saving throws, but they all follow the basic steps explained below: roll the d20, calculate your **result**, and compare that result to a target number called a **difficulty class (DC)** to determine whether you succeed or fail.

All checks use the same formula:

$$\text{d20} + \text{statistic} + \text{bonuses and penalties} = \text{result}$$

Checks and DCs both come in many forms. When you swing a sword at a monster, you'll make an attack roll, and its Armor Class is the DC. If you leap across a chasm, you'll attempt an Athletics skill check with a DC based on how far you're trying to jump. When trying to remember information about an ancient text, you'll roll a skill check to Recall Knowledge with a skill and DC determined by the GM.

These are some common types of checks and DCs.

Check	Statistic	Difficulty Class (DC)
Weapon or fist attack	Attack bonus	Armor Class (AC) of the target
Spell attack	Spell attack roll	Armor Class (AC) of the target
Saving throw against a spell	Fortitude, Reflex, or Will	Spell DC of the caster
Perception check	Perception	Stealth DC of a hiding creature or DC set by the GM to find an object in the environment
Stealth check	Stealth skill	Perception DC of observers

STEP 1: ROLL

Start by rolling your d20! Pay attention to whether you rolled a 20 or a 1 on the die because that does something special when you determine success or failure.

BEGINNER BOX

STEP 2: CALCULATE THE RESULT

Add the number you rolled on the d20 to the statistic you’re using (such as your attack bonus or your Stealth), and add any special bonuses and penalties that apply. This total is your result.

Bonuses and Penalties

Sometimes you’ll have a bonus or penalty to add to your roll in addition to the statistic you’re using. For instance, a spell might give you a bonus to an attack roll. Such a bonus might be labeled, like a circumstance bonus, status bonus, or item bonus. You can benefit from only the highest bonus with a given label. For example, if two spells are affecting you, each giving you a +1 status bonus to attack rolls, your total status bonus would still just be +1, not +2. This works the same way for multiple circumstance or item bonuses, too. But if you get a +1 status bonus and a +1 circumstance bonus to an attack roll, you add both! Penalties can have labels too, and they work the same way, except that the number is negative.

Anything without a label is cumulative. For example, the penalty for making multiple attacks in a round and the penalty for attacking at a long range with a ranged weapon don’t have labels, so both would apply to an attack that wasn’t your first of the round and was made at a long range.

STEP 3: DETERMINE SUCCESS

Often, it’s important to determine not only if you succeed or fail, but also how spectacularly you succeed or fail. Exceptional results can cause you to critically succeed or critically fail.

Critical Success You exceed the DC by 10 or more.

Success You meet or exceed the DC.

Failure Your result is lower than the DC.

Critical Failure Your result is lower than the DC by 10 or more.

The action you’re using tells you what happens depending on how well you rolled. For instance, if you attacked with a Strike, you’d deal double damage on a critical success, the normal amount of damage on a success, and no damage at all on a failure or critical failure. If an action doesn’t say anything special happens on a critical failure, a critical failure has the same result as a regular failure. For a Strike, a critical failure is no different from a regular failure. Likewise, if an action doesn’t say something special happens on a critical success, it has the same effect as a success.

Rolling a 20 or a 1

Rolling the highest or lowest number on a d20 has some special rules.

- If you roll a **20** on the d20, use a result one step better than what you’d normally get based on your roll. This changes a critical failure to a failure, a failure to a success, and a success to a critical success. Usually, this means you critically succeed!
- If you roll a **1** on the d20, do the opposite and use a result one step worse. This changes a critical success



CALCULATING DCs

For many checks, you’ll compare your result to another creature’s DC, with Strikes, the DC of your attack roll is your target’s Armor Class (AC). Sometimes an enemy’s check uses your DC, like comparing the result of an Intimidation check to Demoralize you to your Will DC. If you need a DC for something that’s normally a statistic, such as a Will DC, just add 10 to the statistic to get the DC. For example, a creature with a Will of +5 has a Will DC of 15.

For other checks, like an Athletics check to Climb a steep cliff, the Game Master sets the DC for you. They have information on how to do so on page 36 of the *Game Master’s Guide*.

to a success, a success to a failure, and a failure to a critical failure. Usually, this means you critically fail.

SAVING THROWS

Saving throws, or saves, are checks that let you shrug off harmful effects, such as those of enemies’ spells. An ability that lets you attempt a save says so in its text. These checks are automatic—you don’t need to use a reaction to attempt one.

There are three types of saving throw: **Fortitude** saves for overcoming something through your body’s endurance, **Reflex** saves for quickly dodging, and **Will** saves for mentally resisting something.

Basic Saving Throws

Some spells and other effects that deal damage ask you to roll a basic saving throw. You roll a basic saving throw like any other save, but you’ll use the following outcomes to determine how much damage you take.

Critical Success You take no damage.

Success You take half the listed damage.

Failure You take the full listed damage.

Critical Failure You take double the listed damage.

EXPLORATION

As heroes move from place to place, exploring a dungeon, wilderness, or city, the game is flexible. If a fight breaks out during exploration, the game turns into an **encounter**, which follows a more specific set of rules explained on page 63.

Exploration involves movement and roleplaying, and the GM determines the flow of time based on what the heroes do. Your hero might be traveling from one town to another, chatting with a couple of merchants at an outpost along the way, or having a terse conversation with the watchful city guards at your destination. If the GM needs to track how long travel takes, they’ll use this table—the party travels at the speed of its slowest member.

Hero’s Speed	Miles per Hour	Miles per Day
20 feet	2	16
25 feet	2-1/2	20
30 feet	3	24

SPECIAL RULES FOR CHECKS

Some types of checks follow special rules.

Flat Checks

When something's based purely on chance, you'll attempt a flat check. A flat check never includes any modifiers, bonuses, or penalties—you just roll a d20 and compare the result on the die to the DC.

Secret Checks

The secret trait appears on anything that uses secret checks. You use the normal formula for the check, but the GM rolls the d20 in secret. Instead of revealing the result, the GM simply describes the information or effects determined by the check's result.

Helping Someone

You can aid someone when they attempt a skill check or attack roll to potentially give them a bonus. This requires preparing to help them, usually by spending an action or more on your turn, then using a reaction when they attempt their skill check or attack roll. When you use your reaction, attempt a skill check or attack roll, usually the same type of roll as the one you're trying to help. The DC is usually 20, but the GM might make it higher in tricky situations. You give your ally a +2 circumstance bonus on a critical success, a +1 circumstance bonus on a success, nothing on a failure, and a -1 circumstance penalty on a critical failure.

Attacks

Anything that has the attack trait follows some special rules. You can read about attacks on page 66.

