

A Guide to Character Creation

For the Pathfinder RPG 1st Edition

By Lokotor

Introduction: This guide aims to teach the basics of character creation to new players and will present an easy to follow ten step visual guide to completing the process. The guide will walk new players through the steps needed to make a level 1 character for Pathfinder 1E. The steps involved are applicable to any character, so you should have no difficulty following along regardless of the class or race of your character.

Step 0: You can download an Editable PDF version of the default Character Sheet [Here](#)

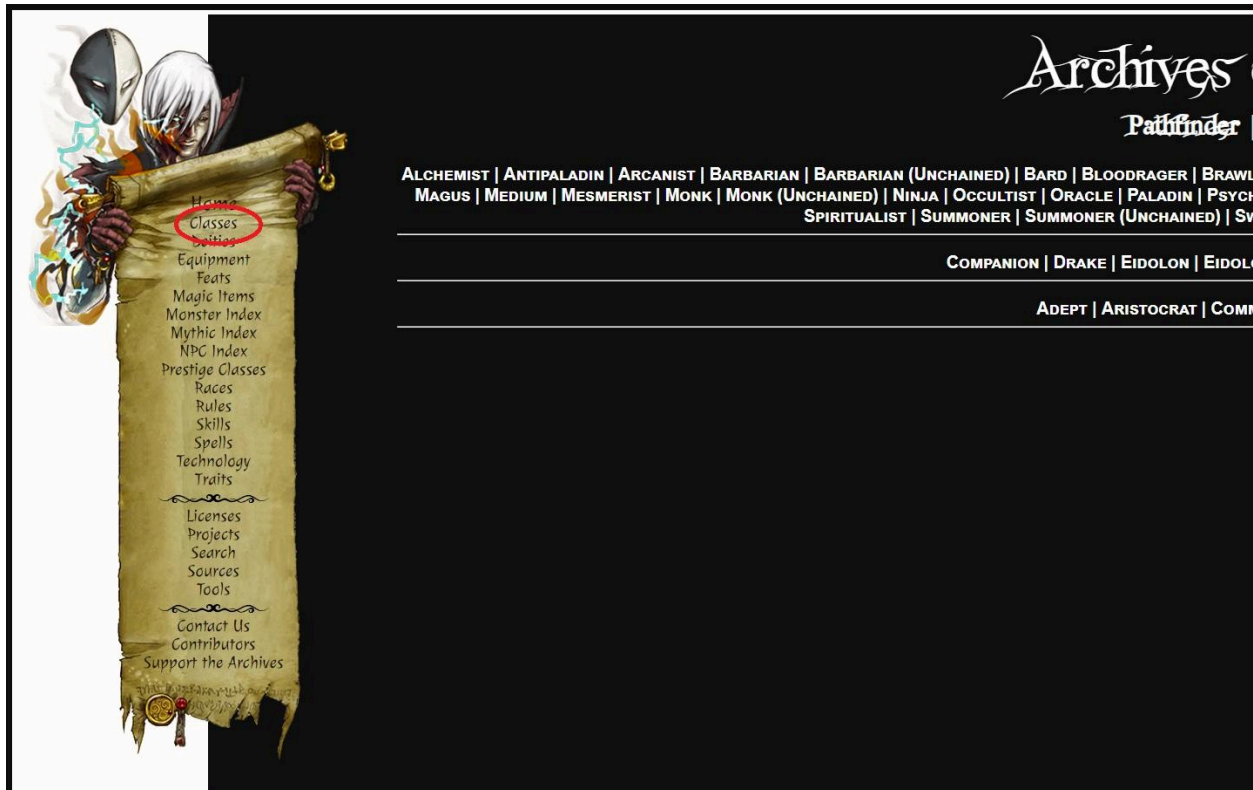
I suggest you come up with a concept for your character at this point. Discuss with your play group and see what everyone's interests are. Does anyone have any preferences or taboos? Is your GM instituting any house rules? What do you see your character doing? Using a bow? A spear? Casting spells? Worshipping a god? Being a Ninja / Lumberjack dual wielding shields named Abraham Lincoln? This will help you make some choices later on, but you don't have to have anything finalized here. Just a loose idea.

Step 1, Choose a Class: We will start by choosing a class that interests us.

You can find a list of all the classes and their descriptions on either d20pfsrd.com where they are listed on the home page

