

SECOND EDITION  
SEASON I

# PATHFINDER SOCIETY®

EVOLVE & BECOME ICONIC!



# CHARACTER CREATION WORKSHEET

## CHARACTER CREATION STEPS

page 21

This document is designed to assist you in creating a new character. It should be used in conjunction with a blank character sheet and the Pathfinder 2nd Edition Core Rulebook.

**Step 1: Create a Concept** (chapter 1, page 21)

**Step 2: Start Building Ability Scores**

**Step 3: Select an Ancestry** (Chapter 2, page 33)

**Step 4: Pick a Background** (Chapter 2, page 60)

**Step 5: Choose a Class** (Chapter 3, page 71)

**Step 6: Determine Ability Scores**

(Ancestry, Background, Class and free)

**Step 7: Recording Class Details**

**Step 8: Buy Equipment** (150sp, Chapter 6)

**Step 9: Calculate Modifiers**

Perception, Saving throws, Melee Strikes & Ranged

Strikes, and Skills

**Step 10: Finishing Details**

Alignment, Deity, Age, Gender and Pronoun, Class DC,

Hero Points, Armor Class[AC] and Bulk

## ANCESTRY

Chapter 2, page 33

Ancestry \_\_\_\_\_

Ability Boosts \_\_\_\_\_

Ability Flaw \_\_\_\_\_

Heritage \_\_\_\_\_

Hit Points \_\_\_\_\_ Size \_\_\_\_\_ Speed \_\_\_\_\_

Languages \_\_\_\_\_

Ancestry/Heritage Traits \_\_\_\_\_

Ancestry Feat \_\_\_\_\_

## BACKGROUND

Chapter 2, page 60

Background \_\_\_\_\_

Ability Boosts \_\_\_\_\_

Skills \_\_\_\_\_

Feat \_\_\_\_\_

## CLASS

Chapter 3, page 67

Class \_\_\_\_\_

Key Ability \_\_\_\_\_ Hit Points \_\_\_\_\_

## INITIAL PROFICIENCIES

Perception

Trained  Expert

## Saving Throws

Fortitude (Constitution)

Trained  Expert

Reflex (Dexterity)

Trained  Expert

Will (Wisdom)

Trained  Expert

Class DC \_\_\_\_\_

Class Feat \_\_\_\_\_

## Class Options

## SKILLS

Acrobatics Dexterity

Trained  Expert

Arcana Intelligence

Trained  Expert

Athletics Strength

Trained  Expert

Crafting Intelligence

Trained  Expert

Deception Charisma

Trained  Expert

Diplomacy Charisma

Trained  Expert

Intimidation Charisma

Trained  Expert

Lore Intelligence

Trained  Expert

Medicine Wisdom

Trained  Expert

Nature Wisdom

Trained  Expert

Occultism Intelligence

Trained  Expert

Performance Charisma

Trained  Expert

Religion Wisdom

Trained  Expert

Society Intelligence

Trained  Expert

Stealth Dexterity

Trained  Expert

Survival Wisdom

Trained  Expert

Thievery Dexterity

Trained  Expert

## OTHER PROFICIENCIES



This sheet was created by the Smaht Goblin  
pfsnorthshorema@gmail.com

# ABILITY SCORE WORKSHEET

	BASE	ANCESTRY	BACKGROUND	CLASS	FREE	TOTAL
STRENGTH	10					
DEXTERITY	10					
CONSTITUTION	10					
INTELLIGENCE	10					
WISDOM	10					
CHARISMA	10					

Ability Boosts = +2 Ability Flaws = -2

At first level a character can not have any ability score higher than 18.

When you get multiple boosts at the same time you must apply each one to a different ability score.

For example, Halflings get a boost to their Dexterity and Wisdom, the free boost can be applied to Strength, Constitution, Intelligence or Charisma, not Dexterity or Wisdom.

**Optional: Voluntary Flaws** You can choose to take two additional ability flaws from your ANCESTRY when applying the ability boosts and flaws. This will let you apply one free ability boost. These flaws can be applied to any ability you like unless it already has a flaw applied. You cannot apply these flaws to the same ability score unless they are applied to a score that already has a boost, likewise you cannot apply 2 boosts to an ability unless it already has a flaw applied. Refer to the sidebar on page 26 of the CRB for more details.

## ANCESTRIES

DWARF	Ability Boosts: Constitution, Wisdom, Free Ability Flaw: Charisma
ELF	Ability Boosts: Dexterity, Intelligence, Free Ability Flaw: Constitution
GNOOME	Ability Boosts: Constitution, Charisma, Free Ability Flaw: Strength
GOBLIN	Ability Boosts: Dexterity, Charisma, Free Ability Flaw: Wisdom
HALFLING	Ability Boosts: Dexterity, Wisdom, Free Ability Flaw: Strength
HUMAN	Ability Boosts: Two Free

## CLASSES

Classes gain a boost to their key ability score. Classes also have secondary ability scores but those do not gain a boost.