EXPLORATION ACTIVITIES

While traveling and exploring, you'll tell the GM what your hero does along the way. If all you want to do is to make steady progress toward your destination, your hero will move at the appropriate travel speed from the table on page 61.

When you want to do something in addition to simply traveling, you describe the basics of what you're attempting to do, such as "I'm searching for hazards" or "I'm keeping my shield ready in case we're attacked." The GM finds the best exploration activity to match your description and describes the effects of that activity. Some exploration activities limit how fast you can travel and be effective.

The following activities have the exploration trait. Any other traits are listed in parentheses after the activity's name. You can find more exploration activities in Skills (page 50).

Avoid Notice Move at half your travel speed and attempt a Stealth check to avoid anyone noticing you as you travel. If you're Avoiding Notice at the start of an encounter, you roll a Stealth check instead of a Perception check to determine your initiative. You'll also compare the result of this Stealth check to the enemies' Perception DCs, like you would for the Sneak action, to determine if they notice you.

Defend Move at half your travel speed with your shield raised. If combat breaks out, you have the +2 circumstance bonus to your AC from Raising a Shield until your first turn begins.

Detect Magic (concentrate) You must have the *detect magic* cantrip prepared to choose this activity. You cast *detect magic* at regular intervals. You move at half your travel speed.

Hustle (move) You strain yourself to move at double your travel speed. You can Hustle only for a limited time. Multiply your Constitution modifier by 10 to find how many minutes you can Hustle. If you're in a group that's Hustling, use the lowest Constitution modifier among everyone to determine how fast the group can Hustle together.

Investigate (concentrate, secret) You move at half speed and use Recall Knowledge to discover clues among the various things you see as you journey along. You can Investigate using any skill that has a Recall Knowledge action, but the GM determines whether the skill is relevant to the clues you could find.

Scout You scout outside the group, moving at half speed while looking for danger. At the start of the next encounter, everyone in your party gains a +1 circumstance bonus to their initiative roll.

Search (concentrate) Moving at half speed, you Seek meticulously. If you come across a secret door, item, or hazard while Searching, the GM attempts a secret check to Seek to find out if you notice the hidden object or hazard. In locations with many objects to search, you have to stop and spend significantly longer to search thoroughly.

Sense Direction (secret) Using a compass or environmental clues, you orient yourself in the wild. See the Survival skill on page 59.

Track You look for a creature's tracks so you can follow them. See the Survival skill on page 59.

REST AND DAILY PREPARATIONS

Once every 24 hours, you can take a period of rest (typically 8 hours). When your rest ends, you regain Hit Points equal to your Constitution modifier (or 1 HP, if your Constitution is +0). If you're higher than 1st level, multiply the HP you regain by your level.

After you rest, you spend 1 hour to make your daily preparations. Preparing includes the following:

- Don armor and equip weapons and other items.
- If you're a cleric or a wizard, regain your spell slots and choose the spells you prepare that day.
- Reset any abilities you have that refresh during your preparations or that can be used only a certain number of times per day.

BEGINNER BOX



LIGHT AND DARKNESS

There are three levels of light: bright light, dim light, and darkness. The game's rules assume you're in bright light, so most of the time you don't have to worry about any special rules. Areas in shadow or lit by weak light sources are in **dim light**. Creatures and objects in dim light have the concealed condition, meaning any attack or other effect that would target them fails unless the creature trying to target them succeeds at a DC 5 flat check (rolling a 5 or higher on a d20 without adding anything). A creature with darkvision or low-light vision can see in the dim light and targets creatures in it normally.

Areas without any light at all are in **darkness**. A creature or object in darkness can't be seen unless the creature looking for it has darkvision. A creature without darkvision or another means of perceiving in darkness is blinded while in darkness, though it might be able to see illuminated areas beyond the darkness. When you're blinded, all terrain is difficult terrain (page 67) and you take a -4 status penalty to Perception checks that rely on sight. If you try to attack or affect a target you can't see due to darkness or for any other reason, you fail unless you succeed at a DC 11 flat check.

ENCOUNTERS

When you're in a tense fight and every individual action counts, you enter an encounter. Time is divided into

rounds, each of which is 6 seconds of time in the game world. (Ten rounds is 1 minute.) Every round, each creature in that combat takes a turn in an established order called **initiative**. An encounter takes place following these four steps.

STEP 1: ROLL INITIATIVE

When the encounter starts, the GM calls for initiative. Roll your Perception (unless you were Avoiding Notice in the lead-up to the battle, in which case you roll Stealth). The GM rolls initiative for anyone other than the heroes in the encounter. Unlike a typical check, where the result is compared to a DC, the results of initiative rolls are ranked from highest to lowest.

STEP 2: PLAY A ROUND

The round starts with the creature who rolled the highest initiative taking their turn first. The process of taking your turn is described on page 64. Once the first creature has taken their turn, the one with the next highest initiative takes their turn, and so on. If initiative results are tied, enemies go before the heroes. If creatures on the same side tie, they choose what order to go the first time their initiative comes up. After that, everyone's place in the initiative order doesn't change for the rest of that encounter.

Once everyone has taken a turn, the round ends, and the next one begins.

STEP 3: BEGIN THE NEXT ROUND

Initiative is like a clock—after all combatants have taken their turns, you'll start a new round. Go back to the highest initiative number and everyone takes another turn in the same order in the new round.

STEP 4: END THE ENCOUNTER

When everyone on one side is defeated, some sort of truce is reached, or another event or circumstance stops the combat, the encounter ends. You and the other participants no longer follow the initiative order, and the game returns to exploration.



At the end of an encounter, the GM may award Experience Points to the party, or you may find treasure to divvy up.

TAKING YOUR TURN

When it reaches your initiative in combat, you get to take your turn! You can use your actions on your turn, and some special rules apply at the start and end of your turn. Here's what you do during each part of your turn.

START OF YOUR TURN

- If you created an effect with a duration lasting a certain number of rounds, like many spells do, reduce the number of rounds remaining by 1. The effect ends if the duration is reduced to 0.
- If you're dying, roll a recovery check (see Dying on page 70).
- Lose the reaction from your previous turn, and regain your 3 actions and 1 reaction. You can't "save up" unused actions or reactions from previous turns. If a condition or effect prevents you from using some, but not all, of your actions, you still regain the remaining actions. If a condition or effect prevents you from using all of your actions, you don't regain any actions or your reaction.

USING ACTIONS

- Now that you have your actions, it's time to use them! You can perform your actions in any order you wish, but you have to complete one before beginning another. For example, you couldn't Strike while in the middle of Stride unless a special activity lets you. You can pick your actions from the basic actions on page 65 and any actions you get from your class.
- Once you're done spending actions, go to the end of your turn.

