

SECOND EDITION

# PATHFINDER®



**PATHFINDER BEGINNER BOX:  
SECRETS OF THE UNLIT STAR  
HERO'S HANDBOOK**

# CHARACTER CREATION SUMMARY

The full details for character creation start on page 12. Letters in circles refer to the sections on the blank character sheet.

**CHARACTER SHEET**

**CHARACTER NAME**

**PRONOUNS** (L) **LEVEL** (M) **LEAD POINTS** (N)

**PLAYER NAME** **EXP** **SP** **CP**

**1 ANCESTRY** **2 BACKGROUND** **3 CLASS**

**4 ATTRIBUTE MODIFIERS** **5 HIT POINTS**

**6 SKILLS** **7 PERCEPTION**

**8 SAVING THROWS** **9 DEFENSES**

**10 WEAPONS AND ATTACKS**

**11 EQUIPMENT AND SPELLS ON REVERSE SIDE**

**CHARACTER SHEET**

**1 EQUIPMENT** **2 CHARACTER PORTRAIT**

**3 EDICTS** **ANATHEMA**

**4 ADVENTURE LOG**

**5 SPELLCASTING**

**6 ACTIONS**

**7 CANTRIPS**

**8 1ST-RANK SPELLS** **MAXIMUM** **REMAINING**

**9 2ND-RANK SPELLS** **MAXIMUM** **REMAINING**

**10 UNTRAINED** **0**

**11 TRAINED** **2 + level**

**12 EXPERT** **4 + level**

**13 FOCUS SPELLS** **10 minutes to recharge**

**14 NOTES**

## Step 1: Create a Concept

Start with the basic idea of the character you want to play.

## Step 2: Start Building Attributes (D)

Your hero's attributes each start at +0 and will increase as you build your character.

## Step 3: Select an Ancestry (A)



**Dwarf**  
(page 15)



**Halfling**  
(page 17)



**Orc**  
(page 19)



**Elf**  
(page 16)



**Human**  
(page 18)

## Step 4: Pick a Background (B)

Choose a background from those on pages 20-21.

Acolyte

Entertainer

Fortune Teller

Martial Disciple

Noble

Nomad

Warrior

## Step 5: Choose a Class (C)



**Barbarian**  
(page 22)



**Bard**  
(page 26)



**Monk**  
(page 32)



**Sorcerer**  
(page 36)

## Step 6: Buy Equipment (N)

Take the starting equipment package for the class you chose (page 42).

## Step 7: Finish Your Hero

Finish up by calculating the statistics for everything you've chosen through the rest of the process (pages 48-49).

## Skills (G)

## Perception (H)

## Saving Throws (I)

## Defenses (J)

## Weapons and Attacks (K)

Finally, write down your hero's name and pronouns at the top of the character sheet. You now have a character!

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# HOUSE OF THE HAUNTING HYMN

*Solo Adventure*

## #1

The following pages contain a short adventure you can play by yourself and learn the rules as you go along. All you need are the dice from the box, a piece of scratch paper, and a pencil. When you're ready to play, continue reading the rest of this entry.

You are a brave adventurer serving as a guard for a merchant's wagon traveling to the distant town of Grayce. The merchant is set to pay you 10 gold coins upon safe arrival in Grayce. With that kind of money, you could enjoy traveling for a month!

The path continues into a dark forest. If you express your unease at entering the forest, the merchant insists his shortcut is perfectly safe. But after a few hours of travel, you and the merchant begin to hear a strange, haunting song. The song seems to enthrall the merchant and he urges the horses on, causing them to take off at a gallop!

You're thrown from the wagon and can only watch as it disappears into the darkness ahead. You decide to track down the wagon in hopes of finding the merchant once more. Without his help, getting out of the forest will be difficult—and you won't receive your payment! Following the wagon's trail leads you into the darkness of the forest.

Go to **Entry #13**.

## #2

The sculpture crumbles away, revealing a small sapphire within. The sapphire's light fades to a faint, swirling light within the center of the gem. If you decide to take the gem, write "Gem" on your scratch paper. The gem is worth 2 gold as a jewel, but it might have other uses that you don't yet know about.

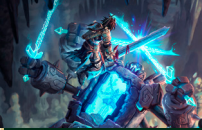
If you decide to climb out the window and head toward the song, go to **Entry #23**.

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

## #3

You reach the grounds behind the manor and see a vast garden ahead. The same haunting song you heard when you entered the forest seems to resound out from the center of the garden. You decide to follow the song into the garden, eventually reaching a large stone fountain. Standing at the center of the fountain is a large statue of a woman in an operatic pose, her mouth open in song. The song is emanating out from the statue!

As you get close to the fountain, you notice an unconscious body at the foot of the statue. It's the merchant! You begin



to hurry over to try to wake him, but you quickly come to a stop. You didn't immediately realize that the statue had come to life! In a chilling voice, it says, "Now that there are two souls here, I can lift the witch's curse and reclaim my body and voice." The statue steps down from its platform and begins walking menacingly toward you. As it does, you notice a peculiar hole in the statue's neck.

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

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

#### #4

You flee for your life, running past the statue and following the path past the fountain. The path leads off of the manor grounds and back into the forest. It eventually connects to another path out of the forest, and you can see the glimmer of a settlement off in the distance. You can travel to the settlement and find safety there, but you might still want to go back and try to rescue the merchant. Maybe with more experience and a bit of luck you'll find a way to defeat the statue! But until then, you're looking forward to taking a moment to rest. You can take some time to rest up and return to the manor, or you can cut your losses and head to the settlement.

If you decide to return to the manor by tracking the wagon's trail again, recover five Hit Points and go to **Entry #18**.

If you prefer to head to the safety of the nearby settlement, go to **Entry #9**.

#### #5

You head down the hallway to the wooden spiral staircase. As you make your way down, you can feel yourself descending below the upper floor and the ground floor.

At the bottom of the staircase, you find yourself in an empty stone cellar. A lit lantern hangs from a hook at the foot of the staircase and illuminates enough of the cellar to reveal a large pit that splits the cellar in two. You can see another staircase beyond the pit. You consider taking the lantern with you before moving on.

If you take the lantern, write "Lantern" on your piece of scratch paper.

If your notes say "Pressed the button," go to **Entry #16**.

Otherwise, go to **Entry #11**.

#### #6

The statue falls to the ground in a thunderous crash, breaking into several pieces. As it breaks, the spirit of a woman rises from the rubble and gives you a warm smile.

She thanks you for breaking the curse that kept her tied to this manor and wishes you and the merchant a safe journey home before she fades away. Once she disappears, the merchant stirs and begins to thank you profusely for rescuing him, tears in his eyes. He produces a pouch full of coins and valuables he found while searching the manor and hands it to you as gratitude. Inside you find 79 copper coins, 25 silver coins, and 4 gold coins. There are also a trio of gems. Two are simple agate gemstones worth 5 gold each, and the last is a sparkling ruby that can easily sell for 20 gold!

You and the merchant make your way back through the manor and return to the wagon. You then travel along a path that leads out of the forest. The wagon reaches the edge of the forest just as the sun rises, and you catch sight of a small village ahead. You're looking forward to a well-deserved rest!

Congratulations on defeating this solo adventure! In addition to rescuing the merchant, you got quite a bit of treasure! Did you collect all of the treasure? There's a total of 40 gold worth of coins and treasure you can find during this adventure. 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 manage to leap away from the zombie's grasp and drive your sword deep into its side. With a growling grunt, the horrible corpse collapses and goes still. You clean your blade and continue following the wagon's trail.

You wander through the forest for some time, barely keeping track of the trail in the darkness. As you move through the darkness, you can't help but feel like some presence is watching you.

Eventually, you reach another clearing. The trail continues past the clearing, but you also notice an obvious path. A small glimmer of light seems to be further down along the path. The light might just be a way out of the forest! The forest has already been plenty of trouble, so leaving the forest crosses your mind, but you're also still on the search for the merchant.

If you follow the wagon's trail, go to **Entry #18**.

If you follow the path to leave the forest, go to **Entry #9**.

#### #8

With one final swipe of your blade, you bring the spider down and it falls to your feet with a loud thud. Stepping past the spider's body, you search the room for anything of note. You find a brilliant silver coin wedged between a set of drawers in the room. You doubt the manor's residents would care if you took the coin as a reward for dealing with their spider problem.

Add 1 silver to your scratch paper.

House of the Haunting Hymn

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As you leave the room, you find footprints that lead further down a hall. Unfortunately, the last bits of mud on the merchant's boots must have dried up and fallen off by this point, as the trail ends here. As you continue down the hallway, it quickly splits in two. To the right, you can see a staircase leading down and a faint flicker of light from within the stairwell. To the left, the hall leads to an elegant set of doors. 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 follow the path for a while and eventually find the source of the light: a small, welcoming village! After asking for some help, a local puts you up in their home and asks you about your journey. You tell them of the forest and the haunting song you heard. The local nods and explains that there is some dangerous force out there that beguiles forest travelers, which would explain what happened to the merchant. You can't help but wonder if you could have found the merchant and saved him from his haunted fate. 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 footprints wind further throughout the manor, leading you through various rooms including a kitchen, a dining hall, a library, and a small lounge. The footprints eventually reach a large hall and lead you up a staircase and through various upstairs rooms. After visiting several guest rooms, a parlor, and several storage rooms, you reach a large bedroom. Like most of the rooms in the manor, this one is covered in cobwebs. However, this room seems particularly laden with webs. Upon entering the room, you find yourself covered in webbing—and disturbing the webs seems to have caused something at the far end of the room to stir. Descending from above is a terrifying spider the size of a dog!

You are now in combat with a spider! Just as when fighting the zombie, you and the spider 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 spider's statistics:

<b>Spider's AC</b>	15
<b>Spider's Hit Points</b>	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 spider 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 spider'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.

**Spider's Actions**

- ◆ **Move:** The spider 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 spider 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 spider bites you and deals 1d4 damage. And every time it bites you, you might be poisoned!

Whenever the spider 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 spider'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.

You must attempt a Fortitude saving throw every time the spider 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 zombie 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 spider's AC, you hit and deal 1d6+4 damage.

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

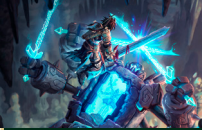
If you succumb to the spider and its poison, go to **Entry #17**.

**#11**

The only way to get past the pit is to climb along the cellar wall and maneuver to the other side.

Climbing 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 climb 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, Climb DC 15**



These checks can be dangerous. If you are attempting to climb and fail too many Athletics checks, you fall from the wall. You tumble down into the seemingly bottomless pit if you fail a total of three Athletics skill checks before you succeed at two checks and get across the wall.

If you fail three Athletics checks, you fall into the pit, never to be seen again. Go to **Entry #17**.

If you make it to the other side, you can make your way up the stairs on the other side; 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

You tilt the portrait and reveal a small hole cut into the wall. Someone must have intentionally made this hole and hid it behind the portrait!

As you reach in, you feel two things. The first is a pile of what certainly feels like coins. At the back of the hole, you feel a strange impression that seems like a button of some kind.

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

If you decide to press the button, go to **Entry #14**.

If you ignore the button, you remove your hand and follow the merchant's footprints. Go to **Entry #10**.

## #13

You follow the wagon's tracks for some time, eventually reaching an eerie clearing. You search the clearing for a moment and find the wagon's tracks. You begin to follow the tracks once more when you hear the sounds of movement from the brush just beyond the tracks.

Emerging from the bushes is a shambling corpse clad in a merchant's outfit. It resembles the same outfit the merchant was wearing, but it's unclear if this is the merchant as the corpse is covered in mud and foliage. The creature continues to move toward you and is clearly about to attack! You draw your shortsword and prepare to defend yourself.

You are now in **combat** with a zombie! You know that this undead horror won't listen to reason and you must slay it to keep yourself safe. Both you and the zombie 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 zombie's **Armor Class (AC for short)**, then the attack is a hit and deals **damage**. Subtract the damage from the zombie's **Hit Points (HP for short)**. To defeat the zombie, you must reduce the zombie to 0 HP or less. On the zombie's turn, it will attack you—you'll roll a d20 for the zombie, add

its attack bonus, and compare the result to your AC. If the zombie reduces you to 0 HP or less, you die. Record both your HP and the zombie's HP on your piece of scratch paper.

<b>Your AC</b>	18
<b>Your Hit Points</b>	20

<b>Zombie's AC</b>	14
<b>Zombie's Hit Points</b>	15

Combat occurs in **rounds**. In each round, both you and the zombie take turns, with you taking the first turn each round. On each turn you can use 3 actions. Once you have used your actions, it's the zombie'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 (◆). 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 zombie'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 zombie's turn, it attacks you three times, using all of its actions.

### Zombie's Action

- ◆ **Fist:** The zombie pummels you with its fist. 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 zombie hits and deals 1d6+2 damage (roll a 6-sided die and add 2).

Finally, if your attack roll exceeds the zombie'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 zombie if the result of the die roll shows a "20" on the die. When the zombie 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 zombie is hitting you too much, you should remember to hide with your third action to make it harder for the zombie to hit you. This process continues until you or the zombie is reduced to 0 HP.

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

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

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**#14**

You reach as far as you can to push the button. It slides back into the wall and, as it does, you can hear a rumbling sound that seems to emanate from somewhere below you. The entryway feels like it rumbles and shakes loose some cobwebs as it does. The rumbling finally stops after about a minute. There's a deep click from the button, and no matter how hard you try, you can't seem to return the button back to its original position.

Write "Pressed the button" on your scratch paper.

With nothing else to do in this alcove, you remove your hand and follow the merchant's footprints.

Go to **Entry #10**.

**#15**

You head down the hallway toward the elegant doors. The room inside is the main bedroom, a spacious chamber filled with decorations. The room seems to have avoided the passage of time, as there isn't a single speck of dust anywhere. Opposite the doorway is a fireplace with a portrait of a striking middle-aged woman wearing a



necklace gemmed with a brilliant sapphire hanging above. Resting on the mantle beneath the portrait is a small stone bust of the same woman and a pair of burned-out candles. The sculpture's eyes are hollowed out, but glow with a blue light reminiscent of the eyes in the portrait. The candles glow with a similar, yet fainter, light. The light draws your attention in an almost supernatural way. There might be something inside the sculpture worth claiming.

A window at the far end of the room sits open. It's difficult to see anything out of the window due to the darkness of the night, though you can make out the branches of a nearby tree. The only sound coming in from the window is the faint sound of a song—the same song you heard when you first entered the forest. If the song captivated your merchant friend, maybe he's outside near the song's source?

If you want to try and smash the bust to find the source of its light, go to **Entry #20**.

If you have "Lantern" written on your scratch sheet and want to light the candles, go to **Entry #2**.

If you decide to climb out the window and head toward the song, go to **Entry #23**.

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

**#16**

As you peek into the pit, you notice a stone pillar that has risen out from the depths of the pit. You might be able to use the pillar as a stepping stone to jump across the pit. However, you could also try to climb across.

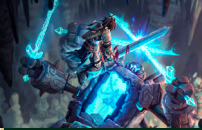
Getting to the other side of the pit requires a **skill check**. To attempt a skill check, roll a d20 and add the bonus associated with the skill you're trying to use. If the result is equal to or greater than the DC of the task, you succeed! In this case, you can use Athletics to either jump across or climb across the nearby wall.

If you try to jump across, you must succeed at two Athletics skill checks in a row (one to jump to the platform and another to jump to the other side). If you fail either check, you catch yourself on a wall and must climb the rest of the way to the other side.

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

**Athletics Skill Bonus +7, Jump DC 10, Climb DC 15**

These checks can be dangerous. If you are attempting to cross and fail too many Athletics checks, you fall into the pit. You tumble down into the seemingly bottomless pit if you fail a total of three Athletics skill checks before you succeed at two checks and get across the pit.



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If you fail three Athletics checks, you fall into the pit, never to be seen again. Go to **Entry #17**.

If you make it to the other side, you can make your way up the stairs on the other side; 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

You continue to follow the wagon's trail and eventually come across a clearing that holds a large, imposing manor. The wagon and horses stand outside of the manor, seemingly abandoned. Footprints lead into the house. You follow the footprints, expecting to find the merchant inside. Instead, you find yourself in an elegant entryway ridden with dust and covered in cobwebs.

Muddy footprints wind across the floor. It seems the merchant was searching the area and was particularly drawn to the portrait of a young woman wearing a sapphire necklace nearby. Something feels off about the portrait, but you can't quite figure out what it is 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

The gem you found in the main bedroom was obviously calling to you for a reason. 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 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 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.

<b>Statue's AC</b>	18
<b>Statue's Hit Points</b>	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 by following the path past the fountain and out of the garden.

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 Gem:** If the statue has fewer than 10 Hit Points left, you can try to insert the gem 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 Fist:** 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

You begin to smash the bust, either by hitting it against the fireplace or striking it with the pommel of your blade. The first time you do, the light within intensifies and a wave of powerful magical energy overwhelms you. You take 1 damage. If you want to destroy the sculpture, it looks like you'll need to hit it at least three more times, taking an additional 3 damage.

If you decide to destroy the sculpture, 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 sculpture alone and climb out the window to head toward the song, 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 study the portrait for a moment, but don't notice anything of interest. You decide to follow the merchant's footprints to see if you can find where he ended up.

Go to **Entry #10**.

**#22**

Now that the statue is slowed down, you can try to insert the gem to see if it might help defeat this menace. Inserting the gem 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 deactivates and falls to the ground. 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**

Since there doesn't seem to be any other way to get to the sound of the song from what you've seen of the house, you decide to take a risk and climb out the window. You're able to make the short leap to reach the nearby tree and begin to climb down. As you make the slow progress down, you disturb a group of bats who take flight in alarm. They swarm you for a moment and cause you to lose your footing and fall!