Alchemist	Primary Ability: Intelligence Secondary Abilities: Constitution, Dexterity
Barbarian	Primary Ability: Strength Secondary Abilities: Constitution, Dexterity
Bard	Primary Ability: Charisma Secondary Abilities: Constitution, Dexterity
Champion	Primary Ability: Strength or Dexterity Secondary Abilities: Charisma, Constitution
Cleric	Primary Ability: Wisdom Secondary Abilities: Charisma, Constitution
Druid	Primary Ability: Wisdom Secondary Abilities: Constitution, Dexterity
Fighter	Primary Ability: Dexterity or Strength Secondary Abilities: Constitution
Monk	Primary Ability: Dexterity or Strength Secondary Abilities: Constitution, Wisdom
Ranger	Primary Ability: Dexterity or Strength Secondary Abilities: Constitution, Wisdom
Rogue	Primary Ability: Dexterity or other Secondary Abilities: Charisma, Constitution
Sorcerer	Primary Ability: Charisma Secondary Abilities: Dexterity, Constitution
Wizard	Primary Ability: Intelligence Secondary Abilities: Dexterity, Constitution

## BACKGROUNDS

All backgrounds provide two ability boosts; the first a choice of abilities, the other a free boost. Below are the ability choices for each background.

Acolyte	Intelligence or Wisdom
Acrobat	Strength or Dexterity
Animal Whisperer	Wisdom or Charisma
Artisan	Strength or Intelligence
Artist	Dexterity or Charisma
Barkeep	Constitution or Charisma
Barrister	Intelligence or Charisma
Bounty Hunter	Strength or Wisdom
Charlatan	Intelligence or Charisma
Criminal	Dexterity or Intelligence
Detective	Intelligence or Wisdom
Emissary	Intelligence or Charisma
Entertainer	Dexterity or Charisma
Farmhand	Constitution or Wisdom
Field Medic	Constitution or Wisdom
Fortune Teller	Intelligence or Charisma
Gambler	Dexterity or Charisma
Gladiator	Strength or Charisma
Guard	Strength or Charisma
Herbalist	Constitution or Wisdom
Hermit	Constitution or Intelligence
Hunter	Dexterity or Wisdom
Laborer	Strength or Constitution
Martial Disciple	Strength or Dexterity
Merchant	Intelligence or Charisma
Miner	Strength or Wisdom
Noble	Intelligence or Charisma
Nomad	Constitution or Wisdom
Prisoner	Strength or Constitution
Sailor	Strength or Constitution
Scholar	Intelligence or Wisdom
Scout	Dexterity or Wisdom
Street Urchin	Dexterity or Constitution
Tinker	Dexterity or Intelligence
Warrior	Strength or Constitution

## FREE

Apply four more ability free boosts to your character's ability scores, choosing a different ability score for each.



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**ANCESTRY FEATS AND ABILITIES**

SPECIAL 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

**SKILL FEATS**

BACKGROUND

2ND

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

**GENERAL FEATS**

3RD

7TH

11TH

15TH

19TH

**CLASS FEATS AND ABILITIES**

FEATURE 1ST

FEATURE 1ST

FEAT 1ST

FEAT 2ND

FEATURE 3RD

FEAT 4TH

FEATURE 5TH

FEAT 6TH

FEATURE 7TH

FEAT 8TH

FEATURE 9TH

FEAT 10TH

FEATURE 11TH

FEAT 12TH

FEATURE 13TH

FEAT 14TH

FEATURE 15TH

FEAT 16TH

FEATURE 17TH

FEAT 18TH

FEATURE 19TH

FEAT 20TH

**BONUS FEATS****INVENTORY**

WORN ITEMS

INVEST  
(MAX 10)

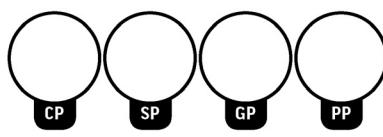
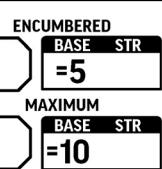
BULK

READIED ITEMS

BULK

OTHER ITEMS

BULK



## CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
APPEARANCE						
<b>PERSONALITY</b>						
ATTITUDE						
BELIEFS						
LIKES	DISLIKES					
CATCHPHRASES						

## CAMPAIGN NOTES

NOTES	ALLIES
	ENEMIES
	ORGANIZATIONS

## ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			

## FREE ACTIONS AND REACTIONS

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE	NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER				TRIGGER			
DESCRIPTION				DESCRIPTION			
NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE	NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER				TRIGGER			
DESCRIPTION				DESCRIPTION			