END OF YOUR TURN

- Lose any of your 3 actions that remain. You keep your reaction if you didn't use it on your turn; you lose it at the start of your next turn.
- If you have a persistent damage condition (page 66), you take the damage at this time. After taking the damage, you can attempt the flat check to end the persistent damage.
- End any effects that last until the end of your turn.
- Resolve anything else specified to happen at the end of your turn.
- Your turn is over, and the next creature's turn begins.

ACTIONS

During an encounter, the things you can do are represented by actions.

Single actions ♦ can be completed in a very short time. Their effects are simple, and all of the effects happen within that single action.

Activities take longer and represent multiple single actions. Activities use symbols if they take 2 actions ♦♦ or 3 actions ♦♦♦. During combat, you can't split an activity over multiple turns, so it's not possible to, for example,

BEGINNER BOX

BASIC ACTIONS

Every creature can do common tasks using basic actions. You'll Interact, Step, Stride, and Strike a great deal. Many feats and other actions tell you to use one of these basic actions or modify them to produce different effects. For example, a large number of activities include a Strike.

As long as you can act, you can also speak without spending any actions. You can usually speak a single sentence or so per round. Sign language works the same way, but you need free hands to do it, and the recipient of your message needs to see you rather than hear you. Special uses of speech, such as attempting a Deception skill check to Lie, require spending actions and follow their own rules.

DROP PRONE ◆

MOVE

You fall and gain the prone condition (page 71). While prone, you have the flat-footed condition, which gives you a -2 circumstance bonus to AC and attack rolls, and you can't move except to Stand.

ESCAPE ◆

ATTACK

You attempt to escape from the grabbed or restrained condition. Choose one creature that has you grabbed or restrained. Attempt an attack roll using your proficiency bonus for fists against the Athletics DC of the creature grabbing you. You can attempt an Acrobatics or Athletics check instead of an attack roll if that statistic is higher, but this action still has the attack trait.

Critical Success You get free and remove the grabbed or restrained condition imposed by your chosen target. You can then Stride up to 5 feet.

Success You get free and remove the grabbed or restrained condition imposed by your chosen target.

Critical Failure You don't get free, and you can't attempt to Escape again until your next turn.

Other Types of Escape In some cases, you might be grabbed by a spell, hazard, or the like instead of a creature. Your check to Escape works the same way, but it might use a different DC: the Thievery DC of the creature who tied you up, the spell DC for a spell, or the listed Escape DC of any other impediment.

INTERACT ◆

MANIPULATE

You manipulate an object or the terrain. You can grab an unattended object, pull something out of a belt pouch, open a door, or something similar.

Releasing or dropping something doesn't cost an action, but it must happen between your other actions or activities, not during them. Releasing something doesn't trigger reactions.

LEAP ◆

MOVE

You take a careful, short jump. The distance you Leap depends on whether you're Leaping horizontally or vertically. Jumping a greater distance requires a Long Jump or High Jump (page 53).

- **Horizontal** Jump up to 10 feet horizontally, or up to 15 feet if your Speed is at least 30 feet. You land in the space where your Leap ends (meaning you can typically clear a 5-foot gap, or a 10-foot gap if your Speed is 30 feet or more).
- **Vertical** Jump up to 3 feet vertically and 5 feet horizontally onto an elevated surface.

SEEK ◆

CONCENTRATE | SECRET

You scan for signs of creatures or objects. The GM might limit the amount of space you can search with just 1 action. Usually the area is 30 feet across if you're looking for creatures or 10 feet if you're looking for an object. Searching a larger area or doing an in-depth search is a longer activity that takes an amount of time the GM determines would be reasonable.

The GM attempts a secret Perception check for you and compares the result to the Stealth DCs of creatures in the area you can't see or the DC to detect each object in the area (the GM sets the DC for objects). Magic like *invisibility* might keep a creature hidden even if your attempt to Seek goes well.

Critical Success If you were searching for creatures, you can tell clearly where the creature is. If you were searching for an object, you learn its location.

Success If you were searching for a creature and knew roughly where it was hidden, you can now clearly tell where it is. If you didn't know roughly where it is, the GM points out where it is. If you were searching for an object, you learn its location or get a clue to its whereabouts, as determined by the GM.

STAND ◆

MOVE

You stand up from lying down, losing the prone condition.

STEP ◆

MOVE

You carefully move 5 feet. Unlike most types of movement, Stepping doesn't trigger reactions that can be triggered by move actions or upon leaving or entering a square. You can't Step into difficult terrain.

STRIDE ◆

MOVE

You move up to your Speed.

STRIKE ◆

ATTACK

You attack with a weapon you're wielding or with your fist, targeting one creature within your reach (for a melee attack) or within range (for a ranged attack). Roll the attack roll for the attack you're using, and compare the result to the target creature's AC. If you hit, roll a damage roll using the die for your weapon or fist. Add your Strength if you made a melee attack. Your target loses Hit Points equal to the damage you deal.

Critical Success If you beat the target's AC by 10 or more, you get a critical hit! After rolling, double your damage.

spend 1 action for a spell on one turn and complete it on the next. Activities that take longer than 3 actions say so in the text and don't have an icon. You can't use such actions in combat because you can't complete them in a single turn. An activity might contain single actions within it, such as making a Strike as part of the activity. These sub-actions work just like they do normally. For instance, the Sudden Charge activity has a fighter Stride twice, then Strike—but it costs only 2 actions to do it all, instead of 3!

Reactions can be used any time their special trigger happens, whether it's your turn or not. Reactions are usually triggered by other creatures or by events outside your control. All fighters have the Attack of Opportunity reaction, but not every character has an ability to spend their reaction on. You don't have to use a reaction when its trigger comes up if you don't want to. In an encounter, you get only 1 reaction each round, so you can't react more than once per round. Outside of encounters, your use of reactions is more flexible and up to the GM.

ACTIONS WHILE EXPLORING

When you're not in an encounter, you don't have to track when you get your 3 actions and reaction, though you can still use actions and reactions as needed. The GM tells you how much time you have to get things done and determine what actions and reactions you can use if there's confusion. Activities with the exploration trait take a long time to carry out, so you can use them only outside of encounters. In addition to the exploration activities on page 62, you can find more in the Skills section on page 50.

ATTACKS

You'll make an attack roll when you Strike and for some other actions. For most attack rolls, you'll compare your result against your target's Armor Class (AC). There are three main types of attack rolls: melee attack rolls, ranged attack rolls, and spell attack rolls. Some skills can be used to make attacks, such as Athletics being used to Grapple someone rather than damage them.

MULTIPLE ATTACK PENALTY

If you attack more than once on your turn, you take a **multiple attack penalty**. This penalty is shown on the table below. If your attack has the agile trait (such as a fist and some weapons), the penalties listed in the Agile Penalty column aren't as high.

