

Organized list of 5e to pf2e topics

- Differences to be aware of
 - Character Building basics
 - Pick Class
 - Pick ancestry (aka race)
 - Pick Background
 - Pick Ability Boosts
 - Rolling for stats is optional and no longer recommended.
 - Rarity
 - Common options are normally universally available.
 - DMs are not generally recommended to restrict common options and should let people play what they want.
 - Most options are common
 - Uncommon options are also often available but this is not automatic
 - They are not so powerful or unusual as to be feared, but may not fit default settings or campaign concepts.
 - Some classes or feats will grant access to uncommon abilities or equipment.
 - Rare options are not usually available and require explicit DM permission to use.
 - They are often powerful and specific.
 - Can have unbalancing or frustrating impacts on campaigns if not used carefully.
 - Always consult with Dm before using, to gain permission and ensure DM accounts for Rare options appropriately during game planning.
 - Proficiency
 - Untrained = just add mod, can't use some actions
 - Trained =2+level+mod, can use most actions
 - Expert =4+level+mod, can use even more actions
 - Master=6+level+mod, can use most actions
 - Legendary=8+level+mod, can use almost all actions
 - Four Degrees of success - applies to basically everything
 - Fail by 10 or more = Crit Failure
 - Below DC but by less than 10 = failure
 - Equal to or above DC but by less than 10 = Success
 - Succeed by 10 or more = Crit success
 - Nat 1 drops degree of success by one, guaranteed miss in combat
 - Nat 20 increases degree of success by one, guaranteed hit in combat,
 - Class Options
 - Classes not in 5e

- Swashbuckler - same name as a rogue subclass, not remotely the same.
 - Oracle
 - Investigator
 - Magus
 - Summoner
 - Kinetics
 - Psychic
 - Thaumaturge
 - Commander
 - Guardian
 - Animist
 - Exemplar
- Classes not in pf2e but sort of are
 - Warlock
 - Warlock sort of Witch in flavor
 - Hexblade sort of equates to Magus by playstyle
 - Artificer -> Inventor and sort of Alchemist
 - Gunslinger -> Gunslinger
 - Important to know these classes play so differently they are not really remotely the same.
 - Paladin -> Champion
 - Paladin is a subclass
- Subclasses will not always convert cleanly
 - Some subclasses are now full on classes, see Swashbuckler, alchemist, Magus
 - Some subclasses do not exist
 - Many subclasses are now archetypes
 - Wild Magic is a subclass only available to spontaneous full caster base classes. It cannot be gained by anything but Oracle, Sorcerer, Bard, Psychic, and Summoner at this time. It is called Wellspring Magic and flavored around Leylines.
- Multi-class
 - Main points
 - Don't lose levels in primary class
 - Lose feats instead
 - Multi-class Archetypes
 - All base classes have a multiclass archetype available, often with prerequisites so not just anyone can take them
 - Archetypes
 - Work off multiclass rules
 - Way more archetypes than multi-class
 - Some archetypes have high level prerequisites

- Many 5e subclasses are now Archetypes
- Power levels
 - Martials are DPS, do not confuse casters for DPS.
 - Casters are best in support and supplemental roles. They are still best at AoE but limited slots and long adventure days must be accounted for.
 - Martials have highest consistent damage, Fighter is damage king and Crit King.
 - Four Groups of Classes by “Role”
 - Tank
 - Champion, Guardian, Monk, Fighter, Summoner = Tanks
 - Pet Classes and archetypes can be pseudo tanks by sacrificing their pets. This is obviously risky.
 - DPS
 - Fighter (King beyond question), Barbarian, Ranger, Magus, Summoner (The eidolon), Thaumaturge, Exemplar
 - Kineticist (not all Kineticist builds)
 - Off DPS/Support
 - Rogue, Swashbuckler, Summoner, Ranger, Alchemist, Inventor, Investigator, Druid (wild shape), Gunslinger, Thaumaturge, Kineticist, Commander
 - Casters
 - Animist (flexible), Bard (#1 buff), Cleric (#1 healer), Druid, Oracle, Psychic, Sorcerer, Witch, Wizard
 - Honorary mention: Kineticist
 - “Healing”
 - Anything with High medicine bonus and battle medicine
 - Oracle (especially life) and Cleric primary, Sorcerer or witch with divine list and specific feat
 - Champion
 - Blessed One and Medic Archetypes
 - Grouping classes on martial-> Caster Scale
 - Martials (key ability score is str or dex)
 - Barbarian, Champion, Fighter, Monk, Ranger, Rogue, Swashbuckler, Gunslinger, Guardian, Exemplar
 - Kineticist (special exception)
 - Near Martials (key ability score is not str or dex)
 - Rogue, Investigator, Alchemist, Inventor, Thaumaturge, Commander
 - Off-Casters -> Focus Spells without slots
 - Champion, Monk, Ranger,
 - Martial-Casters
 - Magus, Summoner (The Eidolon), NewWarpriest, Battle-Harbinger