You can try to slow your fall and reduce your impact 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 the fall. 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 getting hurt entirely, taking no damage! Finally, if your roll results falls short of the DC by 10 or more (a 1 or a 2 on the die in this case), 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 fall, you can move on to the garden behind the manor. Go to **Entry #3**.

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

**#24**

After inspecting the portrait for a bit, you notice the edge of a small hole in the wall behind the portrait. There appears to be something glimmering from within the gap. It looks like you might be able to move the portrait aside and reach inside. What do you do?

If you ignore the crack and return to following the footprints, go to **Entry #10**.

If you move the portrait and reach behind it, go to **Entry #12**.

**#25**

You are now in combat with the 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 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.

<b>Statue's AC</b>	18
<b>Statue's Hit Points</b>	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 by following the path past the fountain and out of the garden.

If you do this, go to **Entry #4**.

**Your Actions**

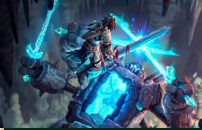
- ◆ **Strike with Your Shortsword:** Roll a d20 and add 7 (or +2 for your second attack, -3 for your third attack). Each time, if the result is equal to or higher than the statue's AC, you hit and deal 1d6+4 damage.
- ◆ **Move:** You can move up to or away from the statue. If you move up to it, you can 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 Fist:** 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**.



## EXAMPLE OF PLAY

Luis is the Game Master (GM) for a group of three of his friends. James is playing Seoni, a flexible human sorcerer; Logan is playing Amiri, a powerful human barbarian; and Ivis is playing Lem, a resourceful halfling bard. The group is searching a deceased, eccentric wizard's abandoned lighthouse for a rumored powerful spellbook.

**GM** As you look around the cluttered room, you see a hole in the ceiling 15 feet above you, with no clear way to get there. What do you want to do?

**Lem** Can I look around the room for something to help?

**GM** Make a Perception check to Seek.

Luis checks his notes for the DC (roll difficulty) to find the ladder, verifying it's 15. At the same time, Ivis rolls a d20 (20-sided die), with a result of 12. She looks at her character sheet and finds Lem's Perception modifier of +6, adding the two together for a total of 18.

**GM** Lem, you see a ladder wedged behind a bookcase. How do you want to get it out?

**Amiri** I think I'm the strongest of us, so I will attempt to push it away with an Athletics check.

**GM** Without a crowbar, moving the bookcase will be a little harder, as you take a -2 item penalty to this check.

Luis remembers that the DC to get out the ladder is a bit harder than finding it, so he looks at his notes to verify it as a DC 17. Logan rolls a d20, getting a 12. He adds the +7 Athletics from Amiri's sheet and subtracts the -2 for not having a crowbar, for a total of 17.

**GM** You shove the bookcase away and can pull the ladder to the hole, allowing you to easily climb up. At the top is a cluttered room that clearly was the wizard's study. Finding their spellbook among the chaos might be difficult, so how do you want to proceed?

**Seoni** I'll use *detect magic* to see if I can find any magical auras, which might help us figure out where to look.

**GM** Seoni, you feel an arcane aura emanating from the wizard's desk. Among the papers scrambled all over it, there are purple and blue rocks being used as paper weights. The silent room fills with crunching sounds, as two of the rocks crack open, revealing crystallized teeth. Everyone roll for initiative!

Logan has Amiri start to Rage as all the players roll a d20 for initiative, adding their Perception modifiers, while Luis rolls for the geodes. Once everyone has their totals, Luis puts them in order from highest to lowest.

**GM** Lem, you are up first!

**Lem** I want to start by using one action to cast *courageous anthem*, giving everyone a +1 status bonus to attack

rolls, damage rolls, and saves against fear. I also want to have it linger with my *lingering performance*.

Lem rolls a d20 and adds his Performance modifier for a total 18. Luis checks his notes, verifying that the DC for the PC's level is 15, and informs Lem it's a success.

**Lem** The anthem will linger for the next three rounds. With my last two actions, I'm going to cast *runic weapon* on Amiri's sword, making it a +1 *striking large bastard sword*.

**GM** Next up is Seoni.

**Seoni** Both rocks are blasted with fire as I use two actions to cast *breathe fire*. They need to make a basic Reflex save against my spell DC of 17.

Luis rolls a Reflex save for each of the geodes. They have a +4 to Reflex, giving the blue one a total of 19 and the purple one a 13 after adding it to each roll. Looking at Seoni's sheet, James rolls 2d6 for the spell's damage. Because it's a basic save, the one that failed takes the whole 4 fire damage, while the other only takes half due to their successful save.

**Seoni** I'm going to use my last action to Stride behind Amiri, getting away from the desk.

**GM** That's good, because the blue geode is next. It uses two actions to Leap from the desk and attempts to Attach itself to Lem.

Rolling the geode's attack, Luis gets a total of 15 to hit Lem. Ivis looks at Lem's sheet, excited it doesn't hit Lem's AC of 17. Luis rolls a second attack with the geode's third action, getting a 17 after taking the -5 multiple attack penalty.

**GM** The geode bites your heel, dealing 7 points piercing damage from its crystal teeth. Amiri, you're up.

**Amiri** I'm raging from initiative, and my sword is magical thanks to Lem, so I attack the blue geode.

Logan calculates Amiri's total to hit as +9 after the bonuses from Lem. He rolls his d20 for a total of 25.

**GM** That's 10 more than their AC of 15, so it's a critical hit!

With the +1 *striking sword*, the +1 from *courageous anthem*, and Amiri's natural strength, her current damage is 2d12 plus 12. Because it was a critical hit, Logan gets to double the total. After rolling a 5 and 6, the total is 46 slashing damage.

**GM** You shatter the blue one!

The fight continues with the other geode, and then goes back to the start of initiative until they defeat it, freeing them to continue searching for the spellbook.

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# 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 *Pathfinder Beginner Box: Secrets of the Unlit Star* includes a color-coded 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 your 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.

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

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

After you roll, you'll “check” your result by comparing it to 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 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.

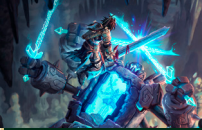
**Activities** take longer than a single action. Activities that use 2 actions have this symbol: ◆◆. Activities that use 3 actions—your whole turn—have this symbol: ◆◆◆. Some activities take even longer, and you can't use them during combat encounters.

### DICE



### ACTIONS





## 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, which you can find in the index on page 71.

### 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 inflict harm, it makes a Strike or uses some other attack action. A success on the roll 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, such as two status bonuses, 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 *Pathfinder Player Core* elevate them all the way to 20th level! Creatures, 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.



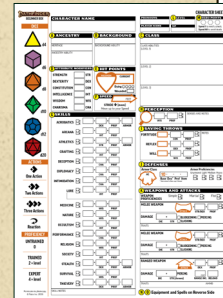
### READING RULES

Throughout this book, statistics and actions like Strength and Strike are capitalized to help them stand out. Text 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. 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.

### Rank

Spells have a rank to determine their overall power. The spells in this book are 1st or 2nd rank, but more powerful spells exist in *Player Core*.

### Round

A round represents about 6 seconds of time during a combat encounter in which all participants get a chance to act.

### Saving Throw (Save)

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

### Speed

Speed is the distance a creature can move using a single action (called a Stride).

### 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 barbarian can't use actions with the concentrate trait while raging, so the Recall Knowledge action would be off-limits because it has that trait. Traits appear in boxes beneath the title of a rules element, or in parentheses following an action in a stat block.

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## 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 gameplay.*



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 barbarian before you decide that barbarian will be an orc. At the very end of character creation, you'll calculate your statistics.

Many steps of character creation ask you to make choices about your attribute 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

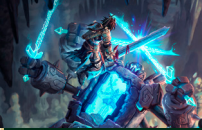
to put in each field. If a field on your character sheet is not applicable to your hero, just leave that field blank.

### 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 raised in a human-centric city who's desperate to become a world-famous violinist." Consider your hero's personality, write out a few details about their past, and think about why they adventure.

### STEP 2: START BUILDING ATTRIBUTE MODIFIERS

Now you need to start building your hero's attribute modifiers. Your hero's attribute 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 attribute modifiers will be most important to your hero.



### STEP 3: SELECT AN ANCESTRY

Is your hero a sturdy dwarf, a graceful elf, a gleeful halfling, a versatile human, or a battle-scarred orc? Ancestry determines your hero's Speed and contributes to their Hit Points. Each ancestry improves attribute modifiers to represent that ancestry's basic capabilities. 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, entertainer, fortune teller, martial disciple, noble, nomad, or warrior. Your hero's background improves their attribute modifiers and grants skills and a special ability.

Go to **page 20** 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 raging barbarian, a performing bard, a swift-moving monk, or a spellcasting sorcerer?

Go to **page 22** for a barbarian, **page 26** for a bard, **page 32** for a monk, or **page 36** for a sorcerer.

### STEP 6: BUY EQUIPMENT

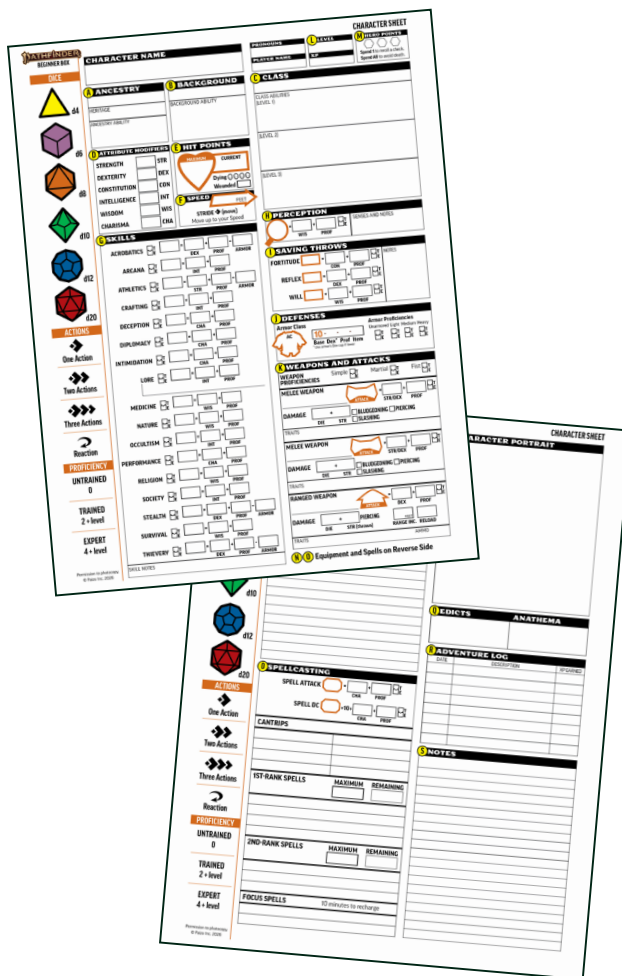
Every hero needs equipment! Begin with the starting equipment package for the class you chose, then use the money left over to purchase any extra items you want.

Go to **page 42** 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 so far.

Go to **page 48** for instructions on finishing your hero.



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### THE SIX ATTRIBUTE MODIFIERS

Attribute modifiers represent your hero's raw potential. They influence almost every other statistic on your character sheet. Determining your attribute 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.

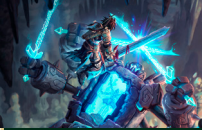
# ANCESTRIES

*Your character's ancestry determines which people they call their own, whether that's diverse and ambitious humans, traditional dwarves, insular but vivacious elves, cheerful halflings, curious leshies, or battle-hardened orcs. 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!*

ANCESTRIES				
DWARF	ELF	HALFLING	HUMAN	ORC
				
Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.	Elves are a tall, long-lived people with a strong tradition of art and magic.	Halflings are a short, resilient people who exhibit remarkable curiosity and humor.	Humans are diverse and adaptable people with wide potential and deep ambitions.	Orcs are proud, strong people with hardened physiques who value physical might and glory in combat.
Attribute Boosts				
Constitution, Wisdom	Dexterity, Intelligence	Dexterity, Wisdom	Any two of your choice	Any two of your choice

## Customizing Your Ancestry

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 hold-scarred orcs are even tougher than other orcs. Once you've chosen an ancestry, you'll choose your character's heritage within that ancestry and gain its benefits as well.



# 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're 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.

## ATTRIBUTE 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 effects created by undead 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're well adapted to hot environments, and you know about quality weapons because of the time you and your

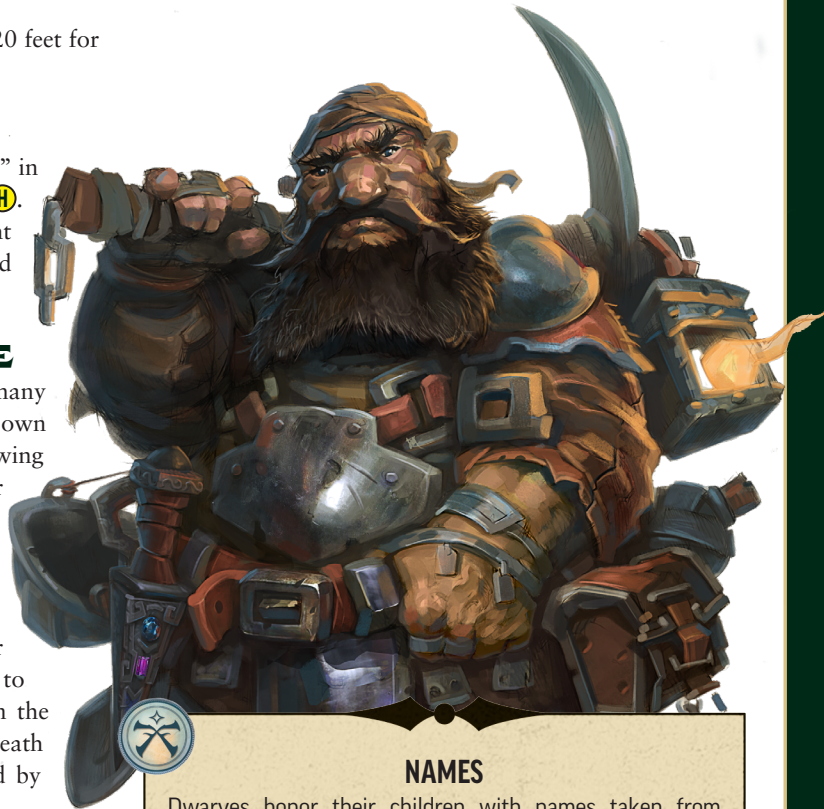
ancestors put in working at hot forges. In the Ancestry Ability area **(A)**, write "Forge Dwarf: You take 1 less damage from fire."

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 Senses and Notes box under Perception **(H)**, write "Stonemason's Eye: +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. 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

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# 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.

## ATTRIBUTE BOOSTS

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

## HIT POINTS

Elves are slender and slightly frailer 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 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 the following



### 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. 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

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.

## Cavern Elf

You were born underground or spent 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 on you 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

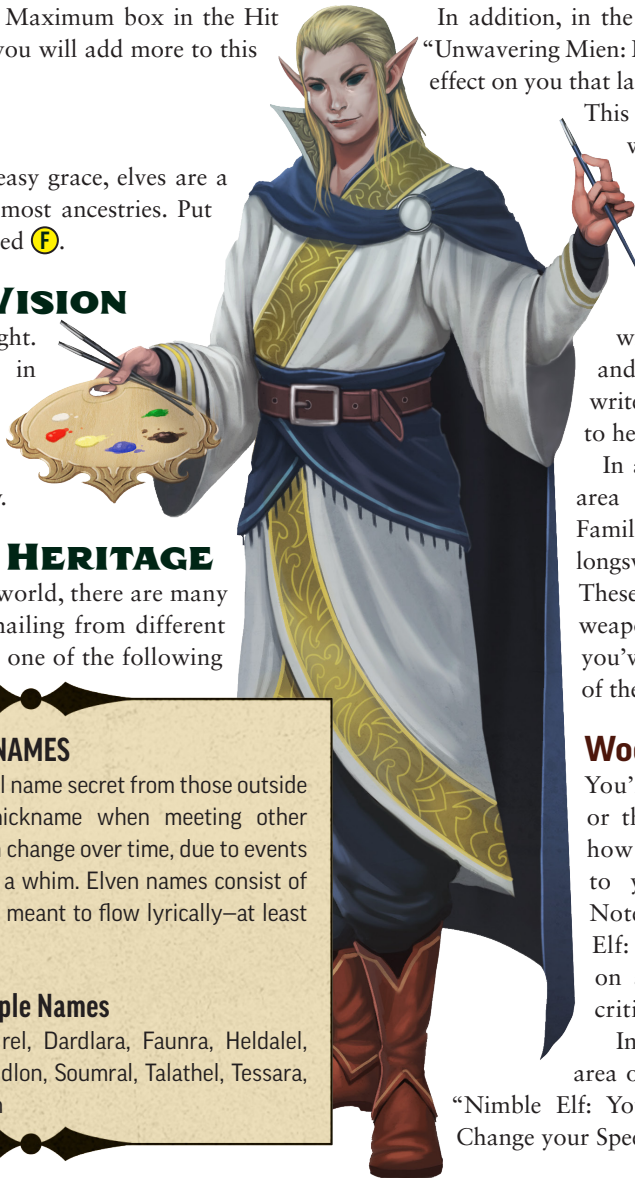
Your ears are finely tuned, able to detect even the slightest whispers of sound. In the Senses and Notes box under Perception **(H)**, write “Whisper Elf: +2 to Perception to hear creatures within 30 feet.”

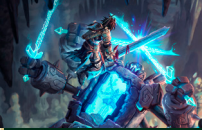
In addition, in the Ancestry Ability area **(A)**, write “Elven Weapon Familiarity: Trained in the longbow, longsword, rapier, and shortbow.” These are some of the traditional weapons favored among elves, so you’ve learned about them regardless of the class you choose.