Attack	Penalty	Agile Penalty
First	None	None
Second	-5	-4
Third	-10	-8

Always calculate your multiple attack penalty for the weapon you're using on that attack. If you attack with a longsword, then a shortsword (which has the agile trait), the attack with the shortsword is at -4, even though your first attack was with a weapon that isn't agile.

The penalty resets every turn. It also applies only during your turn, so you don't have to keep track of it if you can perform an Attack of Opportunity or a similar reaction that lets you make a Strike on someone else's turn.

RANGE PENALTY

Ranged and thrown weapons are less accurate against targets farther away. The weapon's range increment determines this interval. As long as your target is at or within the listed range increment, also called the first range increment, you take no penalty to the attack roll. Beyond that distance, you take a -2 penalty for each additional increment beyond the first. Both the multiple attack penalty and range penalty can apply to the same attack, giving a big penalty to your second or third attack against someone far away!

DAMAGE

If you make an attack and it hits, or if you successfully cast a spell to harm your foe, you'll roll dice to determine how much you hurt an enemy. Roll the kind and number of dice indicated by your weapon or spell, and add any numbers listed for that ability (for example, many weapons say to add your Strength to the damage for melee Strikes).

The damage you deal has a type, such as piercing or fire, which can matter since some creatures take more or less damage depending on the type.

Damage you deal decreases the target's Hit Points by the same amount, so a creature that takes 6 damage loses 6 Hit Points. If penalties to an attack would reduce its damage to 0 or below, you still deal 1 damage. For example, if you threw a dagger and rolled a 1 on the damage roll while you had a -1 penalty to damage rolls, you still deal 1 damage to your target.

Damage Source	Dice	Modifier
Melee Strike	1 weapon die or fist die	Strength
Ranged Strike	1 weapon die	None
Thrown weapon	1 weapon die	Strength
Strike		
Spell	Listed in the spell	Typically none*

* Some spells add your spellcasting ability modifier. This information is listed in the spell.

DOUBLING AND HALVING

You might need to double or halve your damage, depending on the action you used. For instance, many spells deal half damage if your enemy succeeds at its save, full damage if it fails, and double damage if it critically fails. You double or halve the damage after rolling rather than changing the number of dice you roll. Add any bonuses or penalties before you double or halve. Special damage—like the extra damage from a rogue's sneak attack—is doubled or halved, too. If you halve damage that's an odd number, round down.

PERSISTENT DAMAGE

Persistent damage, like bleeding or being on fire, hurts you over time. When you gain persistent damage, you don't take it right away. Instead, you take it at the end of your turn each

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round. After you take the damage, you attempt a DC 15 flat check (roll a 15 or higher on a d20 without adding anything) to see if you recover from the persistent damage. See page 71 for the full details.

IMMUNITIES, WEAKNESSES, AND RESISTANCES

Damage might affect a creature differently if it has an immunity, weakness, or resistance to that damage type. Immunity prevents the creature from taking any damage at all. A weakness causes the creature to increase damage they take by the listed amount, and resistance prevents the listed amount of damage. So if you used a spell that deals 10 fire damage, a creature that's immune to fire would take no damage, a creature with weakness 5 to fire would lose 15 Hit Points, and a creature with resistance 5 to fire would lose 5 Hit Points. This adjustment applies to every instance of damage, so if you made three Strikes that deal bludgeoning damage against a creature with resistance 5 to bludgeoning damage, it would take 5 less damage from each of the three strikes! Usually, heroes don't have immunities or weaknesses, though the *resist energy* wizard spell can give resistance to some damage types.

Immunity matters for more than just damage. A creature that's immune to a certain trait is completely unaffected by anything with that trait, and one with immunity to a condition can't gain that condition. For instance, a creature without a mind lists "mental" in its immunities. Not only would it take no mental damage, but a spell with the mental trait wouldn't do anything to it at all! In some cases, a creature is immune to part of an attack or spell but not the rest, and the GM determines

whether this is the case. For instance, if you hit a monster that's immune to fire with a flaming sword, the sword itself would still deal slashing damage, but the extra fire damage wouldn't do anything.

DAMAGING ITEMS

The rules for attacking and damaging items differ from the rules for creatures. Attacks and spells don't normally damage items, except for traps, unless specified otherwise. If you have a shield, it can take damage if you use the Shield Block reaction.



MOVEMENT

The *Beginner Box* includes maps with a 1-inch grid to track the placement and movement of creatures and objects. Medium creatures, like the heroes, take up 1 square on the grid, as do Small creatures. Large creatures take up a 2×2 area.



DIFFICULT TERRAIN

Difficult terrain is any terrain that impedes your movement, like thick undergrowth or rubble. Moving into a square of difficult terrain costs an extra 5 feet of movement. This additional cost doesn't increase when moving diagonally (see Moving on a Grid below). You can't Step into difficult terrain. Movement while you're jumping ignores the terrain you jump over.

REACTIONS TO MOVEMENT

Some reactions are triggered by a creature using an action with the move trait. The most notable example is Attack of Opportunity, which fighters and some monsters have. A creature with Attack of Opportunity can use it when a



MOVING ON A GRID

When a character moves on a grid, every 1-inch square of the play area is 5 feet across in the game world. Hence, a creature moving 25 feet in a straight line would move 5 squares.

Because moving diagonally covers more ground, you count that movement differently. The first square of diagonal movement you make in a turn counts as 5 feet, but the second counts as 10 feet, and your count thereafter alternates between the two. For example, as you move across 4 squares diagonally, you would count 5 feet, then 10, then 5, and then 10, for a total of 30 feet. You track your total diagonal movement across all your movement during your turn, but reset your count at the end of your turn.

In this example, Valeros Strides so he can move up to his Speed, which is 25 feet. He moves 5 feet horizontally, then his first diagonal costs 5 more feet. Now his second diagonal costs 10 feet! For the last square of movement, taking another diagonal would take 5 feet, but moving horizontally into the rubble would take 10 feet because the rubble is difficult terrain. If Valeros moved up or down instead, he could move 1 square.



nearby enemy uses an action with the move trait or when an enemy leaves a nearby square. The Step basic action doesn't trigger reactions based on movement and neither does movement caused by other creatures, like a Shove.

MOVING THROUGH A CREATURE

You can move through the space of any creature willing to let you. If you want to move through an unwilling creature's space, you can Tumble Through that creature's space using Acrobatics. You can't end your turn in a square occupied by another creature, though you can end a move action in its square provided that you immediately use another move action to leave that square. If two creatures end up in the same square by accident, the GM determines which one is forced out of the square (or whether one falls over and gains the prone condition; see page 71).

You can stand in the same square as a prone creature if that creature is willing, unconscious, or dead and is your size or smaller. The GM might allow you to climb atop a larger creature that's dead or unconscious in some situations.