- Casters:
 - Bard, Cleric, Druid (honorary martial-caster with wildshape), Oracle, Psychic, Sorcerer, Wizard, Witch, Animist
- Classes which are traps for inexperienced players who do not learn system mastery quickly
 - Alchemist
 - Requires great system mastery to make full use of its abilities. Powerful in the right hands, hilariously frustrating in the wrong hands.
 - Witch
 - Some patrons and lessons are unfortunately better/easier to use than others, trades power for diversity, difficult to make full use of if you go in blind
 - Witch is meant for debuffing even with “offensive” spell lists. While it can do “anything” its lack of any other specialization can inhibit it.
 - Sorcerer
 - See witch issues, but bloodlines instead of patrons/lessons
 - ~~• Warpriest~~
 - ~~○ Worst of both worlds as it fails to be a properly functioning martial at high levels and also fails to be a good offense/debuff caster at high levels, also will never be able to tank properly compared to true tanks~~
 - Investigator
 - In the wrong campaign the class is very hard to play. Strongly recommend not using unless DM is on board and plans a campaign playing to investigation/mystery/puzzle and exploration over mostly combat and straightforward plot lines.
 - Swashbuckler
 - Not a DPS class. Martial support. Has good damage, provides lots of buffs and debuffs when used correctly. Has middling damage and difficulty not dying when used poorly.
- Casting Traditions
 - Arcane
 - Wizard, Witch, Sorcerer, Animist, Magus, Summoner, Rogue
 - Buff, Debuff, Damage, Utility, no Healing
 - Divine
 - Cleric, Oracle, Witch, Sorcerer, Animist, Summoner, Champion, Monk,
 - Buff, Debuff, some damage, some utility, Best healing
 - Primal

- Druid, Witch, Sorcerer, Animist, Summoner, Ranger
 - Damage, some utility, some buff and debuff, some healing
- Occult
 - Bard, Psychic, Witch, Animist, Sorcerer, Summoner, Monk
 - Best Support/Buffs, debuffs, some utility, some healing, some damage
- Versatile Tradition Casters
 - Sorcerer, Witch, Animist, and Summoner use different casting traditions, depending on which subclass they pick.
 - Monk can choose to cast as a divine or occult for “ki” abilities, however this does not have any real impact unless multiclassing.
- Vancian Casting
 - Prepared Casting does not work the same in Pf2e
 - Prepared casters are Wizard, Magus, Witch, Cleric, and Druid
 - In 5e you can change your prepared spells daily, and use any available slot of a high enough level to cast any prepared spell
 - In pf2e, Prepared casting means you prepare every spell you want to cast that day, and you need to prepare separate castings for each time you want to cast them. This includes upcasting.
 - If you want to cast three fireballs, prepare three fireballs.
 - If you want to cast a fifth level fireball, you’ve got to prepare it in a fifth level slot. If you want a 10th level fireball, prepare it in your tenth level slot.
 - Spontaneous Casters work mostly the same
 - You know more spells than 5e and your spells known (or spell repertoire) dictates how many spells of each level you know. Your subclass may add more spells to this total.
 - Signature spells are the only spells you can freely upcast (or downcast).
 - Spont Casters are Sorcerer, Summoner, Bard, Oracle, and Psychic.
- Combat
 - Three Action System
 - Three Actions, Free Action, Reaction,
 - Extreme versatility
 - Attacking repeatedly is penalized
 - Some Rangers and some twf builds are less penalized, use Ranger or Monk if you want to make lots of strikes per turn.
 - Raise a shield
 - Use Skill actions which do not account for MAP
 - Movement is heavily encouraged and not penalized
 - Only fighters and a handful of monsters have AoO by default.