## 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)**.





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# HALFLING

*Though their statures might be short, halflings' personalities are big! Optimism and wanderlust drive them to adventure, and the comforts of home let them recover and find peace again. Halflings rarely control settlements and live among humans in larger cities. A halfling can bring not only joy to an adventuring party, but also a cheerful smile and dogged persistence.*



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

## ATTRIBUTE BOOSTS

Halflings are both nimble and wise. Add +1 to both your Dexterity and Wisdom **(D)**.

## HIT POINTS

Halflings are small and less durable 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

Halflings can hustle their short legs to move as fast as most ancestries. Put down 25 feet for your Speed **(F)**.

## KEEN EYES

Halflings can find creatures more easily. In the Senses and Notes area of Perception **(H)**, write "Keen Eyes: +2 Perception to find hidden or undetected creatures. Your flat check DC to target concealed creatures is 3, or 9 to target hidden creatures." Typically, creatures become hidden or undetected by using the Stealth skill (page 56).

## PICK A HALFLING HERITAGE

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

### Hillock Halfling

You find rest and a snack especially replenishing. In the Ancestry Ability area **(A)**, write "Hillock Halfling: Add your level to the Hit Points regained when you sleep and to HP you get when healed with the Medicine skill."

In addition, in the Skills area **(G)**, mark the "T" box for both Acrobatics and Stealth to indicate you're trained in those skills. If your background or class would later make you trained in one of those skills, you can choose a different skill to become trained in instead.

### Twilight Halfling

Your ancestors developed the ability to see well in twilight. Write "low-light vision" in the Senses and Notes

box under Perception **(H)**. This makes it easier to target creatures that are in shadow.

In addition, in the Ancestry Ability area **(A)**, write "Halfling Luck: Once per day, you reroll a skill check or saving throw you failed and use the new result."

### Wildwood Halfling

You've learned how to use your small size to wriggle through undergrowth. In the Ancestry Ability area **(A)**, write "Wildwood Halfling: Ignore difficult terrain from plants and fungi."

In addition, in the Ancestry Ability area of your character sheet **(A)**, write "Sure Feet: When you Balance or Climb, you aren't off-guard. If you roll a success to Balance or Climb, you get a critical success."



## NAMES

Halflings keep their names short and humble. They consider long and complex names a sign of arrogance and prefer theirs to be only two or three syllables.

### Sample Names

Anafa, Antal, Bellis, Boram, Etune, Filiu, Jamir, Kaleb, Linna, Marra, Miro, Rillka, Sistra, Sumak, Yamyra

# 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're 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.

## ATTRIBUTE BOOSTS

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



## NAMES

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

## HIT POINTS

Humans aren't 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 for battle for generations, granting you advantages against your enemies. In the Senses and Notes area **(H)**, write "+1 to initiative rolls."

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

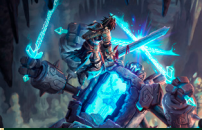
### Skilled Human

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)**.

### Ambitious Human

You're ambitious, having accomplished more than your peers and always moving forward. You get two class abilities earlier than you normally could. Because you gain these abilities early, you can't select them again at a later level. One ability is the Fleet general feat. Put down 30 feet for your Speed **(F)** instead of 25 feet. The second ability depends on your class. Once you've chosen your class, write down the following feat in the Class Abilities (Level 1) **(C)**.

- Barbarian: Raging Intimidation (Page 24)
- Bard: Well-versed (Page 30)
- Monk: Toughness (Page 35)
- Sorcerer: Cantrip Expansion (Page 40)



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# ORC

*Orcs are forged in the fires of violence and conflict, often from the moment they're born. The cultures of the many orc holds teach that orcs are shaped by the challenges they survive, and the most admirable survive the most hardships. Orcs revel in testing their strength against worthy foes and issuing challenges.*



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

## ATTRIBUTE BOOSTS

Orcs are flexible, with individuals exhibiting any of a wide variety of aptitudes. In Attribute Modifiers, add +1 to two different attribute modifiers of your choice **(D)**.

## HIT POINTS

Orcs pride themselves on their incredible toughness. Put "10" in the Maximum box in the Hit Points area **(E)**, although you will add more to this amount later.

## SPEED

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

## DARKVISION

Orcs 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 AN ORC HERITAGE

Like for most folk in the world, there are many different kinds of orcs, all with their own customs and values. 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.

### Deep Orc

Your calloused hands and red eyes speak to a life spent in the deep darkness of mountain caverns. In Skill Notes area of Skills **(G)**, write "Deep Orc: +1 to Survival while underground. You can Climb using Athletics with only one hand free."

In addition, in the Ancestry Ability area **(A)**, write "Orc Weapon Familiarity: Trained in the falchion and greataxe."

### Grave Orc

You were exposed to powerful necromantic energies that should've killed you—but you survived. In the Notes area beneath your Hit Points **(E)**, write "Grave Orc: +1 to saving throws against void effects and take 1 less damage from void."

In addition, in the Ancestry Ability area **(A)**, write "Orc Ferocity: Once per day, when you would be reduced to 0 HP, use your reaction to remain conscious at 1 HP. Increase your wounded condition by 1."

### Hold-Scarred Orc

You're part of an orc community that participates in ritual scarification or tattooing. In the Hit Points area **(E)**, add 2 to your maximum Hit Points. In the Ancestry Ability area **(A)**, write "Diehard: You die when your dying condition reaches dying 5 instead of dying 4."

In addition, your community tattooed you with the symbol of an open hand. In the Notes area of Skills **(G)**, write "Hold Mark: +1 to Intimidation," and in the Notes area of Saving Throws **(I)**, write "+1 to saves against spells and other magic."



## NAMES

Many orc names are simply the Orcish word for a particularly desirable trait, such as great strength, height, or ferocity. Orcs commonly use either their hold name or a name referencing a particularly memorable accomplishment as their surname.

### Sample Names

Arkus, Durra, Grask, Grillgiss, Krugga, Mahja, Murdut, Ollak, Onyat, Thurk, Uirch, Unach

## 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.*



**MARTIAL DISCIPLE**



### 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**.

You're trained in the Religion skill and the Scribing Lore skill. Write "Scribing" 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 "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."

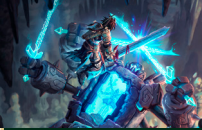
#### **ENTERTAINER**

#### **BACKGROUND**

Through an education in the arts or sheer dogged practice, you learned to entertain crowds. You might have been an actor, a dancer, a musician, a street magician, or any other sort of performer. Add +1 to your Charisma **D**.

You're trained in the Performance skill and the Theater Lore skill. Write "Theater" 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 "Fascinating Performance: When you Perform, pick a creature observing you and compare your result to its Will DC. If you succeed, the target is fascinated by you for 1 round (see the Fascinated box). You need a critical success if the target is in combat. You can't use this against the same target for 1 hour. If you're an expert in Performance, you can target up to four observers.

**FORTUNE TELLER****BACKGROUND**

The strands of fate are clear to you, as you've learned many traditional forms by which laypeople can divine the future. You might have used these skills to guide your community or simply to make money. But even the slightest peek into these practices connects you to the occult mysteries of the universe. Add +1 to your Intelligence **(I)**.

You're trained in the Occultism skill and the Fortune-Telling Lore skill. Write "Fortune-Telling" 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 "Oddity Identification: You automatically know when magic has the mental, fortune, misfortune, detection, prediction, revelation, or scrying trait. You can Identify Magic or Recall Knowledge about such magic using Occultism with a +2 bonus."

**MARTIAL DISCIPLE****BACKGROUND**

You dedicated yourself to intense training and rigorous study to become a great warrior. The school you attended might have been a traditionalist monastery, an elite military academy, or the local branch of a prestigious mercenary organization. Add +1 to your Dexterity **(D)**.

You're trained in the Acrobatics skill and the Warfare Lore skill. Write "Warfare" 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."

**NOBLE****BACKGROUND**

To the common folk, the life of a noble seems one of idyllic luxury, but growing up as a noble or member of the aspiring gentry, you know the reality: a noble's lot is obligation and intrigue. Whether you seek to escape your duties by adventuring or to better your station, you've traded silks and pageantry for an adventurer's life. Add +1 to your Charisma **(C)**.

You're trained in the Society skill and the Heraldry Lore skill. Write "Heraldry" 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 "Courtly Graces: Use Society instead of Diplomacy to Make an Impression on a noble and instead of Deception to Impersonate a noble."

**NOMAD****BACKGROUND**

Traveling far and wide, you picked up basic tactics for surviving on the road and in unknown lands, getting by with few supplies and even fewer comforts. As an adventurer, you travel still, often into even more dangerous places. Add +1 to your Constitution **(C)**.

You're trained in the Survival skill and the Lore skill related to one terrain you traveled in. Write your choice of "Desert," "Forest," "Mountain," "Plains," "Swamp," or "Underground" under Lore in Skills **(G)**. Check the "T" box for your proficiency in Survival and Lore **(G)**.

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

**FASCINATED**

The entertainer background uses the fascinated condition. A creature that's fascinated takes a -2 status penalty to Perception and skill checks, and can't use concentrate actions unless they (or their intended consequences) are related to the creature they're fascinated with, as determined by the GM. This condition ends if the fascinated creature or any of their allies is attacked or threatened.

**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've always been as independent a warrior as you are now. Add +1 to your Strength **(S)**.

You're trained in the Intimidation skill (or the Medicine skill 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 each of 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 only has to see you, instead of needing to hear you."



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# BARBARIAN

*Rage consumes you in battle. You delight in wreaking havoc and using powerful weapons to carve through your enemies, relying on astonishing durability without needing complicated techniques or rigid training.*



## 1ST-LEVEL BARBARIAN CLASS FEATURES

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

### Attribute Boosts

Barbarians are very strong. If your Strength is +0 or +1, increase it by 3 and increase three other attributes by 1 each **(D)**. If your Strength is already +2, increase your Strength by 2, choose another attribute to increase by 2, and choose two other attributes to increase by 1 each.

### Hit Points

Barbarians can take an extreme amount of punishment and fight on the front line.

Add 12 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, Intimidation, and Nature

### Perception **(H)**

Expert in Perception

### Saving Throws **(I)**

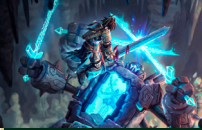
Expert in Fortitude saving throws  
Trained in Reflex saving throws  
Expert in Will saving throws

### Defenses **(J)**

Trained in light armor, medium armor, and unarmored defense

### Attacks **(K)**

Trained in simple weapons, martial weapons, and fists



## Rage

As a barbarian, you can go into a rage to become much tougher and more dangerous. You gain the Rage action. Write it in the Class Abilities (Level 1) section of your character sheet **(C)**.

### RAGE **↔**

CONCENTRATE | EMOTION | MENTAL

You tap into your inner fury and begin raging. While you Rage:

- You have a number of temporary Hit Points (see below) equal to your level plus your Constitution.
- Your melee Strikes deal 2 additional damage or 1 additional damage for your fist or a weapon with the agile trait. The barbarian instinct you choose might alter this number.
- You can't take the following skill actions because they require too much mental concentration: Demoralize, Lie, Perform, Recall Knowledge, and Request.

**Ending Rage** Rage lasts for 1 minute, until you fall unconscious, or until the encounter ends, whichever comes first. You can't voluntarily stop raging. When you stop raging, you lose any temporary Hit Points remaining, and you can't gain temporary Hit Points from Rage again for 1 minute.

**Temporary Hit Points** The temporary Hit Points you get from Rage are separate from your normal Hit Points, and if you take damage, you lose these Hit Points first! Because they're separate, these can take your total Hit Points above your maximum Hit Points.

## Quick-Tempered

You can get mad at the start of combat without spending an action! When you roll initiative in a combat encounter, you can choose to Rage without needing to spend an action. Write this ability in the Class Abilities (Level 1) section of your character sheet **(C)**. This benefit happens only at the start of combat, so if your Rage ends during the fight (usually because you got knocked unconscious), you'll need to spend an action to rage again.

## Sudden Charge

Your fiery temperament allows you to take great steps and reach your foes quickly before you attack. Write the following ability in the Class Abilities (Level 1) section **(C)**.

### 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.

## Barbarian Instinct

The last choice you'll make as a barbarian is which instinct inspires your rage! Your choice determines how much extra damage you deal when raging and gives you a special ability—write your choice and the ability it grants in the Class Abilities (Level 1) section of your character sheet **(C)**, and update Rage with the damage amount.

## Fury Instinct

The source of your anger is entirely personal, coming from a deep emotional well. Increase the extra damage from Rage to 3. The amount for your fist or agile weapons is unchanged.

You're especially scary when raging! You gain the Raging Intimidation ability. Write "Raging Intimidation: You can Demoralize while in a Rage. Targets of your Demoralize don't need to hear you or share a language." in the Class Abilities (Level 1) section of your character sheet **(C)**.

## Giant Instinct

Your rage gives you the raw power of a mythical giant. You can use an enormous weapon built for a much larger creature (both normally and when raging). At 1st level, you get one giant weapon. Choose a greataxe, greatsword, maul, or scythe (page 44). It's your personal weapon and has no value if sold. The damage bonus you get from Rage increases to 6 for this weapon, or to 3 if the weapon has the agile trait.

While you're in combat, using a weapon of such unwieldy size gives you a -1 status penalty to all checks and DCs that use your Dexterity. These statistics are your AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

## Spirit Instinct

Your rage takes the form of a spiritual possession. Instead of the normal damage bonus, your melee Strikes while you're in a Rage deal 3 additional spirit damage, or 1 additional spirit damage for your fist or a weapon with the agile trait. Creatures without physical bodies, like ghosts, usually resist physical attacks, but your Strikes while you're in a Rage are fully effective against them.

When you Rage, you can choose to use the normal Rage benefits instead. You'll typically want to do that only if you're fighting creatures immune to spirit damage, like constructs.

### PLAY A BARBARIAN IF YOU WANT TO...

- Get angry and smash things!
- Fight on the front lines.
- Endure a lot of damage.
- Frighten or bully your foes.

### DURING COMBAT ENCOUNTERS...

You fly into a rage and rush to the front lines. Offense is your best defense—you'll need to drop foes before they can exploit your relatively low defenses.

### WHILE EXPLORING...

You keep a lookout for danger and stay ready for battle. You also overcome physical obstacles in your way, climbing adeptly and leaping across pits.

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## 2ND-LEVEL BARBARIAN CLASS FEATURES

When you reach 2nd level as a barbarian, you get the following benefits. You can also choose one barbarian feat to show how much more dangerous you've become!

### Hit Points

You've grown tougher, and now you can take much more damage before falling unconscious. Add 12 + 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)**

### Quick Jump

You can use Long Jump as a single action instead of 2 actions. You don't Stride as part of the action when you do it with a single action (nor do you fail if you don't Stride 10 feet).

Write "Quick Jump" in the Class Abilities (Level 2) section of your character sheet **(C)**.

## Barbarian Feat

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

### INTIMIDATING STRIKE **↔↔**

**EMOTION** | **FEAR** | **MENTAL**

As you grow in power, your blows not only wound creatures, they completely shatter their confidence. Make a melee Strike. If you hit and deal damage, the target gains the frightened 1 condition (page 69), or frightened 2 if your Strike was a critical hit.

### NO ESCAPE **↻**

**Trigger** An enemy that's adjacent to you attempts to move away from you.

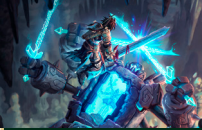
**Requirements** You are in a Rage.

You keep pace with a retreating foe. Stride up to your Speed, following the enemy and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed.

### RAGING INTIMIDATION

Your fury fills your foes with fear. You can use the Demoralize action even while you're raging.

You can also use Demoralize against a creature by glaring at it. The creature needs to see you, not hear you, and you take no penalty on your check if you and your target don't share a language.



## SHAKE IT OFF

### CONCENTRATE

**Requirements** You are in a Rage and have the frightened condition.


You concentrate on your rage, overcoming fear. Reduce your frightened condition value by 1.

## 3RD-LEVEL BARBARIAN CLASS FEATURES

When you reach 3rd level as a barbarian, you get more Hit Points, a skill increase, and a special ability called furious footfalls that allows you to move faster.






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 an incredible amount of damage before falling unconscious. Add 12 + your Constitution to your maximum number of Hit Points .

### 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 
- Perception 
- Saving throws 
- AC 
- Attack rolls 


### 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 .

### Furious Footfalls

The urge to fight drives you ever forward. You gain a +5-foot status bonus to your Speed. This bonus increases to +10 feet while you're raging. In the Speed area , increase your Speed by 5 feet and write "+5 while raging."

### General Feat


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

### 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. Don't include your attribute modifier or any other bonuses or penalties.

### FLEET

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

### TOUGHNESS

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



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## BARD

*You are a master of artistry, a scholar of hidden secrets, and a captivating persuader. Using powerful performances, you influence minds and elevate souls to new levels of heroics.*



### 1ST-LEVEL BARD CLASS FEATURES

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

#### Attribute Boosts

Bards are very charismatic. If your Charisma is +0 or +1, increase it by 3 and increase three other attributes by 1 each **(D)**. If your Charisma is already +2, increase your Charisma by 2, choose another attribute to increase by 2, and choose two other attributes to increase by 1 each.