FALLING

When you fall more than 5 feet, upon landing you take bludgeoning damage equal to half the distance you fell. If you take any damage from a fall, you fall over and gain the prone condition.

You can Grab an Edge as a reaction to reduce the damage from some falls. Roll a Reflex save against the DC to Climb the surface (as chosen by the GM). If you succeed, you catch yourself and take damage as though the fall were 20 feet shorter (or 30 feet shorter on a critical success). On a critical failure, you take 10 bludgeoning damage for every 20 feet you've fallen, then keep falling!

COVER

When you're behind an obstacle that could block weapons, guard you against explosions, and make you harder to detect, you're behind cover. Standard cover gives you a +2 circumstance bonus to AC, to Reflex saves against area effects, and to Stealth checks to Hide, Sneak, or otherwise avoid detection.

Creatures give lesser cover, which grants a +1 circumstance bonus to AC. A creature with standard cover can attempt to use the Stealth skill to Hide (page 58), but lesser cover isn't sufficient for using Stealth.

Type of Cover	Bonus	Can Hide
Lesser	+1 to AC	No
Standard	+2 to AC, Reflex, Stealth	Yes

You might simultaneously have cover against one creature and not another. Cover applies only if your path to the target is partially blocked. If a creature is entirely behind a wall or the like, you typically can't target it at all. The GM decides whether you have cover and whether it's lesser or standard.

TARGETS

Some actions have you select one or more specific targets. You can't select a target if it's out of range, if you can't tell where it is, if it doesn't match restrictions on who you can target, or if some other ability prevents it from being targeted.

Some effects target an **ally**. This must be someone on your side, often another hero, but it might be a bystander you're trying to protect. You aren't your own ally. If it isn't clear, the GM decides who counts as an ally or an enemy. An ability that targets a **willing** creature doesn't do anything unless the target allows you to affect them. Only you can decide whether your hero is willing, and the GM decides whether an NPC is willing.

Melee attacks can target someone only if they're adjacent—right next to the attacker on the grid. Being next to them diagonally on the corner of their space is still adjacent. Some abilities, like the Lunge fighter feat or the *enlarge* spell, let someone reach creatures further away. Large creatures can always reach creatures up to 10 feet away.

DURATIONS

Some actions have effects that last longer than the actions themselves. These effects are measured by a **duration**. Something might last until the end of your next turn, for 1 minute, or for other lengths. Once the duration is over, the effect ends.

When a duration is measured in rounds, the remaining duration decreases by 1 at the start of each turn of the creature that created the effect. If you need to track something that lasts 1 minute in combat, 1 minute is 10 rounds. Most fights don't last that long, so you might not need to worry about it! Some durations last until certain things happen or stop happening, instead of a certain amount of time.

HIT POINTS, HEALING, AND DYING

Your **maximum Hit Points** represents your health, wherewithal, and heroic drive when you're in good health and rested. When you take damage, subtract the damage from your current Hit Points.

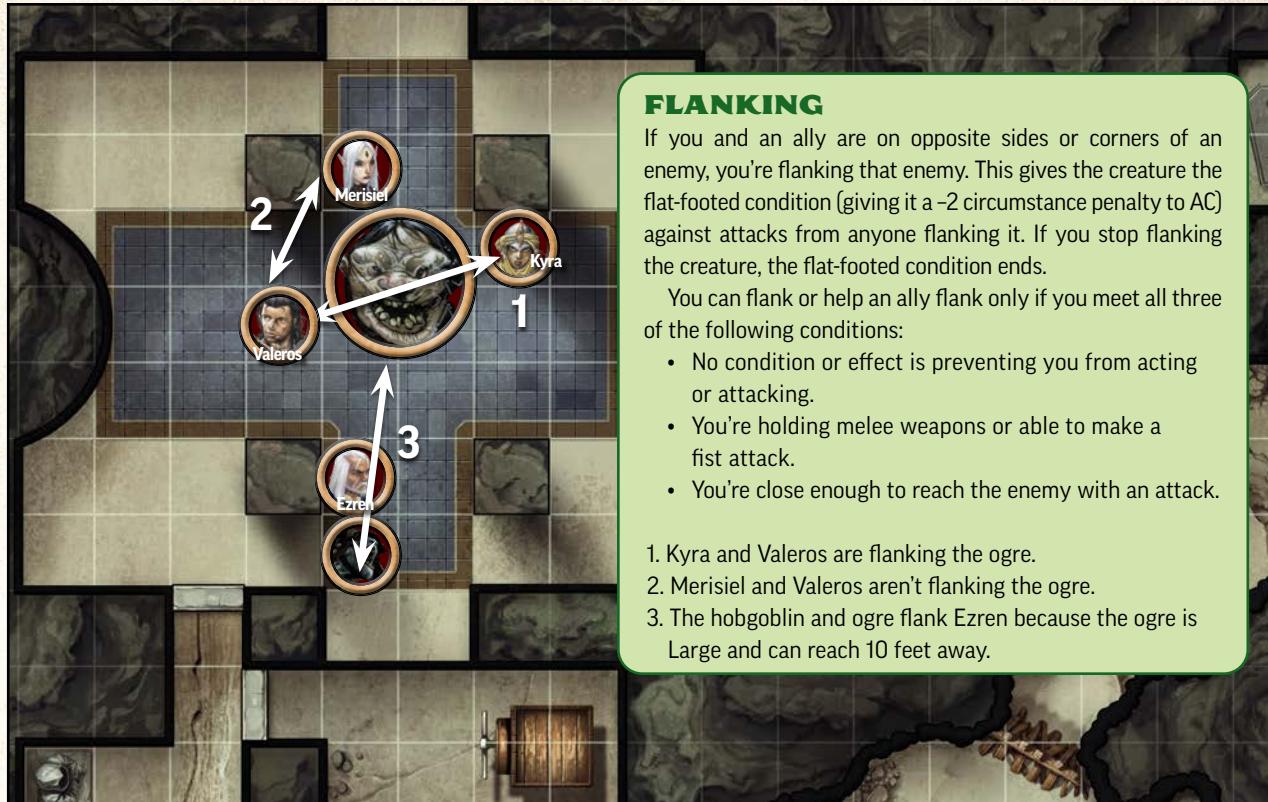
Some spells, items, and other effects can heal you, and resting overnight heals you, too. When you're healed, you regain Hit Points equal to the amount healed. You usually can't go above your maximum Hit Points.

GETTING KNOCKED OUT

Creatures can't have fewer than 0 Hit Points. Most enemies who fall to 0 Hit Points die or are destroyed. This removes them from play. If the attack was nonlethal, though, the enemy doesn't die, and they're instead knocked out for a significant amount of time (usually 1 minute or more).