## **SPELL ATTACK ROLL**

**KEY**      **PROF**      T E M L

**SPELL DC**

**DC BASE** = **10** **KEY** **PROF** **T** **E** **M** **L**

# MAGIC TRADITIONS

# ARCANE PRIMAL

## OCCULT

## DIVINE

PREPARED    SPONTANEOUS

## CANTRIPS

## **INNATE SPELLS**

	REQ
	ACTIONS
	<input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
	REQ
	ACTIONS
	<input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V

## FOCUS SPELLS

## FOCUS POINTS

CURRENT	MAXIMUM
---------	---------

Process Step				Actions		
				<input checked="" type="checkbox"/> M	<input type="checkbox"/> S	<input type="checkbox"/> V
				<input type="checkbox"/> M	<input checked="" type="checkbox"/> S	<input type="checkbox"/> V
				<input type="checkbox"/> M	<input type="checkbox"/> S	<input checked="" type="checkbox"/> V
				<input type="checkbox"/> M	<input checked="" type="checkbox"/> S	<input type="checkbox"/> V

## **SPELL SLOTS PER DAY**

**SPONTANEOUS SPELL SLOTS REMAINING**

# SPELLS

# PATHFINDER SECOND EDITION

## Quick-Reference Sheet

### 3 Modes of Play

Pathfinder is played in one of three modes, which determines the flow of time and what you can get accomplished when it is your turn to act. The three modes are:

**Encounter Mode** (p.468): This happens whenever you are in combat. The game is measured in 6-second rounds, during which all participants get a turn to act. Play happens in initiative order and what you can do on your turn is limited to three actions (with one reaction happening anytime during the round).

**Exploration Mode** (p.479): This happens whenever you are traveling, exploring, or navigating through dangerous or unknown environments. The game is measured in minutes and hours, during which participants can decide what they want to do as new challenges and decision points become available. Exploration is very narrative, broken up by checks and rolls as needed to determine the outcome of character choices.

**Downtime Mode** (p.481): This happens when the characters are relatively safe and secure, as they spend their time training, crafting, or working a profession. This game time is measured in days in which each character can decide how they spend their time advancing their personal goals and agendas.

### Checks (p.443)

During the game, you will be asked to perform a variety of checks. In most cases, these checks are a d20 roll plus a modifier based on the type of check. If you are playing a pregenerated character, all of the bonuses are calculated for you. The final total of your check is compared to a value called a Difficulty Class (DC) to determine success or failure. Checks follow this formula:

**Check = d20 + your proficiency bonus + ability modifier + other bonuses/penalties**

**Proficiency Bonus:** This is the combination of your proficiency level plus your character level (if trained or higher).

**Critical Success/Hit ("crit"):** You score a critical success by rolling a "natural" 20 or by beating the DC by 10 or more.

**Critical Failure/Miss ("fumble"):** You fumble a check by rolling a "natural" 1 or by failing to reach the DC by 10 or more.

### Combat (p.468-478)

Combat occurs in the following steps:

**Step 1:** Roll Initiative. Participants make a check based on what they were doing when combat started (in exploration mode). Most often this is a Perception check, but it can be a Stealth check, Survival check, or even a social skill.

**Step 2:** Play a Round. Acting in order from highest to lowest, each participant gets to take 3 actions (»»») on their turn and any number of free actions (❖). In addition, each participant can take one reaction (⌚) each round (refreshed at the start of their turn). In addition to special actions (from class, race, feats, etc), most participants can take the following actions.

- ❖⌚ **Aid:** Spend an action to set up, then make a DC 20 check to grant an ally a +1 bonus on their check (+2 on a crit).
- ❖ **Crawl:** Move 5 feet while prone.
- ❖ **Delay:** Take your turn later.
- ❖ **Drop Prone:** Become prone.
- ❖ **Escape:** Try to break out of a grapple using an attack, Athletics or Acrobatics.
- ❖ **Interact:** Ready an item, open a door, or manipulate an item.
- ❖ **Leap:** Jump 10 feet (15 feet if your move is 30)
- ❖ **Point Out:** Indicate the location of a creature you can see.
- ❖ **Raise a Shield:** Position your shield to protect vs attack.

- ❖»» **Ready:** Prepare a single action that you can then trigger with a reaction.
- ❖ **Release:** Drop a held item.
- ❖ **Seek:** Look for hidden objects, creatures, or traps.
- ❖ **Sense Motive:** Secret Perception check to notice deception.
- ❖ **Stand:** Stand up from prone.
- ❖ **Step:** Move 5 feet, does not trigger reactions.
- ❖ **Stride:** Move up to your speed.
- ❖ **Strike (attack):** Make an attack with a melee or ranged weapon. Each additional attack in one round takes a -5 penalty (agile weapons only take a -4).
- ❖ **Take Cover:** Increase the bonus from cover.