#### Hit Points

Bards 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 Deception, Diplomacy, Occultism, Performance, Society, Thievery

#### Perception **(H)**

Expert in Perception

#### Saving Throws **(I)**

Trained in Fortitude saving throws

Trained in Reflex saving throws

Expert in Will saving throws

#### Defenses **(J)**

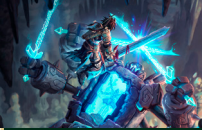
Trained in light armor and unarmored defense

#### Attacks **(K)**

Trained in simple weapons, martial weapons, and fists

#### Spells **(L)**

Trained in spell attack and spell DC

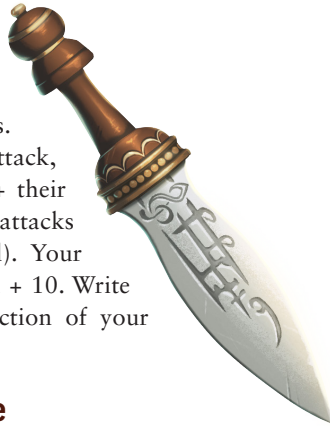


## Spellcasting

A deep occult knowledge gives you the power to cast spells. Your choice of muse will teach you three 1st-rank spells and six cantrips from the spells on pages 28–29. Every day, you can cast two 1st-rank spells you know. In the 1st-Rank Spells section ①, write “2” as both your maximum and remaining spells per day. You can cast a different spell each time or the same spell twice—whichever is best for what the adventure brings! Cantrips aren’t limited in the same way. You can cast a cantrip you know as many times as you like.

You can cast a spell by spending the actions shown in the spell’s heading. Whenever you cast a 1st-rank spell, reduce your Remaining Spells for 1st rank by 1. When you’re out, you can’t cast spells of that rank for the rest of the day. At the start of the next adventuring day, you reset your Remaining Spells to your maximum.

Some of your spells require you to make a spell attack roll, and 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 Charisma + their proficiency bonus in spell attacks (Charisma + 3 at 1st level). Your spell DC is your spell attack + 10. Write these in the Spellcasting section of your character sheet ①.



## Counter Performance

You gain a special focus spell that lets you protect allies against sound and visual dangers. Write “*counter performance*” under your Focus Spells ①. After you cast a focus spell, you can’t use it again, but outside of combat you can spend 10 minutes doing something artistic to get the spell back. The spell appears on page 29.

## Muse

The final choice you must make as a bard is to select the muse that inspires your artistry: enigma, maestro, or warrior. Your muse determines the spells you know and gives you a special ability.

## Enigma

Mysteries and secrets capture your interest. Your magic delves into the strange, and your knowledge is broad and weird. You know the 1st-rank spells *ill omen*, *soothe*, and *sure strike*. Write these in the 1st-rank Spells section of your character sheet ①. You also know the cantrips *courageous anthem*, *daze*, *detect magic*, *haunting hymn*, *light*, and *message*. Write these in the Cantrips section ①.

You also gain a special skill called Bardic Lore, which you can use to Recall Knowledge on *any* topic. In the Skill Notes section ⑥, write “Trained in Bardic Lore.”

This skill’s bonus is based on your Intelligence just like the Lore skill from your background.

## Maestro

Inspired to craft your art to the highest standards of quality, you get the most out of your beneficial spells. You know the 1st-rank spells *concordant choir*, *runic weapon*, and *soothe*. Write these in the 1st-rank Spells section of your character sheet ①. You also know the cantrips *courageous anthem*, *detect magic*, *guidance*, *haunting hymn*, *light*, and *message*. Write these in the Cantrips section ①.

You also gain the *lingering composition* spell, which can make your *courageous anthem* cantrip last longer. Write “*lingering composition*” under your Focus Spells ①. Just like *counter performance*, after you’ve cast the spell you can spend 10 minutes to get it back for the day.



## Warrior

You mix battle and song, splitting your actions between magic and weapon attacks. You’re more likely to get into combat than other bards. You know the 1st-rank spells *fear*, *soothe*, and *sure strike*. Write these in the 1st-rank Spells section of your character sheet ①. You also know the cantrips *courageous anthem*, *detect magic*, *guidance*, *haunting hymn*, *light*, and *telekinetic projectile*. Write these in the Cantrips section ①.

You also gain the Martial Performance ability. Write this in the Class Abilities (Level 1) section ③. When you have a *courageous anthem* cantrip active and you damage an enemy with a Strike, the cantrip’s duration is extended by 1 round. You can’t extend it more than once, but if you cast it again, you can extend the new casting.

### PLAY A BARD IF YOU WANT TO...

- Support and heal your allies with occult spells.
- Put on a show with flashy performances.
- Influence creatures outside of combat with your charm and social skills.
- Know about a wide variety of topics and tales.

### DURING COMBAT ENCOUNTERS...

You use magical performances to alter the odds in favor of your allies. You confidently alternate between attacks, healing, and helpful spells as needed.

### WHILE EXPLORING...

You locate magical auras and determine the significance of writing or clues you discover. When you run across an unusual obstacle, you can help your allies overcome it.

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## BARD SPELLS

### CANTRIPS

#### COURAGEOUS ANTHEM

CONCENTRATE | EMOTION | MENTAL | OCCULT

Your words and tunes supernaturally inspire. For 1 round, you and all allies within 60 feet of you gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

#### DAZE

CONCENTRATE | MANIPULATE | MENTAL | NONLETHAL | OCCULT

You jolt the mind of a single target within 60 feet. This deals 1d6 mental damage, 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

CONCENTRATE | DETECTION | MANIPULATE | OCCULT

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.

#### GUIDANCE

CONCENTRATE | OCCULT

You ask for guidance from supernatural entities, 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. The target can't benefit from *guidance* for 1 hour.

#### HAUNTING HYMN

CONCENTRATE | MANIPULATE | OCCULT | SONIC

You echo a jarring hymn that only creatures in a 15-foot cone can hear. The hymn deals 1d8 sonic damage, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute. (It takes a -2 status penalty to Perception checks for initiative and checks that involve sound.)

#### LIGHT

CONCENTRATE | LIGHT | MANIPULATE | OCCULT

You create an orb of light that casts bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose until the start of your next adventuring day. You can attach it to a willing creature in its square to have it move along with that creature. You can end a *light* spell as an action. If you have four *light* spells active when you cast *light*, choose one to end.

#### MESSAGE

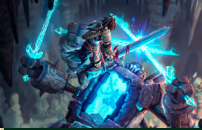
CONCENTRATE | ILLUSION | MENTAL | OCCULT

Your mouth words that transfer to the ears of one creature within 120 feet. The target can give a brief response directly to your ear as a reaction, but they must be able to see you to do so.

#### TELEKINETIC PROJECTILE

ATTACK | CONCENTRATE | MANIPULATE | OCCULT

You use your mind to hurl a loose piece of debris or small item at



one creature within 30 feet of you. Make a spell attack roll against the target's AC. If you hit, the target takes 2d6 bludgeoning, piercing, or slashing damage. You choose the type of damage based on the object you hurled. On a critical hit, double the damage. When you reach 3rd level, the damage increases to 3d6.

## 1ST-RANK SPELLS

### COMMAND

CONCENTRATE MANIPULATE MENTAL OCCULT

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.

### CONCORDANT CHOIR

CONCENTRATE OCCULT SONIC

You unleash a chorus of reverberating sounds. Creatures affected by the spell must attempt a basic Fortitude save. The number of actions you take changes the spell, and the spell gains the manipulate trait if you use 2 or 3 actions.

◆ Deal 1d4 sonic damage to 1 creature within 30 feet.

◆◆ Deal 2d4 sonic damage to all creatures in a 10-foot burst within 30 feet.

◆◆◆ Deal 2d4 sonic damage to all creatures within 30 feet of you.

### FEAR

CONCENTRATE EMOTION FEAR MANIPULATE MENTAL OCCULT

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.

### ILL OMEN

CONCENTRATE MANIPULATE OCCULT

One creature within 30 feet is struck with misfortune, which throws it off balance. The target must attempt a Will save.

**Failure** The first time the creature attempts an attack roll or skill check before the start of your next turn, it has to roll twice and use the worse result.

**Critical Failure** Every time the creature attempts an attack roll or skill check before the start of your next turn, it has to roll twice and use the worse result.

### RUNIC BODY

CONCENTRATE MANIPULATE OCCULT

You touch one willing creature. For 1 minute, the creature's fist unarmed attacks gain a +1 item bonus to their attack rolls, and



## 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 damage.

**Failure** The creature takes the full damage.

**Critical Failure** The creature takes double the damage.

their damage rolls use two dice (of their normal die type) instead of one. If the target is a monk, this benefits the unarmed attacks from their stances as well as their fists.

### RUNIC WEAPON

CONCENTRATE MANIPULATE OCCULT

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.

### SOOTHE

CONCENTRATE EMOTION HEALING MANIPULATE MENTAL OCCULT

You grace the mind of a willing creature within 30 feet, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you cast the spell, then gains a +2 status bonus to saves against mental effects for 1 minute.

### SURE STRIKE

CONCENTRATE OCCULT

The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden. You can't benefit from *sure strike* again for 10 minutes.

## FOCUS SPELLS

### COUNTER PERFORMANCE

CONCENTRATE MENTAL OCCULT

If an enemy attempts to use sounds or visuals to harm you or any of your allies, you can use your reaction to protect everyone. Roll a Performance check. You and all your allies within 60 feet of you can use the result of your Performance check as their result if it's higher than their saving throw against the enemy's effect.

### LINGERING COMPOSITION

CONCENTRATE OCCULT

**Muse Spell** You must follow the maestro muse to gain this spell. When you cast *courageous anthem*, you can expend this spell to add a flourish to your inspiring magic to make it last longer. Attempt a DC 15 Performance check. The DC increases to 16 if any target of *courageous anthem* is 2nd level or 18 if any target is 3rd level. The effect depends on the result of your check.

**Critical Success** *Courageous anthem* lasts 4 rounds.

**Success** *Courageous anthem* lasts 3 rounds.

**Failure** *Courageous anthem*'s duration is unchanged, but you don't expend *lingering composition* and can use it again later.

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## 2ND-LEVEL BARD CLASS FEATURES

When you reach 2nd level as a bard, you get the following benefits. You can also choose one bard 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 **(O)**

### Spells

As your understanding of magic grows, you gain the ability to cast one additional 1st-rank spell each day, bringing the total number up to 3. Increase the number of Maximum spells per day for 1st rank to "3" on your character sheet **(O)**. Choose one more 1st-rank bard spell and write it under 1st-Ranks Spells **(O)**.

### Virtuosic Performer

You have exceptional talent with one type of performance. Write "Virtuosic Performer" in the Class Abilities (Level 2) section of your character sheet **(C)**.

#### VIRTUOSIC PERFORMER

Choose one type of performance, such as percussion, singing, strings, or winds. You gain a +1 circumstance bonus to Performance checks of that type.

### Bard Feat

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

#### CANTRIP EXPANSION

Dedicated study allows you to prepare a wider range of simple spells. Choose two bard cantrips of your choice and write these in the Cantrips section **(O)**.

#### EMOTIONAL PUSH

If an enemy fails its saving throw against a spell with the emotion trait, you can use your reaction to make the enemy off-guard against the next attack you make before the end of your next turn. Usually this will happen when you cast an emotion spell (such as *fear* or *laughing fit*), but the reaction can also trigger if another hero casts an emotion spell.

#### WELL-VERSED

You're resilient to influence. You gain a +1 circumstance bonus to saving throws and DCs against effects with the illusion or sonic traits as well as the Lie and Demoralize skill actions.

## 3RD-LEVEL BARD CLASS FEATURES

When you reach 3rd level as a bard, you get the following benefits. In addition, you can cast 2nd-rank 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 **(O)**

### 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)**.

### Reflex Expertise

Your proficiency rank for Reflex saves increases to expert. Check the "E" box next to Reflex 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 Reflex save **(I)**.

### General Feat

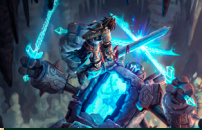
Choose one general feat to add to your abilities. Write the feat you chose in the Class Abilities (Level 3) section of your character sheet **(C)**.

#### 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. Don't include your attribute modifier or any other bonuses or penalties.

#### 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**.

## Spells

You learn to cast 2nd-rank spells! Every day, you can cast two 2nd-rank bard spells in addition to the spells you can already cast. Write "2" in the Maximum box for 2nd-Rank Spells on your character sheet **①**. Write "soothe" and two other 2nd-rank bard spells of your choice under 2nd-Rank Spells **①**. You can cast *soothe* as either a 1st-rank or 2nd-rank spell, and when you cast it as a 2nd-rank spell, it heals 2d10+8 Hit Points.

## 2ND-RANK BARD SPELLS

### CLEAR MIND **◆◆**

CONCENTRATE | MANIPULATE | MENTAL | OCCULT

You drive mental contamination from the mind of one willing creature you touch. Make a spell attack roll and compare the result to the DC for the source of the frightened condition or fear 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 44 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** You suppress the condition until the start of your next turn unless it comes from a creature higher than 3rd level.

**Critical Failure** The condition or effect doesn't end.

### DISPEL MAGIC **◆◆**

CONCENTRATE | MANIPULATE | OCCULT

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-rank spell or a cantrip, but not if it's a 2nd-rank spell.

**Critical Failure** The spell doesn't end.

### INVISIBILITY **◆◆**

ILLUSION | MANIPULATE | OCCULT

You touch one creature to cloak it in illusions that make it invisible. Other creatures can't see the target and gain the off-guard 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



## SUSTAINING A SPELL

*Laughing fit* can be sustained. This means on your next turn you can take a single action, which has the concentrate trait, to extend the spell's duration until the end of your next turn. You extend the effect already in place—the target doesn't attempt a new saving throw. You can keep doing this on later turns to keep the spell going, but sustaining more than once in a turn has no extra benefit.

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.

### LAUGHING FIT **◆◆**

CONCENTRATE | EMOTION | MANIPULATE | MENTAL | OCCULT

One living creature within 30 feet is overtaken with uncontrollable laughter. It must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** The target is chuckling and can't use reactions. This lasts until the end of your next turn but can be sustained (see sidebar).

**Failure** The target is slowed 1 and can't use reactions. This lasts until the end of your next turn but can be sustained (see sidebar).

**Critical Failure** The target falls to the floor laughing. It gains the prone condition and can't use actions or reactions for 1 round.

It then takes the effects of a failure. This second effect lasts until the end of your next turn but can be sustained (see sidebar).

### NOISE BLAST **◆◆**

CONCENTRATE | MANIPULATE | OCCULT | SONIC

A cacophonous noise blasts out in a 10-foot burst within 30 feet. Each creature in the burst takes 2d10 sonic damage, depending on its Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is deafened for 1 round. It takes a -2 status penalty to Perception checks for initiative and checks that involve sound.

**Critical Failure** The creature takes double damage. It also loses its first action on its next turn, and it can't use reactions until then. Finally, the creature is deafened for 1 minute as described in failure.

### SEE THE UNSEEN **◆◆**

CONCENTRATE | MANIPULATE | OCCULT

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 (see page 69).



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# MONK

*The strength of your fist flows from your mind and spirit. You seek perfection, honing your body into a flawless instrument and your mind into an orderly bastion of wisdom. You're a fierce combatant renowned for martial arts skills and combat stances.*



## 1ST-LEVEL MONK CLASS FEATURES

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

### Attribute Boosts

Monks are very quick. If your Dexterity is +0 or +1, increase it by 3 and increase three other attributes by 1 each **(D)**. If your Dexterity is already +2, increase your Dexterity by 2, choose another attribute to increase by 2, and choose two other attributes to increase by 1 each.

### Hit Points

Monks 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, and Religion

### Perception **(H)**

Trained in Perception

### Saving Throws **(I)**

Expert in Fortitude saving throws

Expert in Reflex saving throws

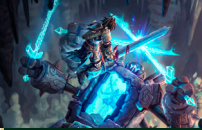
Expert in Will saving throws

### Defenses **(J)**

Expert in unarmored defense—you aren't trained in any armor!

### Attacks **(K)**

Trained in simple weapons and unarmed attacks (such as fists and attacks granted by your stance)



## Powerful Fist

Your fists are deadly weapons. The damage die for your fist unarmed attack is 1d6 instead of 1d4. You don't take the normal -2 circumstance penalty when making a lethal attack with your fist or any other unarmed attacks. Write Powerful Fist in the Class Abilities (Level 1) section of your character sheet **C**.

In the first Melee Weapon section on the character sheet **K**, write "fist" for the name, "1d6" for the damage die, and "agile, finesse, nonlethal, unarmed" in traits. Check the bludgeoning box for the damage type.

## Flurry of Blows

You can attack rapidly using the Flurry of Blows action. Write Flurry of Blows in the Class Abilities (Level 1) section of your character sheet **C**.

### FLURRY OF BLOWS **◆**

Make two Strikes with your fist or an unarmed attack gained from your monk stance. If you target the same creature with both Strikes and they both hit, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. You can use Flurry of Blows only once per turn.

## Monk Stance

The last choice you'll make as a monk is your special stance you can enter: Crane Stance, Stumbling Stance, or Tiger Stance (page 34). Your stance gives you a special unarmed attack that works like a fist attack but has its own traits. Since it's an unarmed attack, it's not affected by spells or abilities that only affect weapons (like the *runic weapon* spell). Tiger Stance lets you use fist attacks while you're in it, but the other stances require a posture that restricts you to using only your stance's attack.

A stance has some special rules. You can use your stance action only if you're in combat and only if you're not wearing armor. Once you enter your stance, it lasts until you use the action again to leave the stance, until you're knocked out, or until the encounter ends, whichever comes first.

Write your stance choice in the Class Abilities (Level 1) section of your character sheet **C**.

## Crane Stance

Your martial art lets you move fluidly to dodge attacks and leap far. It's a good option if you want to protect yourself better against enemy attacks. You become trained in Diplomacy. Check the "T" box for your proficiency in Diplomacy **G**.

You learn the Crane Stance ability.

### CRANE STANCE **◆**

Your arms flutter like a crane's wings. While in this stance, the only Strikes you can make are crane wing unarmed attacks.