Heroes, on the other hand, don't automatically die when they reach 0 Hit Points! Instead, they're knocked out—but they're still at risk of death.

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FLANKING

If you and an ally are on opposite sides or corners of an enemy, you're flanking that enemy. This gives the creature the flat-footed condition (giving it a -2 circumstance penalty to AC) against attacks from anyone flanking it. If you stop flanking the creature, the flat-footed condition ends.

You can flank or help an ally flank only if you meet all three of the following conditions:

- No condition or effect is preventing you from acting or attacking.
- You're holding melee weapons or able to make a fist attack.
- You're close enough to reach the enemy with an attack.

1. Kyra and Valeros are flanking the ogre.
2. Merisiel and Valeros aren't flanking the ogre.
3. The hobgoblin and ogre flank Ezren because the ogre is Large and can reach 10 feet away.

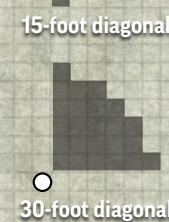
AREAS

Some effects occupy an area of a specified shape and size. There are three types of areas: bursts, cones, and lines. You can use the diagrams to the right as templates rather than measuring squares manually. Usually, an ability with an area affects everyone in the area. For instance, if you cast the *burning hands* spell, everyone in its cone—friend or foe!—must attempt a Reflex save, and if they fail, they take fire damage. A creature that's inside the area but totally behind a barrier, such as on the other side of a wall from your area's origin, isn't affected by the effect.

- **Burst** A sphere expanding out from the center. You can set the center of the burst on any grid intersection in range.
- **Cone** A quarter-circle shoots out from you. Choose whether to aim the cone straight out from you or diagonally when you use the ability.
- **Line** A straight line shoots from a corner of your square in a direction you choose.

AREAS

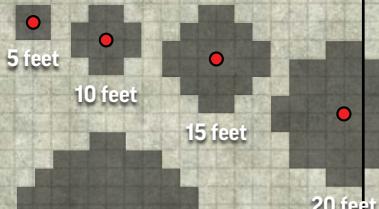
CONE



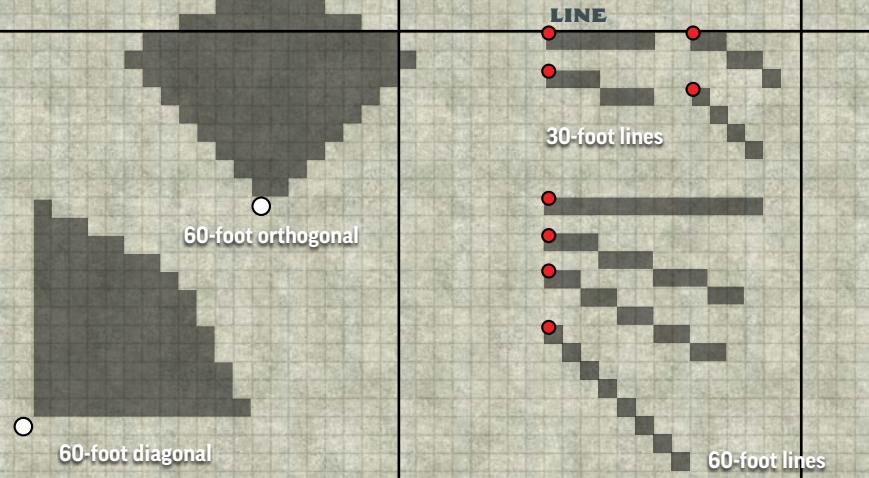
15-foot orthogonal

30-foot orthogonal

BURST



30 feet





UNCONSCIOUS

The unconscious condition has the following effects.

- You can't use any actions, reactions, or activities.
- You can't see.
- You take a -4 status penalty to your AC, Perception, and Reflex saves.
- You have the flat-footed condition. This gives you a -2 circumstance penalty to AC (this penalty combines with the status penalty above for a total of -6 to your AC).

Waking Up

If you're unconscious with 0 Hit Points but you don't have the dying condition, you naturally return to 1 Hit Point after a while. The GM chooses the amount of time it takes for you to recover, usually 10 minutes to several hours. If you're healed to more than 0 HP, you lose the unconscious condition and can act normally on your next turn.

If you're unconscious with 1 HP or more (because you're asleep or you're unconscious due to a spell), you wake up and lose the unconscious condition in one of the following ways.

- You take damage, but if the damage drops you to 0 Hit Points, you follow the rules for getting knocked out instead of waking up.
- You receive healing, other than the natural healing you get from resting.
- Someone shakes you awake using an Interact action.
- Loud noise is made around you, though this way doesn't automatically remove the condition. At the start of your turn, you automatically attempt a Perception check against the noise's DC, waking up if you succeed. (Use DC 5 for a battle, or the Stealth DC of creatures sneaking around.)
- The GM decides you wake up, either because you've had a restful night of sleep or something disrupted your rest.



Two special conditions come into play in when you're knocked out.

Dying: This condition includes a number that measures how close you are to death. You die when you reach dying 4!

Wounded: When you get knocked out and come back, you're in greater danger. The wounded condition makes your dying condition get worse faster.

When you're reduced to 0 Hit Points, you're knocked out with the following effects.

- Immediately **move your initiative** position to directly before the turn in which you were reduced to 0 HP.
- You gain the **dying 1** condition. If the effect that knocked you out was a critical success from the attacker or the result of your critical failure, you gain

the dying 2 condition instead. If the damage was dealt by a **nonlethal** attack or effect, you don't gain the dying condition; you instead gain the unconscious condition and have 0 Hit Points.

- You fall down and drop what you're holding. You gain the **prone** condition and the **unconscious** condition. The unconscious condition is described in the sidebar. You can't lose the unconscious condition while you have 0 HP.

Dying

If you ever reach **dying 4** for any reason, you die immediately. If you take damage while you already have the dying condition, you increase your dying value by 1, or by 2 if the damage came from an attacker's critical hit or your own critical failure. If you ever go from 0 HP to 1 HP or more, you automatically lose the dying condition and wake up. Anytime you lose the dying condition, you gain the **wounded** condition, described below.

When you have the dying condition, at the start of each of your turns, you must attempt a flat check (a d20 roll without adding anything) against a DC equal to 10 + your current dying value to see if you get better or worse. This is called a **recovery check**. Use the following effects for your recovery check result.

Critical Success Reduce your dying value by 2.

Success Reduce your dying value by 1.

Failure Increase your dying value by 1.

Critical Failure Increase your dying value by 1. If you have the wounded condition, you die immediately.

Recovering

If you lose the dying condition by succeeding at a recovery check, you're still at 0 Hit Points and remain unconscious, but you can wake up as described in the sidebar. As with any time you recover from dying, you gain the wounded condition.