- Movement is not split, however. Stride up to speed, but you can't attack during movement unless you use a feat which says otherwise.
 - Spell options in combat are wider
 - Can cast multiple spells per turn (dependent on spells)
 - Spells with variable action costs exist (Heal, Kamehameha, Magic Missile)
- Tactics
 - Teamwork tactics are essential to surviving
 - Flanking is your go-to
 - Intimidate is #2
 - Bon Mot is great to help your casters
 - Spells can have great one-off debuff effects, even on a failure
 - Mid-combat Healing
 - Use Medicine when possible instead of spell slots. Battle-Medicine is needed.
 - Spell Slots are more scarce and should be used for emergencies or when range/AoE is needed
 - Focus Spells which heal are excellent to use on yourself or others.
- Skills
 - Proficiency goes up every odd level starting from 3rd.
 - Rogues goes up every level starting at 2nd
 - Feats are super important
 - Not having a feat doesn't make an action impossible, but it's either not possible in combat or the DC will be significantly higher or success is not guaranteed.
 - Feats often have prerequisites based on level and proficiency to let you do things as a combined action or free action.
 - Skills are extremely valuable and most of them have uses in combat
 - Recall Knowledge to learn monster weaknesses and vulnerabilities
 - Diplomacy and Intimidate and Deception to lower defense/offense
 - Acrobatics for maneuver/reposition of yourself
 - Athletics for maneuver and reposition of yourself or your opponent, some debuffs such as trip, grapple,
 - Medicine to keep health up
 - Nature to control animals other than companions (mounts, etc)
 - Relatively easy to get more proficiencies
 - New proficiency if Int mod goes up
 - General feats and ancestry feats and some multi-classing grants new skill proficiencies
 - Rogue, Swash, Investigator Best with skills and skill feats
 - Rogue is #1 in skills

- Swash and Investigator get bonus skill feats related to their specialities
- Ancestries = Races but more
 - Ancestries have heritages, which are similar to having a subclass
 - Regular heritages are unique to each individual ancestry.
 - Versatiles Heritages can be taken by any ancestry (some exceptions may apply depending on setting/campaign)
 - Ancestries grow in power over time
 - Ancestries gain feats as they level up
 - Some feats have prerequisites and cannot be taken if you do not plan ahead.
 - Some ancestry feats are only available at level 1
 - Ancestries have different specialities
 - Different ancestries can be good at different things independent of class levels
 - Humans are extremely versatile
 - Elves and gnomes are good casters
 - Orcs are good tanks, so are Dwarves
 - This can apply to versatile heritages too
 - Ancestries often grant access to proficiencies
 - Mostly skill and weapon proficiencies
 - Ancestries will never give better proficiencies than classes, but may supplement them.
 - Some 5e Races have equivalents
 - Tabaxi=Amurrûn
 - Dragonborn are closest to Kobolds in terms of abilities thematically granted
 - Warforged=Automatons, Poppets
 - Tengu and Strix are birdfolk which are not identical but have some overlap with Aarakocra and Kenku
 - Some Pf2e Ancestries are not available in 5e
 - Androids
 - Conrasu
 - Outsiders who are super into balance of the Universe, look like trees/plants with orbs or blocks or black stone for a head.
 - Goloma
 - Horse ish folk+magic
 - Fetchlings
 - From the plane of shadows
 - Leshy
 - Small adorable plant people
 - Fleshwarp

- Frankenstein monsters, Jekyll and Hyde, science experiments, Cthulu'flagan,
- Azarketi
 - Pseudo-merfolk without the fish tails.
- Anadi
 - Cute spider people who can look humanish or a full medium sized spider form.
- Shisk
 - Bone-feathered humanoids
- Shoony
 - Pug people!
- Grippli
 - Frog people!
- Samara
 - Repeatedly reincarnated towards Nirvana, retain some memories of prior lives
- There are also heritages which equate to 5e races
 - Suli, Ifrit, Undine, Oread, Sylph = elemental races in 5e
 - Aasimar and tiefling
 - Half Elf and Half Orc
 - Dhampir
 - Beastkin - part beast people who are descended from/related to werewolf and similar creatures, granting them a fully normal and half-beast form with animal abilities.
- Heritages can also be unique
 - Duskwalkers were sent back after death to live a second life
 - Aphorite - similar to Aasimar/tiefling but lawful outsiders
 - Changeling - hag children
 - Ganzi - similar to Aasimar/tiefling but Chaotic outsiders
- Minor Notes
 - Dex to damage is only available to rogues with the thief subclass. Nobody else gets this option.
 - More Spells per day compared to 5e.
 - Spells often have effects even if the target makes their save.
 - Spells are somewhat less powerful than the general degree of spell power in 5e. Some spells actually wind up stronger however. (fireball is weaker at 3rd level, stronger than 5e when using a 5th level slot- 10d6 pf2e vs 9d6 5e)
 - Most spells deal double damage when target crit fails their save.
 - Resistance is different now
 - Resistance subtracts a set number instead of halving damage.
 - Weaknesses are different too

- Weakness adds a set amount of damage per instance. This makes persistent damage targeting a weakness obscenely powerful.