Additionally, while in Crane Stance, you gain a +1 circumstance bonus to AC and you can leap into the air easily. Increase the distance you move each time you Leap by 5 feet horizontally

or 2 feet vertically. When you make an Athletics skill check to Long Jump, decrease the DC by 5.

In the second Melee Weapon section on the character sheet **K**, write "crane wing" for the name, "1d6" for the damage die, and "agile, finesse, nonlethal, unarmed" in traits. Check the bludgeoning box for the damage type. Remember that you can use this unarmed attack only when you're in Crane Stance, and you can't make other Strikes while in the stance!

## Stumbling Stance

Your martial arts make you unpredictable, letting you lower enemies' defenses and catch them off-guard (page 69). The stance's Strikes deal more damage to off-guard creatures, whether you used the options in the stance or used another method like flanking your foe. You become trained in Deception. Check the "T" box for your proficiency in Deception **G**.

You learn the Stumbling Stance ability.

### STUMBLING STANCE **◆**

You weave erratically, leaving false openings in your defense. While in this stance, the only Strikes you can make are stumbling swing unarmed attacks. A stumbling swing attack deals 1 extra precision damage if the target is off-guard to you.

Additionally, while in this stance, you gain a +1 circumstance bonus to Deception skill checks to Feint (page 54). If an enemy hits you with a melee Strike while you're in this stance, it becomes off-guard against the next stumbling swing Strike you make against it before the end of your next turn.

In the second Melee Weapon section on the character sheet **K**, write "stumbling swing" for the name, "1d8" for the damage die, and "agile, finesse, nonlethal, unarmed" in traits. Check the bludgeoning box for the damage type. Remember that you can use this unarmed attack only when you're in Stumbling Stance, and you can't make other Strikes while in the stance!

#### PLAY A MONK IF YOU WANT TO...

- Battle relying on your body, not your gear.
- Fight on the front lines.
- Move with incredible speed.
- Have strong defenses overall.

#### DURING COMBAT ENCOUNTERS...

You swiftly move across the battlefield and unleash rapid punches. Entering martial arts stances lets you use more powerful attacks.

#### WHILE EXPLORING...

You stay vigilant for hidden threats by keeping watch or scouting ahead. You also overcome physical challenges in your way by lifting obstacles, climbing adeptly, and leaping across pits.

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### Tiger Stance

Your martial arts give you greater mobility and an unarmed attack that’s similar to a fist attack but deals more damage. This is a dependable option if you want to deal more damage and have an easier time moving around. You become trained in Medicine. Check the “T” box for your proficiency in Medicine **G**.

You learn the Tiger Stance ability.

### TIGER STANCE **◆**

You shift into a stance that mimics the powerful swipes of a tiger. While in this stance, you can use tiger claw unarmed attacks. If you critically hit an enemy with a tiger claw Strike, that enemy also takes 1d4 persistent bleed damage.

Additionally, while in Tiger Stance, the distance you can Step increases to 10 feet.

**Persistent Damage** If you score a critical hit with the tiger claw Strike you get from Tiger Stance, your enemy takes damage over time from the persistent damage condition. Instead of taking this damage right away, the enemy takes it at the end of each of its turns and then has a random chance to recover. Note that some creatures don’t have blood and are immune to bleed damage. Read the full condition on page 69!

In the second Melee Weapon section on the character sheet **K**, write “tiger claw” for the name, “1d8” for the damage die, and “agile, finesse, nonlethal, unarmed” in traits. Check the slashing box for the damage type. Remember that you can use this unarmed attack only while in Tiger Stance!

## 2ND-LEVEL MONK CLASS FEATURES

When you reach 2nd level as a monk, you get the following benefits. You can also choose one monk feat to represent new disciplines you’ve mastered during your adventures.

### 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

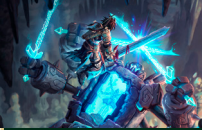
All your proficiency bonuses are based on your level, and since your level just went up by 1, your proficiency bonuses also increase by 1. Write down your new bonuses.

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

### Steady Balance

You can keep your balance easily, even in adverse conditions. Whenever you roll a success on your Acrobatics skill check for the Balance action, you get a critical success instead. You’re not off-guard while attempting to Balance.

Write this in the Class Abilities (Level 2) section of your character sheet **C**.



## Monk Feat

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

### CRUSHING GRAB

When you successfully use the Athletics skill to Grapple a creature (page 53), you can deal bludgeoning damage to that creature equal to your Strength. You can make this attack nonlethal with no penalty.

### DANCING LEAF

You're as light as a leaf on the breeze. When you Leap or succeed at a Long Jump, increase the distance you jump by 5 feet. When calculating the damage you take from falling, don't count any distance fallen while you're adjacent to a wall.

### SLOWING FLURRY

When you use Flurry of Blows and hit the same creature with both Strikes, that creature gains the slowed 1 condition until the end of its next turn. This condition means the creature gets 1 action fewer on its turn. Creatures with a higher level than yours are immune to Slowing Flurry.

## 3RD-LEVEL MONK CLASS FEATURES

When you reach 3rd level as a monk, you get more Hit Points, a skill increase, and an ability called incredible movement that makes you move even faster.

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 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)**.

### Incredible Movement

You move like the wind. You gain a +10-foot status bonus to your Speed. In the Speed area **(F)**, increase your Speed by 10 feet. If you put on armor, you lose this bonus while armored.

### General Feat

Choose one general feat to add to your abilities. Write the feat you chose in the Class Abilities (Level 3) 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. Don't include your attribute modifier or any other bonuses or penalties.

### 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)**.



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# SORCERER

*You didn't choose to become a spellcaster—you were born one. There's magic in your blood. Self-reflection and study allow you to refine your inherent magical skills and unlock new, more powerful abilities.*



## 1ST-LEVEL SORCERER CLASS FEATURES

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

### Attribute Boosts

Sorcerers are gifted with a powerful innate charisma. If your Charisma is +0 or +1, increase it by 3 and increase three other attributes by 1 each (D). If your Charisma is already +2, increase your Charisma by 2, choose another attribute to increase by 2, and choose two other attributes to increase by 1 each.

### Hit Points

Sorcerers aren't trained to take a lot of damage and generally avoid up-close 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 four skills from your bloodline (page 37)

### 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)

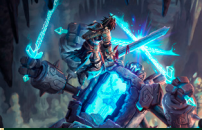
Trained in unarmored defense

### Attacks (K)

Trained in simple weapons and fists

### Spells (O)

Trained in spell attack and spell DC



## Spellcasting

The magic you inherited from your magical blood gives you the power to cast spells. Your choice of bloodline will teach you three 1st-rank spells and five cantrips from the spells on pages 38–39. Every day, you can cast three 1st-rank spells you know. In the 1st-Rank Spells section **(U)**, write “3” as both your maximum and remaining spells per day. You can cast a different spell each time or the same spell more than once—whichever is best for what the adventure brings! Cantrips aren’t limited in the same way. You can cast a cantrip you know as many times as you like.

You can cast a spell by spending the actions shown in the spell’s heading. Whenever you cast a 1st-rank spell, reduce your Remaining Spells for 1st rank by 1. When you’re out, you can’t cast spells of that rank for the rest of the day. At the start of the next adventuring day, you reset your Remaining Spells to your maximum.

Some of your spells require you to make a spell attack roll, and 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 Charisma + their proficiency bonus in spell attacks (Charisma + 3 at 1st level). Your spell DC is your spell attack + 10. Write these in the Spellcasting section of your character sheet **(U)**.

## Bloodline

A major choice you must make as a sorcerer is to select the bloodline that gives you magical power: draconic, elemental, or imperial. Your bloodline gives you multiple benefits to write on your character sheet.

- First, it gives you training in four skills, so you check the “T” boxes for these skills **(G)**.
- Second, write the listed 1st-rank spells in the 1st-rank Spells section and the listed cantrips in the Cantrips section **(U)**.
- Third, you gain a focus spell unique to your bloodline. Write its name under your Focus Spells **(U)**. After you cast a focus spell, you can’t use it again right away, but you automatically get the spell back once you’ve been out of combat for 10 minutes. Focus spells are on page 39.
- Finally, you gain a blood magic ability you can trigger when you cast one of your spells or a focus spell. Write it in the Class Abilities (Level 1) section **(C)**.

### Draconic

The blood of a majestic arcane dragon flows through your veins. You become trained in Acrobatics, Arcana, Intimidation, and Occultism. Learn the following 1st-rank spells: *breathe fire*, *fear*, and *force barrage*. Learn the following cantrips: *caustic blast*, *detect magic*, *electric arc*, *light*, and *shield*. You also gain the *flurry of claws* focus spell.

Your blood magic ability is “Scaly Hide: Whenever you cast one of your spells or *flurry of claws*, gain a +1 status bonus to AC until the start of your next turn. If you cast

a beneficial spell targeting an ally, you can choose to give that ally the bonus instead.”

### Elemental

The influence of elemental water has imbued your blood with primal fury. You become trained in Athletics, Intimidation, Nature, and Survival. Learn the following 1st-rank spells: *chilling spray*, *hydraulic push*, and *thunderstrike*. Learn the following cantrips: *detect magic*, *electric arc*, *frostbite*, *light*, and *shield*. You also gain the *elemental toss* focus spell.

Your blood magic ability is “Elemental Fury: Whenever you cast one of your spells or *elemental toss*, choose to either gain a +2 status bonus to Intimidation checks until the start of your next turn or deal 1 bludgeoning damage to one creature you hit with the spell or that fails its saving throw against the spell.” At 3rd level, you’ll gain the ability to cast 2nd-rank spells. Elemental fury deals 2 bludgeoning damage instead of 1 when used with a 2nd-rank spell.

Finally, elemental magic comes from the primal magical tradition. Though sorcerer spells are listed with the arcane trait, yours have the primal trait instead.

### Imperial

A connection to the power of ancient mortal spellcasters grants you arcane spells. You become trained in Arcana, Crafting, Diplomacy, and Society. Learn the following 1st-rank spells: *breathe fire*, *force barrage*, and *hydraulic push*. Learn the following cantrips: *caustic blast*, *detect magic*, *electric arc*, *frostbite*, and *message*. You also gain the *ancestral memories* focus spell.

Your blood magic ability is “Imperious Defense: Whenever you cast one of your spells or *ancestral memories*, gain a +1 status bonus to your choice of AC or saving throws until the start of your next turn.”

#### PLAY A SORCERER IF YOU WANT TO...

- Cast spells to devastate foes and protect allies.
- Influence the world around you and solve problems with your magic.
- Embody the power of a fantastical creature through the magic in your blood.

#### 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.

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## SORCERER SPELLS

### CANTRIPS

#### CAUSTIC BLAST

ACID | ARCANE | CONCENTRATE | MANIPULATE

You fling a large glob of acid that detonates, spraying nearby creatures in a 5-foot burst within 30 feet. Creatures in the area take 1d8 acid damage with a basic Reflex saving throw. A creature that gets a critical failure also takes 1 persistent acid damage.

#### DETECT MAGIC

ARCANE | CONCENTRATE | DETECTION | 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.

#### ELECTRIC ARC

ARCANE | CONCENTRATE | ELECTRICITY | MANIPULATE

An arc of lightning leaps from one target to another. You can target one or two creatures, but all targets have to be within 30 feet of you. Each target takes 2d4 electricity damage with a basic Reflex saving throw. When you reach 3rd level, the damage increases to 3d4.

#### FROSTBITE

ARCANE | COLD | CONCENTRATE | MANIPULATE

An orb of biting cold coalesces around a creature within 60 feet, freezing its body. The target takes 2d4 cold damage with a basic

Fortitude saving throw. If the target critically fails, it also gains weakness 1 to bludgeoning until the start of your next turn. This means it takes 1 extra damage each time it takes bludgeoning damage. When you reach 3rd level, the damage increases to 3d4 and the weakness is 2.

#### LIGHT

ARCANE | CONCENTRATE | LIGHT | MANIPULATE

You create an orb of light that casts bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose until the start of your next adventuring day. You can attach it to a willing creature in its square to have it move along with that creature. You can end a *light* spell as an action, and if you have four *light* spells active when you cast *light*, choose one to end.

#### MESSAGE

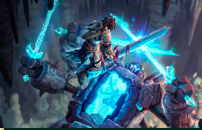
ARCANE | CONCENTRATE | ILLUSION | MENTAL

Your mouth words that are transferred to the ears of one creature within 120 feet. The target can give a brief response directly to your ear as a reaction, but they must be able to see you to do so.

#### SHIELD

ARCANE | CONCENTRATE | 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.



## 1ST-RANK SPELLS

### BREATHE FIRE ◀▶▶

ARCANE CONCENTRATE FIRE MANIPULATE

A gout of flame sprays from your mouth in a 15-foot cone. The fire deals 2d6 fire damage to each creature in the area. Each creature must roll a basic Reflex saving throw.

### CHILLING SPRAY ◀▶▶

ARCANE COLD CONCENTRATE MANIPULATE

Icy shards burst from your spread hands and coat creatures in a layer of frost. You deal 2d4 cold damage to creatures in a 15-foot cone with a basic Reflex save. A creature that fails also takes a -5-foot status penalty to its Speed for 2 rounds, or a -10-foot status penalty if it critically failed.

### FEAR ◀▶▶

ARCANE CONCENTRATE EMOTION FEAR MANIPULATE MENTAL

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

**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.

### FLEET STEP ◀▶▶

ARCANE CONCENTRATE MANIPULATE

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

### FORCE BARRAGE ◀, ◀▶▶, OR ◀▶▶▶

ARCANE CONCENTRATE FORCE MANIPULATE

**Arcane Only** You must have the draconic or imperial bloodline to learn this spell.

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

### HYDRAULIC PUSH ◀▶▶

ARCANE ATTACK CONCENTRATE MANIPULATE WATER

You call forth a powerful blast of pressurized water that bludgeons a creature within 60 feet and knocks it back. Make a ranged spell attack roll against the target's AC.

**Critical Success** The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

**Success** The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

**Failure** The target is unaffected.

### MUD PIT ◀▶▶▶

ARCANE CONCENTRATE EARTH MANIPULATE WATER

Thick clinging mud covers the ground in a 15-foot burst within 60 feet of you. The mud is difficult terrain, meaning it costs 5 more feet of movement to enter each square. The mud lasts for 1 minute.



### BASIC SAVING THROW

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

**Critical Success** The creature takes no damage.

**Success** The creature takes half the damage.

**Failure** The creature takes the full damage.

**Critical Failure** The creature takes double the damage.

### THUNDERSTRIKE ◀▶▶

ARCANE CONCENTRATE ELECTRICITY MANIPULATE SONIC

You call down a tendril of lightning that cracks with thunder. It deals 1d12 electricity and 1d4 sonic damage to a target within 120 feet, depending on the creature's basic Reflex saving throw.

If the creature is wearing metal armor or is made of metal, it takes a -1 circumstance bonus to its saving throw, and if it takes damage from the spell it takes a -1 status penalty to all checks and DCs that use its Dexterity until the start of your next turn. These statistics are its AC, Reflex saving throws, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

## FOCUS SPELLS

### ANCESTRAL MEMORIES ◀▶

ARCANE CONCENTRATE

**Bloodline Spell** You must have the imperial bloodline to learn this. The memories of long-dead spellcasters grant you their spellcasting knowledge. Choose one benefit to gain until the end of your turn.

- You gain a +1 status bonus to the next spell attack roll you attempt.
- An enemy within 60 feet takes a -1 status penalty to the next saving throw it attempts against a spell you cast.

### ELEMENTAL TOSS ◀▶

ATTACK MANIPULATE PRIMAL

**Bloodline Spell** You must have the elemental bloodline to learn this.

With a flick of your wrist, you fling a sphere of elemental water at your foe. Make a ranged spell attack roll against the AC of one creature within 30 feet. You deal 1d8 bludgeoning damage on a hit (doubled on a critical hit). When you reach 3rd level, the damage increases to 2d8.

### FLURRY OF CLAWS ◀▶▶

ARCANE ATTACK CONCENTRATE MANIPULATE

**Bloodline Spell** You must have the draconic bloodline to learn this.

Vicious dragon claws appear and slash at two enemies that must be within 30 feet of you and no more than 10 feet from one another. Make a spell attack roll against each target's AC. This counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until you've made both attacks. You deal 1d8 slashing plus 1d4 force damage to each creature you hit (doubled on a critical hit). When you reach 3rd level, the damage increases to 2d8 plus 2d4 force damage.

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## 2ND-LEVEL SORCERER CLASS FEATURES

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

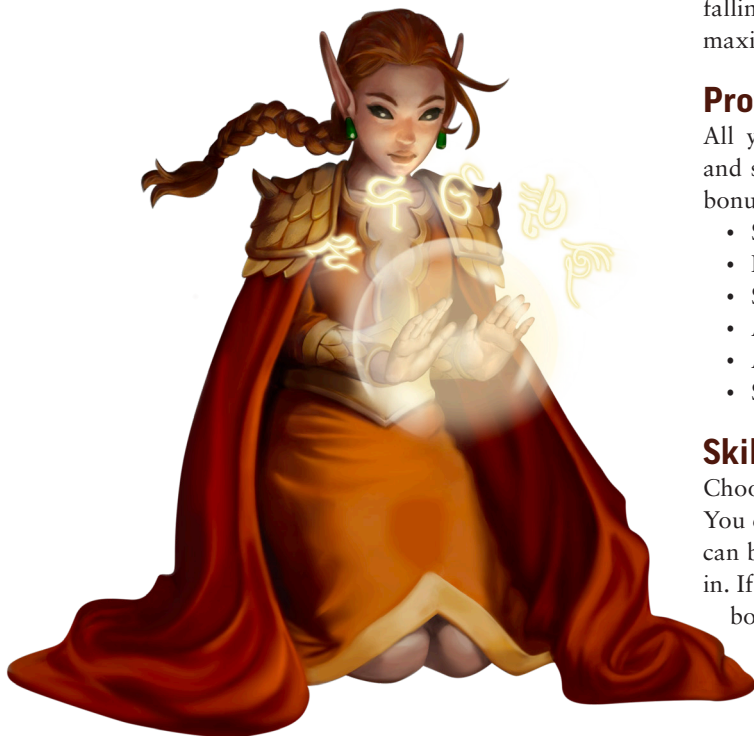
- Skills **(G)**
- Perception **(H)**
- Saving throws **(I)**
- AC **(J)**
- Attack rolls **(K)**
- Spell attack and spell DC **(O)**

### Spells

As your understanding of magic grows, you gain the ability to cast one additional 1st-rank spell each day, bringing the total number up to 4. Write "4" in the Maximum box for 1st-Rank Spells on your character sheet **(U)**. Choose one more 1st-rank sorcerer spell and write it under 1st-Rank Spells **(U)**.