Wounded

When you have the dying condition and lose it, regardless of the reason, you gain the wounded 1 condition. If you already had the wounded condition, increase its value by 1 when you lose the dying condition.

The wounded condition makes getting knocked out more dangerous: **if you gain the dying condition while wounded, increase the dying condition's value by your wounded value.**

If you have enough time, you can get rid of the wounded condition. The condition goes away, regardless of its current value, if someone successfully restores Hit Points to you by using the Medicine skill to Treat Wounds or if you're restored to your maximum Hit Points and rest for 10 minutes.

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CONDITIONS

Conditions are circumstances or states that affect you in some way. You might be gripped with fear or made slower by a spell. When you have a condition, it lasts until its stated duration ends, an ability removes it, or the condition's rules cause it to end. Some conditions have a number called a condition value that conveys the severity of a condition. If a condition value is ever reduced to 0, the condition ends.

Concealed While you're concealed from a creature, such as in a thick fog, you're difficult for that creature to target. A creature that you're concealed from must succeed at a DC 5 flat check (roll a 5 or higher on a d20 without adding anything) when targeting you with an attack, spell, or other effect. This applies only to abilities with targets, not to ones with areas that don't require the user to select targets. If the flat check fails, the attack, spell, or effect doesn't affect you.

Dying See page 70.

Flat-Footed You're unable to defend yourself well. You take a -2 circumstance penalty to AC. Flanking (page 69) makes you flat-footed only to creatures flanking you, but some effects make you flat-footed against everything.

Frightened This condition has a value. You take a status penalty equal to this value to all your checks and DCs. At the end of each of your turns, the value of your frightened condition decreases by 1. When it reaches 0, you're no longer frightened.

Grabbed You're held in place by another creature. You're unable to move and have the flat-footed condition (a -2 circumstance penalty to AC). If you use a manipulate action while grabbed, you must succeed at a DC 5 flat check (roll a 5 or higher on a d20

without adding anything) or the action does nothing; roll the check after spending the action, but before its effects happen.

Persistent Damage Instead of taking persistent damage immediately, you take it at the end of each of your turns as long as you have the condition. Whatever gives you persistent damage tells you the damage type and the dice; you roll the damage dice each time. After you take persistent damage, roll a DC 15 flat check (roll 15 or higher on a d20 without adding anything) to see if you recover from the persistent damage. If you succeed, the condition ends. If you or someone else took steps to help you recover (like trying to snuff out a fire), the DC is 10.

If you gain persistent damage when you already have persistent damage of the same type, you keep only one: whichever has a higher amount or die size.

Prone You're lying on the ground. You're flat-footed (-2 circumstance penalty to AC) and take a -2 circumstance penalty to attack rolls. Standing up ends the prone condition.

Restrained You can't move, and you have the flat-footed condition (a -2 circumstance penalty to AC). You can't use any actions with the attack or manipulate traits except to attempt to Escape (page 65). Restrained is stronger than grabbed, so grabbed doesn't affect you if you're restrained.

Slowed When you regain your actions at the start of your turn, reduce the number of actions you regain by your slowed value. Because slowed has its effect at the start of your turn, you don't immediately lose actions if you become slowed during your turn.

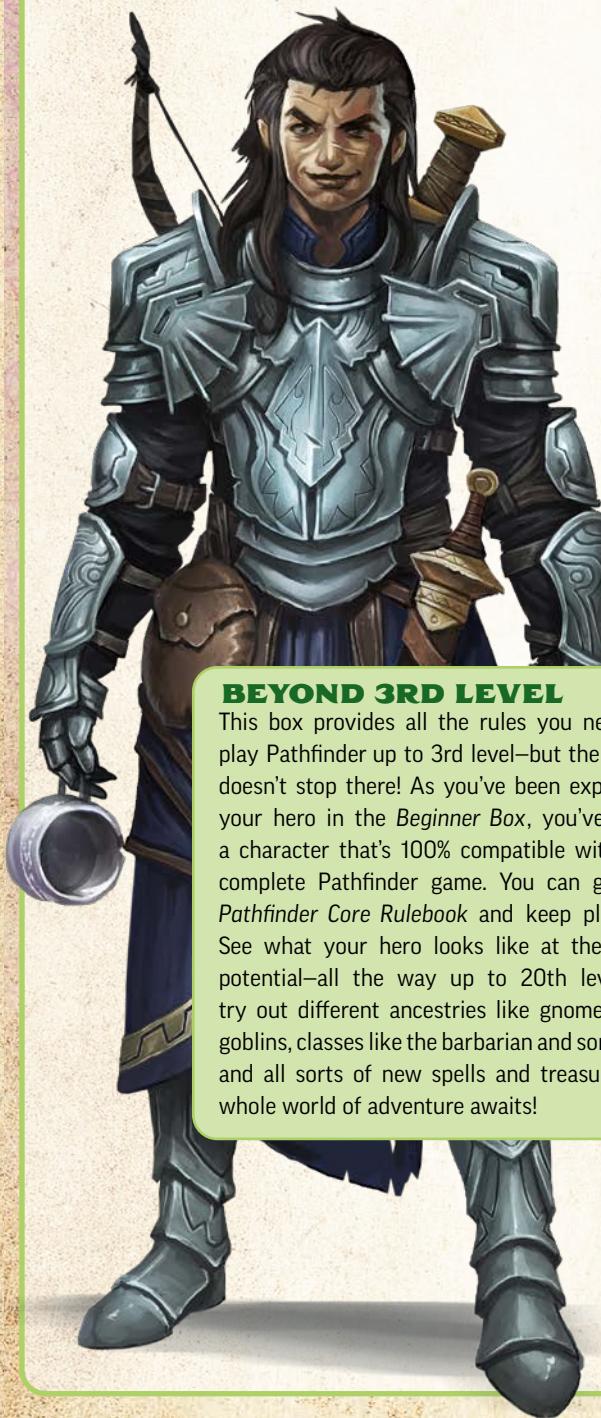
Unconscious See page 70.

Wounded See page 70.

LEVELING UP

As you go on adventures, defeat opponents, and solve challenges, your character will gain Experience Points (XP). Keep track of your XP on your character sheet as you earn it (L).

Once you've reached 1,000 XP, you gain a level! Increase your level by 1 (L) and subtract 1,000 XP from your current XP. (You get to keep any extra XP toward your next level!) Then flip back to your class entry to learn all the benefits you gained from leveling up. You can find that information on page 24 if you're a cleric, page 28 if you're a fighter, page 32 if you're a rogue, or page 38 if you're a wizard.