**Step 3:** End of Round. If there are still enemies present, the combat continues into a new round, using the same initiative from the previous round.

### Death and Dying (p.459-460)

When reduced to 0 hit points, you fall unconscious and gain the dying 1 condition (2 on a crit). If you have the wounded condition increase the dying condition by that value. Move your initiative to directly before the creature or effect that dropped you. At the start of your turn, attempt a flat check, called a recovery check, vs DC 10 + your dying condition (crit success reduces dying by 2, success reduces dying by 1, fail increases dying by 1, crit fail increases dying by 2). Creatures die upon reaching dying 4.

If you lose the dying condition by succeeding at a recovery check and are still at 0 hit points, you remain unconscious. If your hit points increase to 1 or more, you immediately lose the dying condition and wake up. Anytime you lose the dying condition, you gain the wounded 1 condition (or increase the wounded value by 1 if you already have that condition).

## Common Conditions (p.618-623)

**Blinded:** You cannot see. All terrain is difficult. Automatically fail vision-based Perception checks.

**Concealed:** While you are concealed from a creature, you are difficult for that creature to see. A creature you are concealed from must succeed at a DC 5 flat check when making an attack or targeting you with a spell or effect.

**Encumbered:** If you are encumbered, decrease your Speed by 10 feet to a minimum of 5 feet. You also increase your armor's check penalty by 2, or take a -2 check penalty if you are unarmored.

**Enfeebled:** You are physically weakened. Enfeebled always includes a value. When you are enfeebled, you take a status penalty equal to the condition value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

**Flat-Footed:** You are unable to focus your full attention on defense. You take a -2 circumstance penalty to AC.

**Frightened:** You are afflicted by fear. Frightened always includes a value. You take a status penalty on all your checks, DCs, and saving throws equal to this value. Unless noted otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

**Grabbed:** You are held in place by another creature. You are immobile and flat-footed. If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or you fail and the action is wasted.

**Paralyzed:** Your body is frozen in place. You are flat-footed and can't act, except to Recall Knowledge and take other actions that require using only your mind (as determined by the GM).

**Prone:** You are lying on the ground and take a -2 circumstance penalty on attack rolls. The only move actions you can take while prone are Crawl and Stand. Standing up ends the prone condition. You can take cover while prone to get a +4 bonus to AC.

**Sickened:** You feel ill. Sick always includes value. You take a status penalty on all your checks and DCs equal to this value. You cannot willingly ingest anything (including potions) while sick. You can spend an action retching in an attempt to recover (Fort save against the effect to reduce the severity by 1, or by 2 on a critical success).

**Slowed:** You take fewer actions. Slowed is always followed by a number. When you regain your actions at the start of your turn, reduce the number of actions by your slowed value.

**Stunned:** Stunned includes a value indicating the number of actions that you lose on your next turn.

**Unconscious:** You are sleeping or have been knocked out. You cannot act, and you gain the blinded and flat-footed conditions. Furthermore, you take a -4 status penalty to AC, Perception and Reflex. You fall prone and drop items you are wielding or holding when you gain this condition unless stated otherwise.

**Unseen:** When you are unseen by a creature, that creature cannot see you at all, has no idea what space you occupy, and cannot target you with attacks or targeted spells and effects, though you still can be affected by area effects. The creature can attempt to guess which square you are in to try targeting you. When you are unseen by a creature, that creature is flatfooted to you.

**Wounded:** You have been badly hurt. Wounded always includes a value. Whenever you fall unconscious, add your wounded value to your dying value. Whenever you recover from unconsciousness, add 1 to your wounded value.

## Weapon Traits (p.282-283)

**Agile:** The multiple attack penalty you take on the second attack each round with this weapon is reduced to -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

**Backstabber:** When you hit a flat-footed creature, this weapon deals 1 precision damage in addition to its normal damage.

**Deadly:** On a critical hit, the weapon adds a die of the listed size.

**Disarm:** You can use this weapon to Disarm with the Athletics skill even if you do not have a free hand. This uses the weapon's reach and adds the weapon's item bonus. If you fumble a check to Disarm with the weapon, you can drop the weapon to treat it as a normal failure. On a critical success, you still need a free hand if you want to take the item.

**Finesse:** You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. Damage rolls still use Strength.

**Forceful:** This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon dice and each attack after that adds a circumstance bonus to damage equal to double the number of weapon dice.

**Propulsive:** You can add 1/2 your Strength modifier on damage rolls with a propulsive ranged weapon.

**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 on your attack roll if you already attempted an attack this turn against a different creature from your target.

**Thrown:** You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

**Two-Hand:** This weapon can be wielded with two hands. This changes its damage die to the indicated value.

**Versatile:** A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

# Field Notes

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This booklet was put together by Lucas Servideo The Smart Goblin - pfsnorthshorema@gmail.com