### Quick Identification

You can identify magic items and effects more quickly. It takes you only 1 minute to identify items and effects using the Arcana skill (or the Nature skill if you have the water elemental bloodline) instead of 10 minutes.



Write this in the Class Abilities (Level 2) section of your character sheet **(C)**.

### Sorcerer Feat

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

### CANTRIP EXPANSION

Dedicated study allows you to prepare a wider range of simple spells. Choose two sorcerer cantrips of your choice and write these in the Cantrips section **(D)**.

### PROPELLING SORCERY

You get an alternate blood magic option you can use instead of your normal blood magic benefit. Choose which one to use each time you cast a spell. If you choose to use propelling sorcery when you trigger blood magic, you can either Step or move the target of your spell 5 feet in a direction of your choice.

### REACH SPELL **(D)**

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.

## 3RD-LEVEL SORCERER CLASS FEATURES

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

### 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)**.

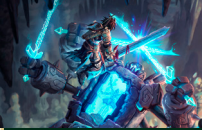
### Proficiency Bonus

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 **(O)**

### 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 chose in the Class Abilities (Level 3) 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. Don't include your attribute modifier or any other bonuses or penalties.

## 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)**.

## Spells

You learn to cast 2nd-rank spells! Every day, you can cast three 2nd-rank sorcerer spells in addition to the spells you can already cast. Write "3" in the Maximum box for 2nd-Rank Spells on your character sheet **(U)**. Gain the spell listed below for your bloodline and choose two other 2nd-rank sorcerer spells. Write the new spells under 2nd-Rank Spells **(U)**.

- **Draconic:** *blazing bolt*
- **Elemental:** *resist energy*
- **Imperial:** *dispel magic*

## 2ND-RANK SORCERER SPELLS

### ACID GRIP **◆◆**

ACID | ARCANE | CONCENTRATE | MANIPULATE

A taloned hand appears and grabs one target within 120 feet, burning it with acid. The target takes 2d8 acid damage depending on its basic Reflex save. If the creature fails its save, it also takes 1d6 persistent acid damage and the hand moves it 10 feet in a direction of your choice. On a critical failure, the persistent acid damage is 2d6 and the movement is 20 feet.

### BLAZING BOLT **◆, ◆◆, OR ◆◆◆**

ARCANE | ATTACK | CONCENTRATE | FIRE | MANIPULATE

You fire a ray of heat and flame against one creature within 60 feet. Make a spell attack against the target's AC. On a hit, the target takes 2d6 fire damage (doubled on a critical hit).

You can shoot rays at two different creatures if you cast this spell with 2 actions, or three different creatures if you cast it with 3 actions. If you cast the spell with 2 or 3 actions, each ray deals 4d6 fire damage instead of 2d6. All the rays count toward your multiple attack penalty, but you don't increase the penalty until after you make all the attacks.

### DISPEL MAGIC **◆◆**

ARCANE | CONCENTRATE | 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-rank spell or a cantrip, but not if it's a 2nd-rank spell.

**Critical Failure** The spell doesn't end.

### ENLARGE **◆◆**

ARCANE | CONCENTRATE | MANIPULATE

You make one willing creature within 30 feet grow to size Large for 5 minutes. A large creature occupies a 10-foot-by-10-foot space on the battle map. The creature's 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, and skill checks using Acrobatics, Stealth, and Thievery. It can reach and attack things 10 feet away, and it gains a +2 status bonus to melee damage rolls.

### RESIST ENERGY **◆◆**

ARCANE | CONCENTRATE | 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.



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# 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.



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



### BARBARIAN

**Armor** hide armor

**Primary Melee Weapon** choose greataxe, greatclub, greatsword, or scythe (if you have the giant instinct, you have your giant weapon instead)

**Backup Melee Weapons** battle axe, hatchets (2)

**Ranged Weapon** javelins (4)

**Adventuring Gear** adventurer's pack (page 46), climbing kit, lantern with 10 pints of oil

**Money Left Over** 5 gp



### BARD

**Armor** leather armor (or studded leather if your Strength is +1 or more)

**Melee Weapons** shortsword, dagger

**Ranged Weapon** shortbow with 20 arrows

**Adventuring Gear** adventurer's pack (page 46), musical instrument, thieves' toolkit with replacement picks (1 set), writing set

**Money Left Over** 1 gp



### MONK

**Armor** explorer's clothing

**Backup Melee Weapon** dagger, temple sword; you primarily fight with your fists

**Ranged Weapon** darts (10)

**Adventuring Gear** adventurer's pack (page 46), climbing kit, healer's toolkit

**Money Left Over** 6 gp



### SORCERER

**Armor** explorer's clothing

**Melee Weapon** dagger

**Ranged Weapon** hand crossbow with 20 bolts

**Adventuring Gear** adventurer's pack (page 46), writing set

**Money Left Over** 9 gp

## 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. One 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. Magical equipment can also be bought 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.

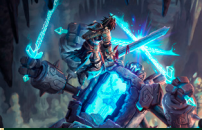
## Carrying and Using Items

You can carry items in three ways: held, worn, or stowed. Held items are grasped 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 use a single action to retrieve a worn item, put one away, or swap an item you're holding with one you're wearing. 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.



## UNARMORED DEFENSE

Unarmored	Price	AC Bonus	Dex Cap	Strength Threshold	Check Penalty	Speed Penalty
Explorer's clothing	1 sp	+0	+5	—	—	—

## ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Strength Threshold	Check Penalty	Speed Penalty
Leather	2 gp	+1	+4	+0	-1	—
Studded leather	3 gp	+2	+3	+1	-1	—
Medium Armor	Price	AC Bonus	Dex Cap	Strength Threshold	Check Penalty	Speed Penalty
Hide	2 gp	+3	+2	+2	-2	-5 feet
Breastplate	8 gp	+4	+1	+3	-2	-5 feet

### 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 or medium armor—indicates which proficiency bonus you use while wearing the armor. You can wear explorer's clothing instead of armor, using your proficiency bonus for unarmored defense. Most monks and sorcerers wear explorer's clothing.

#### 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 ①.

#### 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 breastplate (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 ①, 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 (see below).

#### Check Penalty

While wearing armor, you take this penalty to Strength- and Dexterity-based skill checks, except the Grapple, Shove, and Trip actions. If you meet the armor's Strength Threshold, you don't take this penalty. If you don't meet the armor's Strength Threshold, write this number in all of the Armor boxes in the Skills section of your character sheet ⑥.

#### Speed Penalty

While wearing a suit of armor, you take the penalty listed in this entry to your Speed. If you meet your armor's Strength Threshold and are wearing armor with a Speed penalty of -5 feet, you ignore that penalty! If not, write your adjusted Speed on your character sheet ⑤.

## 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 ④.

### 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. Monks have more powerful fist Strikes and don't take the penalty for making lethal attacks with their fists.

### 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 your attack roll. The GM determines the amount and type of damage the attack deals, if any, as well as any weapon traits.

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## UNARMED ATTACKS

Unarmed Attack	Price	Damage	Hands	Weapon Traits
Fist	–	1d4 B	1	Agile, finesse, nonlethal, unarmed

## 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
Sickle	2 sp	1d4 S	1	Agile, finesse, trip
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
Scythe	2 gp	1d10 S	2	Deadly d10, trip
Shortsword	9 sp	1d6 P	1	Agile, finesse, versatile S
Temple sword	2 gp	1d8 S	1	Trip
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 action	2	–
Dart	1 cp	1d4 P	20 feet	–	1	Agile, thrown
Hand crossbow	3 gp	1d6 P	60 feet	1 action	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 actions	1+	Deadly d10, volley 30 feet
Shortbow	3 gp	1d6 P	60 feet	0 actions	1+	Deadly d10

## Ammunition

Crossbows, hand crossbows, shortbows, and longbows all use up ammunition when you shoot them. You can buy 10 arrows or bolts for 1 sp. Each piece of ammunition can be used only once.

## Weapon Statistics

The tables above list the statistics for melee and ranged weapons. Each weapon is unique, with different amounts of damage and special properties.

Those tables use the following terms, which are divided into the different columns of the table.

### 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.

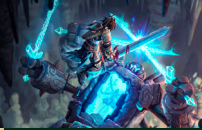
Write your weapon's die in the Damage box of its Melee Weapon entry on your character sheet (K). If the weapon is a melee weapon, check the box for the weapon's damage type.

### 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 Strike with one of these weapons and the target is beyond the range, you take a –2 penalty to your attack roll. If the target is more than double the range increment away, the penalty gets –2 worse for each additional multiple 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 has a range increment of 60 feet. It 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. It can't be used to attack a creature more than 360 feet away (farther than 6 times the 60-foot range increment).



## Reload

After making an attack, ranged weapons need to be reloaded before you can use 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 shooting or throwing 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 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.

**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.

**Nonlethal:** If your Strike reduces an enemy's HP to 0, that creature is knocked unconscious instead of killed. You can use a nonlethal weapon to make a lethal attack with a  $-2$  circumstance penalty.

**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 weapon under a *runic weapon* spell, a  $+1$  *magic weapon*, or a  $+1$  *striking weapon* with this trait, you can add the weapon's  $+1$  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.

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

**Trip:** You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. If you critically fail a check to Trip 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 weapon under a *runic weapon* spell, a *+1 magic weapon*, or a *+1 striking weapon* with this trait, you can add the weapon's +1 item bonus to attack rolls as an item bonus to the Athletics check to Trip.

**Unarmed:** An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack doesn't count as a weapon, though it might have weapon traits. For example, the *runic weapon* spell can't target a fist because it's not a 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 this page lists the Price for each type of gear. Any item with a number after its name in parentheses indicates that you get that number of the item for the listed Price (10 candles for 1 cp, for example).

### 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 toolkit (such as a climbing kit or healer's toolkit) easier to use by wearing it. This allows you to draw and replace the tools as part of the action that uses them. Any toolkits 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

## ADVENTURING GEAR

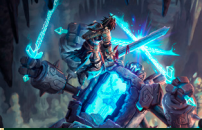
Item	Price	Hands
Adventurer's pack	15 sp	—
Backpack*	1 sp	—
Bedroll*	2 cp	—
Candle (10)	1 cp	1
Chalk* (10)	1 cp	1
Climbing kit	5 sp	2
Extreme climbing kit	40 gp	2
Clothing	1 sp	—
Fine	2 gp	—
High-fashion fine	55 gp	—
Compass	1 gp	1
Lensatic compass	20 gp	1
Flint and steel*	5 cp	2
Grappling hook	1 sp	1
Healer's toolkit	5 gp	2
Expanded healer's toolkit	50 gp	2
Lantern	7 sp	1
Magnifying glass	40 gp	1
Mirror	1 gp	1
Musical instrument	8 sp	2
Virtuoso instrument	50 gp	2
Oil (1 pint)	1 cp	2
Piton	1 cp	1
Rations* (1 week)	4 sp	1
Religious symbol	1 sp	1
Rope* (50 feet)	5 sp	2
Soap*	2 cp	1
Thieves' toolkit	3 gp	2
Replacement picks	3 sp	—
Infiltrator thieves' toolkit	50 gp	2
Infiltrator picks	3 gp	—
Torch*	1 cp	1
Traveler's chair	5 gp	see text
Waterskin*	5 cp	1
Writing set	1 gp	2
Extra ink and paper	1 sp	—
* This item is included in an adventurer's pack, so heroes begin play with one or more.		

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. 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.

An extreme climbing kit grants you a +1 item bonus to Athletics checks to Climb while using it.

**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. A thieves' toolkit is the only toolkit that can be worn with fine clothing. High-fashion fine clothing grants you a +1 item bonus to checks to Make an Impression on upper-class folk.

**Compass:** A compass helps you use Survival to Sense Direction or navigate. 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.

**Flint and Steel:** Flint and steel are useful in creating a fire if you have the time to catch a spark. Using them during an encounter is typically too time-consuming to be practical. 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 Toolkit:** This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Stabilize or Treat Wounds. If you wear your healer's toolkit, you can draw and replace the supplies within as part of the action that uses them.

An expanded healer's toolkit provides a +1 item bonus to Medicine checks you attempt while using it.

**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.

**Magnifying Glass:** This quality handheld lens gives you a +1 item bonus on Perception checks to notice the minute details of documents, fabric, and the like.

**Musical Instrument:** Musical instruments include bagpipes, a small set of chimes, small drums, fiddles and viols, flutes and recorders, small harps, lutes, trumpets, and similarly sized instruments. Heavy instruments like drum sets or keyboard instruments are too large to carry with you.

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



## DISABLED CHARACTERS

If your hero has a disability, they start play with any assistive devices they need for free. The traveler's chair is the only one described here, but devices like a hearing aid, prosthesis, or corrective lenses can compensate for other disabilities.

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 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 is emblazoned with an image representing a deity.

**Thieves' Toolkit:** You need a thieves' toolkit to Pick Locks or Disable Devices using the Thievery skill. If your thieves' toolkit breaks, you can repair it by replacing the lock picks or repairing it with a DC 14 Crafting check (as described under Pick a Lock on page 57). If you wear your thieves' toolkit, you can draw and replace the supplies within as part of the action that uses them.

An infiltrator thieves' toolkit adds a +1 item bonus to checks to Pick Locks and Disable Devices. Repairing it requires using the more expensive infiltrator picks or succeeding at a DC 18 Crafting check.

**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. As normal for improvised weapons, you make your attack roll using your proficiency with simple weapons with a -2 item penalty.

**Traveler's Chair:** This wheelchair is tailored for adventures and travels. Seat belts keep you firmly seated in the chair, and you can release the belts with an Interact action. The chair's mechanisms allow you to move up or down stairs and otherwise get around using the standard rules. You can propel the wheelchair even while holding something in your hands, but not if you're restrained or otherwise unable to move your hands freely. Any effect that would immobilize you or give a penalty to your Speed by hindering your legs applies to the chair. If the chair is tipped or you're knocked prone while in the chair, you can right yourself using the Stand action, or an ally can use an Interact action to right you.

**Waterskin:** When it's full, a waterskin contains enough water to hydrate a creature for 1 day.

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

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## 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.

Proficiency Rank	Proficiency Bonus
Untrained	+0
Trained	Hero's level + 2
Expert	Hero's level + 4

### 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, 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)**. The skills' full descriptions start on page 50.

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

used for that skill. For each skill, add your hero's proficiency bonus for that skill + the indicated attribute 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 if you wear certain armor (page 43).

### PERCEPTION

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

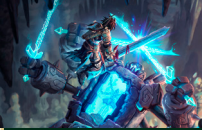
### SAVING THROWS

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.



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**PATHFINDER** BEGINNER BOX **CHARACTER SHEET**

**CHARACTER NAME**

**PRONOUNS** **L** LEVEL **M** HERO POINTS

PLAYER NAME XP Spend 1 to reroll a check. Spend All to avoid death.

**A** ANCESTRY **B** BACKGROUND **C** CLASS

HERITAGE ANCESTRY ABILITY BACKGROUND ABILITY CLASS ABILITIES (LEVEL 1)

**D** ATTRIBUTE MODIFIERS **E** HIT POINTS

STRENGTH STR DEXTERITY DEX CONSTITUTION CON INTELLIGENCE INT WISDOM WIS CHARISMA CHA

**F** SPEED FEET STRIDE (move) Move up to your Speed

**G** SKILLS

ACROBATICS DEX PROF ARMOR

ARCANA INT PROF

ATHLETICS STR PROF ARMOR

CRAFTING INT PROF

DECEPTION CHA PROF

DIPLOMACY CHA PROF

INTIMIDATION 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 WIS PROF

THIEVERY DEX PROF ARMOR

**H** PERCEPTION SENSES AND NOTES

**I** SAVING THROWS

FORTITUDE CON PROF NOTES

REFLEX DEX PROF

WILL WIS PROF

**J** DEFENSES

Armor Class AC 10 + Base Dex + Prof Item

Armor Proficiencies Unarmored Light Medium Heavy

**K** WEAPONS AND ATTACKS

WEAPON PROFICIENCIES Simple Martial First

MELEE WEAPON DAMAGE + STR/DEX PROF

DAMAGE + BLDGEONING PIERCING SLASHING

TRAITS

MELEE WEAPON DAMAGE + STR/DEX PROF

DAMAGE + BLDGEONING PIERCING SLASHING

TRAITS

RANGED WEAPON DAMAGE + DEX PROF

DAMAGE + PIERCING SLASHING RANGE INC. RELOAD

TRAITS

**L** **M** Equipment and Spells on Reverse Side

**PATHFINDER** BEGINNER BOX **CHARACTER SHEET**

**EQUIPMENT** **P** CHARACTER PORTRAIT

MONEY CP SP GP

NAME ITEMS PAGE NO.