BEYOND 3RD LEVEL

This box provides all the rules you need to play Pathfinder up to 3rd level—but the game doesn't stop there! As you've been exploring your hero in the Beginner Box, you've built a character that's 100% compatible with the complete Pathfinder game. You can grab a *Pathfinder Core Rulebook* and keep playing! See what your hero looks like at their full potential—all the way up to 20th level—or try out different ancestries like gnomes and goblins, classes like the barbarian and sorcerer, and all sorts of new spells and treasures. A whole world of adventure awaits!

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GETTING KNOCKED OUT

When your hero is reduced to 0 Hit Points, you're knocked out with the following effects:

- Immediately **move your initiative** position to directly before the turn in which you were reduced to 0 HP.
- Gain the **dying 1** condition. If the effect that knocked you out was a critical success from the attacker or the result of your own critical failure, you gain the dying 2 condition instead. If the damage was dealt by a **nonlethal** attack or nonlethal effect, you don't gain the dying condition; you're instead merely unconscious with 0 Hit Points.
- Fall prone, drop anything you're holding, and fall **unconscious**. You can't lose the unconscious condition while you have 0 HP.

DYING

If you reach **dying 4**, you die. If you take more damage while you have the dying condition, increase your dying value by 1, or by 2 if the damage came from an attacker's critical hit or your own critical failure. If you ever go from 0 HP to having 1 HP or more, you automatically lose the dying condition and wake up. Anytime you lose the dying condition, you gain the wounded condition.

RECOVERY CHECK

While dying, at the start of each of your turns, you must attempt a flat check with a DC equal to $10 + \text{your current dying value}$.

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.



Critical Failure Your dying value increases by 2. If you have the wounded condition, you instantly die.

If you lose the dying condition by succeeding at a recovery check, you're still at 0 Hit Points and remain unconscious. As with any time you recover from dying, you gain the wounded condition.

WOUNDED

When you have the dying condition and lose it, gain the wounded 1 condition or increase the value of your wounded condition by 1 if you already have it. Anytime you gain or increase the dying condition while wounded, increase the dying condition's value by your wounded value.

The wounded condition is removed if someone restores Hit Points to you by using the Medicine skill to Treat Wounds or if you're restored to your maximum Hit Points and rest for 10 minutes.

NOTABLE TRAITS

Attack Anything with this trait is an attack of some kind, which means it can take a multiple attack penalty if it's not your first attack of the turn (-5 for the second attack and -10 for the third, or -4 and -8, respectively, for an agile attack).

Nonlethal If a nonlethal attack knocks you out, you don't gain the dying condition; you're instead unconscious with 0 Hit Points.

Secret The GM rolls this check for you in secret, telling you what happens but not revealing the number rolled.

UNCONSCIOUS CONDITION

- You can't take any actions (including reactions and activities).
- You can't see.
- You take a -4 status penalty to AC, Perception, and Reflex saves.
- You have the flat-footed condition. This gives you a -2 circumstance penalty to AC (adding to the above status penalty for a total of -6 to your AC).

Waking Up

If you're unconscious at 0 Hit Points but not dying, return to 1 Hit Point after an amount of time chosen by the GM, usually 10 minutes to several hours. If you're healed above 0 HP, you lose the unconscious condition and can act normally on your next turn. If you're unconscious with more than 1 Hit Point, you wake up in one of the following ways. Each causes you to lose the unconscious condition.

- You take damage. However, if the damage drops you to 0 Hit Points, you follow the normal rules for getting knocked out instead of waking up.
- You receive healing, other than the natural healing you get from resting.
- Someone shakes you awake using an Interact action.
- Loud noise is made around you—though this way doesn't automatically remove the condition. At the start of your turn, you automatically attempt a Perception check against the noise's DC, waking up if you succeed. (Use DC 5 for a battle or the Stealth DC of creatures sneaking around.)
- The GM decides you wake up either because you've had a restful night's sleep or something disrupted your rest.

QUICK RULES REFERENCE

COMMON ROLLS

STRIKE ATTACK ROLL

d20 + attack statistic against Armor Class (AC)

Note: Attack rolls take a multiple attack penalty. The second attack on your turn is at -5, and the third is at -10. (These penalties are -4 and -8 if you use an agile weapon.)

STRIKE DAMAGE ROLL

One die of the weapon's size + Strength (if it's a melee attack)

SPELL ATTACK

d20 + spell attack roll against Armor Class (AC)

SAVING THROW AGAINST A SPELL

d20 + Fortitude, Reflex, or Will against caster's spell DC

Note: A "basic" saving throw means you take no damage if you critically succeed, half damage if you succeed, full damage if you fail, or double damage if you critically fail.

PERCEPTION CHECK

d20 + Perception against Stealth DC (10 + Stealth) of a hiding creature, or against the DC to find an object

STEALTH CHECK

d20 + Stealth against observers' Perception DC (10 + Perception)

SKILL CHECK

d20 + skill's statistic against the DC

INITIATIVE ROLL

d20 + Perception (or Stealth if you were sneaking up)

COMBAT ROUND SEQUENCE

1. Roll Initiative: The GM calls for initiative. Each player rolls for their hero, and the GM rolls for anyone else. The results of initiative rolls are ranked from highest to lowest. The GM writes down the initiative roll results and puts them in order.

2. Play a Round: Take turns in initiative order, from highest to lowest. If results are tied, enemies go before the heroes. Creatures on the same side who tie choose what order to go. Once everyone in the encounter has taken a turn, the round ends, and the next one begins.



3. Begin the Next Round: Loop back to the highest initiative roll and take turns in the same order in the new round.

4. End the Encounter: When everyone on one side is defeated or something else ends the combat, the encounter ends.

BONUS AND PENALTY TYPES

Bonuses and penalties usually have types (such as circumstance bonus, status penalty, item bonus, etc.). If you have more than one bonus of the same type to the same statistic, apply only the highest. If you have more than one penalty of the same type to the same statistic, apply only the worst one. If a penalty has no type, like the multiple attack penalty or range increment penalty of a weapon, you apply all of them.

COVER

Creatures and objects grant cover against attacks made against creatures behind them.

Lesser cover, typically given by a creature in the way, gives a +1 circumstance bonus to AC.

Standard cover, from an object in the environment, gives a +2 circumstance bonus to AC, Reflex, and Stealth. It also allows a creature behind it to use the Stealth skill to Hide.



MOVING ON A GRID

When a character moves on a grid, every 1-inch square of the play area is 5 feet across in the game world. Hence, a creature moving 25 feet in a straight line would move 5 squares. A square of **difficult terrain** costs 5 extra feet of movement.

Because moving diagonally covers more ground, you count that movement differently. The first square of diagonal movement you make in a turn counts as 5 feet, but the second counts as 10 feet, and your count thereafter alternates between 5 feet and 10 feet. You track your total diagonal movement across all your movement during your turn, but reset your count at the end of your turn.