**I** EDICTS ANATHEMA

**R** ADVENTURE LOG

DATE DESCRIPTION XP GAINED

**S** SPELLCASTING

SPELL ATTACK = CHA PROF

SPELL DC = 10 + CHA PROF

CANTRIPS

1ST-RANK SPELLS MAXIMUM REMAINING

2ND-RANK SPELLS MAXIMUM REMAINING

FOCUS SPELLS 10 minutes to recharge

**ACTIONS**

One Action

Two Actions

Three Actions

Reaction

**PROFICIENCY**

UNTRAINED 0

TRAINED 2 + level

EXPERT 4 + level

**S** NOTES

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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 **I**.

## 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.

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. Other ranged weapons don't add anything to the damage roll.

**Finesse Weapons:** Weapons with the finesse trait let you use Dexterity for your hero's attack roll with the weapon if you want, but still use Strength for the damage roll.

## EDICTS AND ANATHEMA

You can choose to take on optional edicts and anathema to reinforce your character's beliefs and guide how they'd

react in certain situations. Edicts are behaviors your personal philosophy or code encourages. Anathema are the opposite: actions contrary to your point of view and violations of your personal code. For example, you might declare that you follow an edict to keep detailed records of any dungeon you explore, or you might consider it anathema to refuse to help a friend in need. Choose any edicts and anathema you like and write them under the Edicts section and Anathema section **I**.

Edicts and anathema help you understand how your character thinks. Use them to guide you in playing them, but remember, their choices are yours to make!

## 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 **P**.

## HERO POINT

Every game session, you gain a Hero Point. You can use it to reroll or save yourself from dying. Mark one of the boxes under Hero Points **M**.

# SKILLS

*While your character's attribute 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 attribute 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. A skill's actions appear in the Skills and Skill Actions boxes below.

## SKILL CHECKS

When you use a skill, usually by performing one of the skill's actions, you attempt a skill check: roll a d20 and add the skill's statistic. The rules for rolling checks are on page 58.

## Skill Check DCs

The GM sets the DC of a skill check, using the guidelines on page 44 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. Beyond the *Beginner Box: Secrets of the Unlit Star*, you will face higher DCs, but can increase your skills to match!

Sometimes, another creature will attempt a check that you'll defend against using your skill DC. 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.

## SKILL OVERVIEW

You don't need to look up every skill action in advance! Use this summary to get the gist of each skill and its actions, and follow the page number of an action to find it when you need to use it. The attribute you use with the skill is in parentheses next to it and is listed on the character sheet in the Skills area (G). Following a brief description you'll find a list of the actions you can take using the skill. The end of each action lists the page where you can find its full rules.

**Trained Actions:** Any actions that require you to be trained say "must be trained" in parentheses. If you have expert proficiency, you still qualify as trained.

**Exploration Activities:** Time-consuming activities that can't be used in combat list "exploration" in parentheses. These skills have the exploration trait, and can't be used during an encounter. If you're not sure whether you have time to use an exploration activity, ask your GM.



## 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.

**Other Uses for Skills:** The listed actions aren't everything the skills are capable of. You and your GM should feel free to improvise other options that fit the themes of the skills! The GM can determine what options are appropriate.

**Acrobatics (Dexterity)** Use Acrobatics to move about with coordination and grace (pages 52–53).

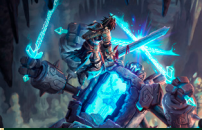
- **Balance** ♦ to move across a narrow surface or uneven ground.
- **Tumble Through** ♦ to move through an enemy who's in your way.
- **Escape** ♦ normally uses a fists attack roll to get out of an enemy's clutches, but you can use your Acrobatics if you prefer (page 63).

**Arcana (Intelligence)** Use Arcana to measure how much you know about arcane magic and creatures.

- **Recall Knowledge** ♦ about magic of the arcane tradition, magical theories, and creatures like dragons and constructs (page 52).
- **Identify Magic** (must be trained, exploration) from the arcane magical tradition over the course of 10 minutes (page 52).

**Athletics (Strength)** Use Athletics to perform deeds of physical prowess (pages 53–54).

- **Climb** ♦ to move slowly up an incline or ladder.
- **Escape** ♦ normally uses a fists attack roll to get out of an enemy's clutches, but you can use your Athletics if you prefer (page 63).



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- **Grapple** ◆ to hold an enemy in place.
- **Long Jump** ◆◆ to reach up to something or land on a raised platform.
- **Shove** ◆ to push an enemy back and follow it if you want.
- **Swim** ◆ to move through the water.
- **Trip** ◆ to knock an enemy down.

**Crafting (Intelligence)** Use Crafting to understand and assess items.

- **Recall Knowledge** ◆ about the engineering, mechanical creatures and the value of items (page 52).

**Deception (Charisma)** Use Deception to trick and mislead (pages 54–55).

- **Lie (exploration)** to fool somebody over the course of 1 minute.
- **Feint (must be trained)** ◆ to fake a melee attack that makes your enemy off-guard to you.

**Diplomacy (Charisma)** Use Diplomacy to influence others through negotiation and rhetoric (page 55).

- **Gather Information (exploration)** to learn about a person or topic by talking to people over 2 hours or more.
- **Make an Impression (exploration)** to get a creature to like you over the course of 1 minute.
- **Request** ◆ to make a request of a creature that likes you.

**Intimidation (Charisma)** Use Intimidation to threaten people (page 55).

- **Demoralize** ◆ to make a creature afraid.

**Lore (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. Each character in your group might know a different type of 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 both a Lore skill and a different skill that you could use for the same topic, you choose which one to roll.

- **Recall Knowledge** ◆ about the subject of your Lore skill (page 52).

**Medicine (Wisdom)** Use Medicine to patch up wounds (page 55).

- **Recall Knowledge** ◆ about diseases, injuries, poisons, and other ailments (page 52).
- **Stabilize** ◆◆ to rescue a creature from dying.
- **Treat Wounds (must be trained, exploration)** to restore Hit Points to an injured creature over 10 minutes.

**Nature (Wisdom)** Use Nature to understand the natural world and the primal magic of nature.

- **Recall Knowledge** ◆ about primal magic, fauna, flora, the environment, and creatures like animals and beasts (page 52).
- **Identify Magic (must be trained, exploration)** from the primal magical tradition over the course of 10 minutes (page 52).

**Occultism (Intelligence)** Use Occultism to know about ancient philosophies, obscure mysticism, and occult magic.

- **Recall Knowledge** ◆ about occult magic, ancient mysteries, and like aberrations and oozes (page 52).
- **Identify Magic (must be trained, exploration)** from the occult magical tradition over the course of 10 minutes (page 52).

**Performance (Charisma)** Use Deception to display your talents with music, oratory, dance, or other performing arts (page 56).

- **Perform** ◆ to impress people who see your performance.

**Religion (Wisdom)** Use Religion to understand deities, faiths, and divine magic.

- **Recall Knowledge** ◆ about divine magic, deities, theology, and creatures like undead (page 52).
- **Identify Magic (must be trained, exploration)** from the divine magical tradition over the course of 10 minutes (page 52).

**Society (Intelligence)** Use Society to understand civilization.

- **Recall Knowledge** ◆ about local history, important personalities, and humanoid creatures (page 52).

**Stealth (Dexterity)** Use Stealth to sneak around (pages 56–57).

- **Hide** ◆ to make enemies lose track of your location.
- **Sneak** ◆ after you're hidden to move around without being seen.

**Survival (Wisdom)** Use Survival to get by in the wilderness and track creatures (page 57).

- **Sense Direction (exploration)** to orient yourself in the wild over the course of 1 minute.
- **Track (must be trained, exploration)** to follow tracks left by a creature.

**Thievery (Dexterity)** Use Thievery to steal items without being noticed and to disable mechanisms like locks and traps (page 57).

- **Steal** ◆ to take something from another creature without being noticed.
- **Disable a Device (must be trained)** ◆◆ to disarm a trap.
- **Pick a Lock (must be trained)** ◆◆ to make progress toward opening a lock.

## GENERAL SKILL ACTIONS

The Recall Knowledge and Identify Magic actions are called **general skill actions** because they can be used with multiple different skills. Sometimes multiple skills could apply to the same topic. For example, if you and the other heroes need to identify the writing style of a famous playwright, the GM might ask for a Society roll to Recall Knowledge. If you have the Theater Lore skill from the entertainer background, you could ask to roll your Theater Lore instead.

For both Recall Knowledge and Identify Magic, you might know basic information about a topic or magical phenomenon without rolling. For example, you might automatically know the name of a major nation of the world or identify a magical wall of flames is fire magic on sight. If you need to spend a moment to think more deeply about a topic, you'll have to roll for Recall Knowledge. If you need to study a magical effect to understand it, you'll need to roll Identify Magic.

### RECALL KNOWLEDGE

**CONCENTRATE** **SECRET**

**Skills** Arcana, Crafting, Lore, Medicine, Nature, Occultism, Religion, and Society

You attempt a skill check to try to remember a bit of knowledge regarding a topic related to that skill. Pick a skill and ask the GM a question. The GM determines the DCs for such checks and if the skill applies. The GM might suggest a different skill or ask you to narrow down your question before allowing you to make a check. The GM rolls your check for the chosen skill in secret.

**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 false or no information (GM decides).

Each skill that can be used with Recall Knowledge covers the listed topics. These lists can't cover every possibility, so the GM might allow other options sometimes.

- **Arcana:** Arcane magic, magical theories, and creatures of arcane significance (like constructs and elementals).
- **Crafting:** An item's value, engineering, constructs, and mechanical creatures.
- **Lore:** The subject listed as part of the skill's name.
- **Medicine:** Diseases, poisons, wounds, and forensics.
- **Nature:** Primal magic, flora, fauna, geography, weather, the environment, and creatures of natural origin (like animals, beasts, fey, and plants).
- **Occultism:** Occult magic, obscure philosophy, and creatures of occult significance (like aberrations, spirits, and oozes).
- **Religion:** Divine magic, deities, theology, and creatures of religious significance (like celestials, fiends, and the undead).
- **Society:** Local history, key personalities, societal structure, and humanoid culture.



## MAGIC TRADITIONS

Spellcasters cast spells from one of four different magical traditions. Bards cast occult spells, while sorcerers cast arcane or primal spells depending on their bloodline. Some monsters might cast divine 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.

### IDENTIFY MAGIC

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

**Skills** Arcana, Nature, Occultism, and Religion

**Trained Action** You must be trained in the skill you're using to Identify Magic.

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 and rolls your skill check in secret. The check uses Arcana if the magic 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. If the magic just has the magical trait, like many magic items, the GM uses your highest of these skills. The GM might allow you to use the skill for a different tradition, but against a higher 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.

## SPECIFIC SKILL ACTIONS

The rest of this section explains the actions for each skill. Actions you can take only if you have the trained proficiency rank or better in the skill say so on the first line. Actions shared by multiple skills fall under General Skill Actions above, and some skills don't have their own section because all their actions fall under general skill actions.

### Acrobatics Actions

#### BALANCE

**MOVE**

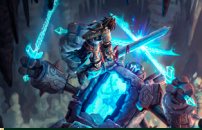
You move across a narrow surface or uneven ground, attempting an Acrobatics check against its Balance DC (set by the GM). You're off-guard while on a narrow surface or uneven ground.

**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 63). 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.

## Athletics Actions

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

**Critical Success** You climb up to 10 feet.

**Success** You climb up to 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.

**High Speed** If your Speed is 40 feet or higher, increase the distance you can move on a success or critical success by 5 feet.

### GRAPPLE

#### ATTACK

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

**Critical Success** Your target gains the restrained condition until the end of your next turn.

**Success** Your target gains the grabbed condition until the end of your next turn.

**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.

**Ending a Grapple** A creature you have grabbed or restrained breaks free if you move or the creature succeeds at the Escape action (page 63). This ends the condition.

### LONG JUMP

You Stride, then attempt a DC 15 Athletics check to make a long jump in the direction you were striding. If you didn't Stride at least 10 feet, your check automatically fails.

**Success** You Leap up to a distance equal to your check result, rounded down to the nearest 5 feet. You can't jump farther than your Speed.



## THE ATTACK TRAIT

The Grapple, Shove, and Trip actions have the attack trait. This means your multiple attack penalty applies to their skill checks and they increase your multiple attack penalty. The penalty works just like it does for Strikes! Because you use your hands for these skill actions, the agile trait from your fists attack applies to them. This means the multiple attack penalty the skill check takes is -4, or -8 if it's your third attack of the turn.

### 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 off-guard 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 off-guard 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 63). Restrained is stronger than grabbed, so grabbed doesn't affect you if you're restrained.



## LEAP

If you need to just make a short jump, the Leap basic action (page 63) lets you jump without needing a check. As a single action, you to jump 10 feet horizontally. If your Speed is 30 feet or higher, you can jump up to 15 feet. If you want to jump upward, you can instead jump up to 3 feet vertically and up to 5 feet horizontally.

**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. You must have a hand free. 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 to follow it, but you must move the same distance and in the same direction.

**Success** You push your target back 5 feet. You can Stride to follow 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.

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## SWIM

### MOVE

In most calm water, you get an automatic critical success to 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. The GM sets the DC.

**Critical Success** You move 15 feet through the water.

**Success** You move 10 feet through the water.

**Failure** You make no progress.

**High Speed** If your Speed is 40 feet or higher, increase the distance you can move on a success or critical success by 5 feet.

**Sinking or Currents** 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. If you just entered the water with the last action you took on your turn, the water doesn't move you in this way.

## TRIP

### ATTACK

You try to knock an opponent to the ground. You must have a hand free. 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.

## Deception Actions

### 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.

**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.

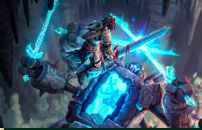
### FEINT

#### MENTAL

**Trained Action** You must be trained in Deception.

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 adjacent to you. If you are wielding a weapon with the reach trait, you can use the weapon's reach instead.

**Critical Success** You completely throw off your target's defenses against you. The target is off-guard against your melee attacks until the end of your next turn. The off-guard condition gives it a -2 circumstance penalty to AC.



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**Success** Your target is fooled, but only momentarily. The target is off-guard against your next melee attack against it this turn.

**Failure** You fail to fool the target.

**Critical Failure** Your feint backfires. You're off-guard against the target's melee attacks until the end of your next turn.

## Diplomacy Actions

### GATHER INFORMATION

EXPLORATION SECRET

You canvass local markets, taverns, and gathering places to learn about a specific individual or topic, then roll a Roll a Diplomacy check. 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.

**Failure** You don't collect any useful information.

**Critical Failure** You collect incorrect information about the individual or topic.

### MAKE AN IMPRESSION

CONCENTRATE EXPLORATION MENTAL

You spend 1 minute to try to get a creature to like you with flattery and acts of goodwill. At the end of the conversation, attempt a Diplomacy check against the Will DC (10 + its Will) of the creature, modified by any circumstances the GM considers relevant. The impression lasts for only the current social interaction.

**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.

**Impressing Multiple Creatures** You can impress up to five creatures you've been conversing with by taking a -2 penalty on your Diplomacy check. Compare your result to each target's Will DC.

### REQUEST

CONCENTRATE MENTAL

You make a request of a creature that likes you. The GM sets the DC based on the difficulty of the request, and might lower the DC if the creature likes you very much. 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 Actions

### 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



## THE FRIGHTENED CONDITION

Demoralize can be a very effective way to temporarily make an enemy less dangerous. When a creature has the frightened condition, it takes a status penalty to *all* its checks and DCs! The penalty is equal to the frightened value (-1 for frightened 1 or -2 for frightened 2 for example). A creature's frightened value reduces by 1 at the end of each of its turns and the condition ends when it reaches frightened 0.

feet of you. Attempt an Intimidation check against that target's Will DC (10 + its Will). Regardless of your result, you can't try to Demoralize the same creature again for 10 minutes.

**Critical Success** The target gains the frightened 2 condition.

**Success** The target gains the frightened 1 condition.

**Failure** The target is unaffected.

**Language and Communication** If your target can't hear you, it's unaffected by Demoralize. If the target doesn't understand your language or you're not speaking a language, you take a -4 circumstance penalty to your Intimidation check.

## Medicine Actions

### STABILIZE

MANIPULATE

You try to stabilize a creature that has 0 Hit Points and the dying condition. You need to be wearing or holding a healer's toolkit (page 47) to Stabilize. Roll a Medicine check with a DC of 15 + the value of the target's dying condition (DC 16 if the creature has dying 1, for example).

**Success** The creature loses the dying condition, but remains unconscious and gains the wounded condition (see page 68).

**Failure** You don't improve the target's condition.

**Critical Failure** You increase the target's dying value by 1.

### TREAT WOUNDS

EXPLORATION HEALING MANIPULATE

**Trained Action** You must be trained in Medicine.

You spend 10 minutes treating one injured living creature. You can choose yourself if you want. You need to be wearing or holding a healer's toolkit (page 47) to Treat Wounds. A creature can benefit from Treat Wounds only once per hour, even if multiple creatures try to treat that creature.

Attempt a DC 15 Medicine check.

**Critical Success** The target regains 4d8 Hit Points and loses the wounded condition if they have it.

**Success** The target regains 2d8 Hit Points and loses the wounded condition if they have it.

**Failure** The target doesn't regain any Hit Points, nor do they lose the wounded condition.

**Critical Failure** The target takes 1d8 damage.

**Extended Healing** If you get a success or critical success, you can continue treating the injured creature for a total of 1 hour to double the Hit Points they regain. Since a creature can benefit from Treat Wounds only once per hour, this can be useful to continue helping a hero who is very low on Hit Points.



## Performance Actions

### 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 future 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.

### Stealth Actions

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 66) or have the

concealed condition to Hide. (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 + its Perception). If you have standard cover, your GM adds a +2 circumstance bonus to your Stealth check.

**Success** The creature can't see you. If it could see you before, it still knows which space you're in until you Sneak (see below) to move elsewhere. If it tries to target you while it can't see you and only knows your space, it must succeed at a DC 10 flat check (roll a 10 or higher on a d20) or it fails to target you.

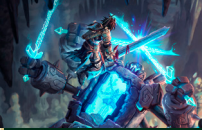
**Failure** The creature can still see you.

### SNEAK

**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 one Stealth check for you in secret and compares the result to the Perception DC of each creature you were hidden from at the start of your movement (Perception DC = 10 + the creature's Perception). If you have standard cover (page 66) from the creature throughout your Stride, the GM adds 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 from the creature or you have the concealed condition; otherwise, it sees you.

**Success** You're undetected—the creature doesn't see or hear you during your movement and doesn't know where you are after you stop moving.



**Failure** A sound or other sign gives your position away. The creature still can't see you, but it knows what space you're in.  
**Critical Failure** You're spotted! The creature can see you.

## Survival Actions

### SENSE DIRECTION

EXPLORATION SECRET

You spend 1 minute 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 can 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 cardinal directions.

### TRACK

CONCENTRATE EXPLORATION MOVE

**Trained Action** You must be trained in Survival.

You follow tracks while you're traveling, moving at up to half your travel speed (see Exploration on page 60 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. 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 to see if you can keep following the trail.

**Failure** You spend 1 hour searching, but you lose the trail.

**Critical Failure** You lose the trail and get lost. You can't try again for 24 hours.

## Thievery Actions

### 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 against the Perception DC of the creature wearing the object (Perception DC = 10 + its Perception). If the object is in a pocket or similarly protected, the DC is 5 higher.

**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.

### DISABLE A DEVICE

MANIPULATE

**Trained Action** You must be trained in Thievery.

This action allows you to disarm a trap or another complex device. You usually need to be wearing or holding a thieves' toolkit (page 47) to Disable a Device.



### 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. The GM might let you use an unobtrusive action like Recall Knowledge or using Interact to reload a weapon. A creature you're hidden from has the off-guard condition against you, taking a -2 circumstance penalty to AC against your attacks. If you attempt to Strike the creature, it has the off-guard 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 63. If they find you, you have to successfully Hide again to become hidden once more.

### Invisibility

If you're invisible (due to the *invisibility* 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.

Attempt a Thievery check. The GM determines the DC, using the DC listed in the device's statistics if there is one. Your check's 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.

**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

**Trained Action** You must be trained in Thievery.

You must be wearing or holding a thieves' toolkit (page 47) to Pick a Lock. This action works much like Disable a Device. Your Thievery check determines how much progress you make. The GM determines the DC, using the DC listed for the lock if there is one. Most locks require more than one successful check to unlock.

**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. They can't be used until you fix them by swapping in replacement picks (which cost 3 sp). You can instead repair them if you spend 10 minutes and succeed at a DC 14 Crafting check.

Some typical locks include: poor lock (DC 15, 2 successes), simple lock (DC 20, 3 successes), average lock (DC 25, 4 successes), and good lock (DC 30, 5 successes).

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## 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:

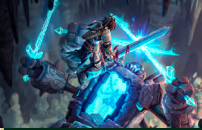
$$\mathbf{d20 + statistic + bonuses\ and\ penalties = result}$$

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 modifier	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 a DC set by the GM to find something 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.

## 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 Perception), 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. 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.



### 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 44 of the *Game Master's Guide*.



### HERO POINT REROLL

If you have any Hero Points, you can spend one to reroll a check. You have to keep the new result, and you can't use another Hero Point to reroll a second time.

- 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! Rolling a 20 on the die is called a "natural 20" or "nat 20."
- If you roll a **1** on the d20, do the opposite and use a result one step worse. This changes a critical success to a success, a success to a failure, and a failure to a critical failure. Usually, this means you critically fail. Rolling a 1 on the die is called a "natural 1" or "nat 1."

## Saving Throws

Saving throws, or saves, are checks that let you shrug off harmful effects, such as 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.

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## 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 a **combat encounter**, which follows a more specific set of rules explained on page 62.

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.

### TRAVEL SPEED

Hero's Speed	Miles per Hour	Miles per Day
20 feet	2	16
25 feet	2-1/2	20
30 feet	3	24
35 feet	3-1/2	28
40 feet	4	32

## 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 above.

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 following the goblins' tracks." 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 below the activity's name.

### AVOID NOTICE

**EXPLORATION**

Move at half your travel speed and attempt a Stealth skill 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.

### DETECT MAGIC

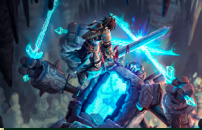
**CONCENTRATE EXPLORATION**

You must have the *detect magic* cantrip to choose this activity. You cast *detect magic* at regular intervals. You move at half your travel speed.

### HUSTLE

**EXPLORATION MOVE**

You strain yourself to move at double your travel speed. You



can Hustle for only a limited time. Multiply your Constitution by 10 to find how many minutes you can Hustle. If you're in a group that's Hustling, use the lowest Constitution among everyone to determine how long the group can Hustle together.

## INVESTIGATE

CONCENTRATE | EXPLORATION | SECRET

You move at half speed and use the Recall Knowledge skill action 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

EXPLORATION

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 | EXPLORATION

Moving at half speed, you use Perception to Seek meticulously. If you come across a secret door, item, or hazard while Searching, the GM attempts a secret Perception 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

EXPLORATION | SECRET

Using a compass or environmental clues, you orient yourself in the wild. See the Survival skill on page 57.

## TRACK

EXPLORATION

You look for a creature's tracks so you can follow them. See the Survival skill on page 57.

## 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 (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 bard or sorcerer, regain your expended spell slots.
- Reset any abilities you have that refresh during your preparations or that can be used only a certain number of times per day.

## 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**,



### 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. Your roll is usually the same type of roll as the one you're trying to help, but the GM might allow other options. The DC is usually 15, 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 64.

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 target 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 65) 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.

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## 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. (If you were Avoiding Notice in the lead-up to the battle as described on page 60, 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. 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 loop—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

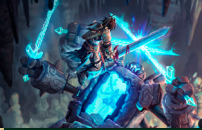
- If you created an effect with a duration lasting a certain number of rounds, like many spells do, reduce the number of rounds remaining by 1. The effect ends if the duration is reduced to 0.
- If you're dying, roll a recovery check (see Dying on page 68).
- Lose the reaction from your previous turn, 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 a Stride unless a special activity lets you. You can pick your actions from the basic actions on page 63 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 69), 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.



## BASIC ACTIONS

Every creature can do common tasks using these basic actions. You'll Interact, Step, Stride, and Strike a great deal. Many other actions tell you to use one of these basic actions or modify it to produce different effects.

As long as you can act, you can speak (or convey with sign language) one sentence or so per round. Special uses of speech, such as attempting an Intimidation skill check to Demoralize enemies, require spending actions and follow their own rules.

**Attack Trait:** Escape and Strike have the attack trait. The multiple attack penalty (page 64) makes repeated attempts to take these actions on the same turn less likely to succeed.

### DROP PRONE

MOVE

You fall and gain the prone condition (page 69). While prone, you have the off-guard 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.

**Failure** You don't get free.

**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 using the Athletics skill (page 53).

- **Horizontal Jump** up to 10 feet horizontally, or up to 15 feet if your Speed is 30 feet or higher. 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. Usually the area you can search is 30 feet across if you're looking for creatures or 10 feet if you're looking for an object. The GM attempts a secret Perception check for you and compares the result to the Stealth DCs of creatures you can't see in the area 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 you roll 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.

**Failure** You don't find anything.

**Longer Searches** Seek is for quick searches in combat. Searching a larger area or doing an in-depth search is an exploration activity that takes an amount of time chosen 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 an unarmed attack (such as your fist). Target 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 Armor Class (AC).

**Critical Success** Critical hit! Make a damage roll (see below) and double the damage.

**Success** Hit! Make a damage roll (see below).

**Failure** Miss! Your Strike deals no damage.

**Damage Roll** To make a damage roll for a Strike, roll the damage die for your weapon or fist, then add your Strength if you made a melee Strike. Your target loses Hit Points equal to the damage you deal.

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## 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, spend 1 action for a ♦♦ spell on one turn and complete it on your next turn. Activities that take longer than 3 actions say so in the text and don't have an icon. You can't use such activities in combat because you can't complete them in a single turn. An activity might contain other actions within it, such as making a Strike as part of the activity. These sub-actions work just like they do normally, but don't cost more actions. For instance, the Flurry of Blows activity has a monk Strike twice—but it costs only 1 actions to do it all, instead of 2!

**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. 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 determines 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 60, you can find more in the Skills section on page 50: Identify Magic, Gather Information, Make an Impression, and Treat Wounds.

## 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), use the smaller penalties listed in the Agile Penalty column.

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 have some way to make Strikes as a reaction.

## Range Penalty

Ranged and thrown weapons are less accurate against targets farther away. The weapon's range increment determines the distance. 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 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 add your Strength to the damage for melee Strikes).

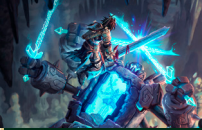
The damage you deal has a type, such as piercing or fire, which can matter since some creatures take more or less damage depending on the type.

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 unarmed die	Strength
Ranged Strike	1 weapon die	None
Thrown weapon Strike	1 weapon die	Strength
Spell	Listed in the spell	Typically none

## Doubling and Halving

You might need to double or halve your damage, depending on the action you used. For instance, many spells have a basic save, meaning they 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. Any special damage—like the extra damage from a barbarian's Rage—is doubled or halved, too. If you halve damage that was an odd number, round down.

## Persistent Damage

Persistent damage, like damage from 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 round. After you take the persistent damage, 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 69 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* 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

Attacks and spells don't normally damage items, except for traps, unless specified otherwise.

## MOVEMENT

The *Beginner Box: Secrets of the Unlit Star* includes maps with a 1-inch grid to track the placement and movement of creatures and objects. Most creatures, including the heroes, take up 1 square on the grid. Some monsters are Large, and they 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.



### 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—and not all characters can move that far in a Stride! 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, Sajan 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 Sajan moved up or down instead, he could move 1 square.

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### 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 (page 69).

You can Grab an Edge as a reaction to reduce the damage from some falls. Roll an Acrobatics check or 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!

### Reactions to Movement

Some reactions are triggered by a creature using an action with the move trait. The most notable example is Reactive Strike, which some monsters have. A creature with Reactive Strike can use it when a 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 the Acrobatics skill (page 53). 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 69).

You can stand in the same square as a prone creature if that creature is willing, unconscious, or dead. The GM might allow you to climb atop a larger creature that's dead or unconscious in some situations.

### 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 56), but lesser cover isn't sufficient for using Stealth.

Type of Cover	Circumstance 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—abilities that can affect you or an ally say so. 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. 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.

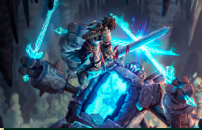
### HIT POINTS, HEALING, AND DYING

Your **maximum Hit Points** represent 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).



### 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 off-guard condition (giving it a -2 circumstance penalty to AC) against melee attacks from anyone flanking it. If you stop flanking the creature, the off-guard condition ends.

You can flank or help an ally flank only if you meet all three of the following conditions:

- You're holding a melee weapon or able to make a fist attack.
- You're close enough to reach the enemy with an attack.
- No condition or effect is preventing you from acting or attacking.

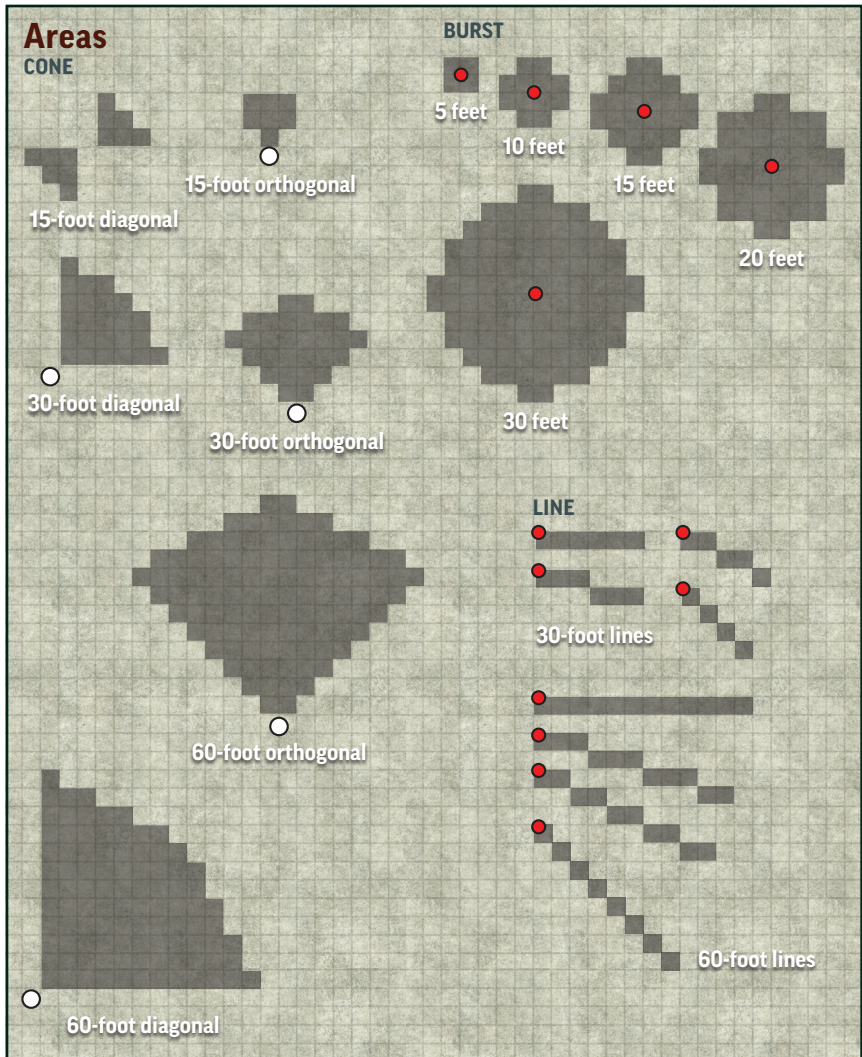
1. Sajan and Amiri are flanking the ogre.
2. Lem and Amiri aren't flanking the ogre.
3. The hobgoblin and ogre flank Seoni because the ogre is Large and can reach 10 feet away.

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### 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 *breathe fire* 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.





### HERO POINT RECOVERY

If you have any Hero Points, you can spend *all* of them to avoid dying. Spend them when your dying condition would increase to lose the dying condition entirely and stabilize with 0 Hit Points. Unlike other ways of losing the dying condition, removing it with a Hero Point doesn't give you the wounded condition or increase your wounded condition.



### 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 off-guard 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 and wake up 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 (typically because you're asleep), you wake up and lose the unconscious condition in one of the following ways.

- You take damage. However, 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.

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.

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 and drop what you're holding. You gain the **prone** and **unconscious** conditions. 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. (Though some characters gain an ability to last until they have dying 5.) 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.

### Recovering

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 2.

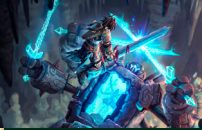
If you lose the dying condition by succeeding at a recovery check, you're still at 0 Hit Points and remain unconscious, but you can wake up (see the sidebar). As with any time you recover from dying, you gain the wounded condition.

### 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 you have the wounded condition, increase the dying condition's value by your wounded value.**

Your wounded condition goes away, regardless of its 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.



## 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 68.

**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. You're unable to move and have the off-guard 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.

**Off-guard** You're unable to defend yourself well. You take a -2 circumstance penalty to AC. Flanking (page 67) makes you

off-guard only to creatures flanking you, but some effects make you off-guard against everything.

**Persistent Damage** Instead of taking persistent damage immediately, you take it at the end of each of your turns. 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 off-guard (-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 off-guard 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 63). 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 68.

**Wounded** See page 68.

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## 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!) For example, if your level 1 character has 1,020 XP, you level up to level 2 and reduce your XP total to 20.

After you've updated your XP, it's time to get the upgrades from your class! Flip back to your class entry to learn all the benefits you gained from leveling up. You can gain increases to your proficiencies, more skills, feat, and—if you're a spellcaster—new spells. You can find the information about leveling up your character in your class entry on the following pages.

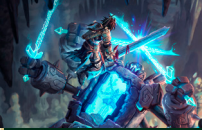
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### BEYOND 3RD LEVEL

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: Secrets of the Unlit Star*, you've built a character that's 100% compatible with the complete Pathfinder game. You can grab a *Pathfinder Player Core* book and keep playing! *Player Core* includes the full rules for playing the game and tons of pieces of gear and spells for all characters. The bard also appears in that book. If you're playing a barbarian, monk, or sorcerer, you can find their full rules in *Pathfinder Player Core 2*. You can find out more about the full game and all the different options and products available at [paizo.com/pathfinder](http://paizo.com/pathfinder).

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 cleric and rogue, and all sorts of new spells and treasures. You can gain feats from your ancestry or play a character who gets abilities from more than one class. A world of adventure awaits!



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*This index includes page references for some of the key terms, character options, and rules essentials included in this book. Note that details on some rules used more by the GM are found in the Game Master's Guide instead of in this book.*

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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 + 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. Any time you get knocked out and gain 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.



## 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 off-guard 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 (when you're sleeping, for example), 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 are -4 and -8 if you use an agile weapon or unarmed attack.)

## Strike Damage Roll

One die of the weapon's size + Strength (if it's a melee attack)

## Spell Attack

d20 + spell attack modifier 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.

## 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.

## 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**, which you can gain 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.

Because moving diagonally covers more ground, you count it differently. Your first square of diagonal movement 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—and not all characters can move that far in a Stride! 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, Sajan 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 into the rubble would take 10 feet because the rubble is difficult terrain. If Sajan moved right instead (or any direction without difficult terrain in the square), he could move 1 square.