Players	
<p>Basics & Ability Scores</p> <p>Ability Scores Character Creation Outline Common Terms Getting Started More Character Options</p>	<p>Races</p> <p>Core Races</p> <p>Dwarf Elf Gnome Half-Elf Half-Orc Halfling Human</p> <p>Standard Races</p> <p>Gnoll Lizardfolk Monkey Goblin Skinwalker Triaxian</p> <p>Advanced Races</p> <p>Android Gathlain Ghoran Kasatha Lashunta Shabti Syrinx Wyrwood Wyvaran</p> <p>Featured Races</p> <p>Aasimar Catfolk Dhampir Drow Fetchling Goblin Hobgoblin Ifrit Kobold Orc Oread Ratfolk Sylph Tengu Tiefling Undine</p> <p>Monstrous Races</p> <p>Centaur Ogre Shobhad Trox</p> <p>Very Powerful Races</p> <p>Drider Gargoyle</p> <p>Unknown Race Points</p> <p>Aquatic Elf</p> <p>Uncommon Races</p> <p>Changelings Duergar Gillmen Grippli Kitsune Merfolk Nagaji Samsarans Strix Svirfneblin Vanara</p> <p>Astomoi Caligni Deep One Hybrid Ganzi Kuru Munavri Naiad Orang-Pendak Reptoid Rougarou Vine Leshy Yaddithian</p>
<p>Core Classes</p> <p>Barbarian – Rage Powers Bard – Masterpieces Cleric – Domains, Subdomains & Gods Druid – Animal Companions Fighter – Bonus Combat Feats Monk – Monk's Bonus Feats Paladin – Mercies Ranger – Animal Companions Ranger's Traps Rogue – Rogue Talents Sorcerer – Sorcerer Bloodlines Wizard – Arcane Schools Familiars Arcane Discoveries</p>	
<p>Base Classes</p> <p>Alchemist – Discoveries Cavalier – Cavalier Orders/Samurai Orders Gunslinger – Gunslinger's Deeds Inquisitor – Domain or Inquisition Magus – Magus Arcana Oracle – Mysteries Curses Shifter – Aspects Summoner – Eidolons Vigilante – Social Talents Vigilante Talents Witch – Patrons Witch's Familiars Witch's Hexes Vampire Hunter</p>	
<p>Alternate Classes</p> <p>Anipaladin – Cruelities Ninja – Ninja Tricks Samurai – Samurai Orders/Cavalier Orders</p>	
<p>Hybrid Classes</p> <p>Arcanist – Arcanist Exploits Bloodrager – Bloodrager Bloodlines Brawler – Bonus Combat Feats Hunter – Animal Companions Investigator – Investigator Talents</p>	

or ArchivesofNethys.com , where they can be found by navigating the sidebar to the class page.



This guide will primarily use Archives of Nethys as the reference source for character creation leading forward however.

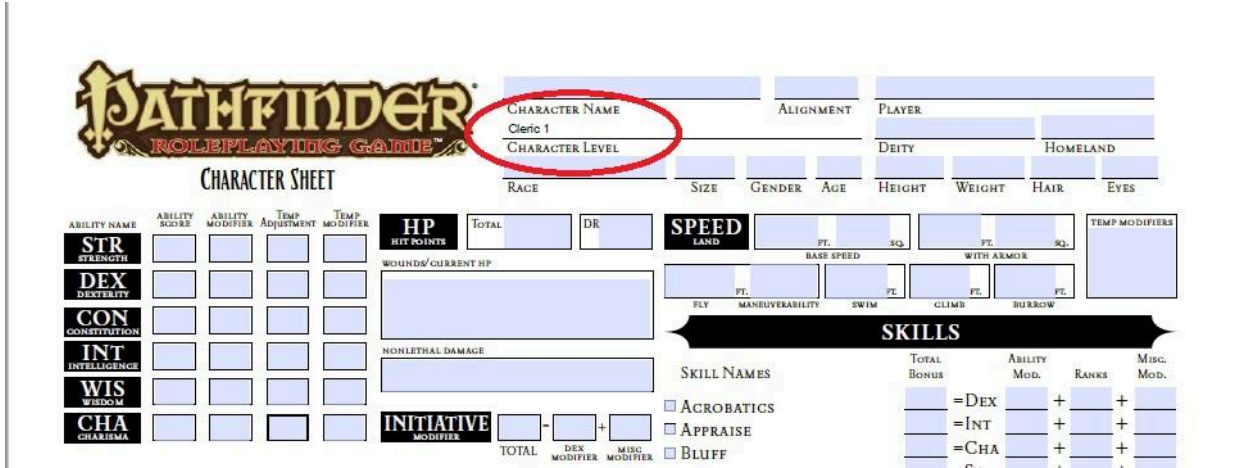
You should choose a class based on your interests and/or by talking to the other players in your group to see what would be the best fit in your party.

When creating a diverse, functional adventuring party you want to have a few bases covered. Some of those bases are having a party member who fills one of these four categories: Magic Caster, Ranged Damage, Melee Damage, & Skill Checks. You can make a character that checks off multiple boxes, and there are other roles you can fill as well. But these are basics to consider.

You can find out more about a class by reading its respective blurb. This is a paragraph or so at the very beginning of a class's entry in the rulebooks, or at the top of the class's details page on one of the websites I mentioned earlier.



After perusing the class details and selecting a class that sounds interesting to you based on its role and description, go ahead and fill in the class and the number of levels you have in that class on your sheet. In our case we have chosen to make a level 1 Cleric.



Now that we have chosen a class, we will move onto the next step.

Step 2, Abilities: Our next step will be to get our ability scores set up. There are a few different methods that are used to accomplish this process. Some games will have players roll dice to determine their stats and your Game Master (GM) will explain how they want to go about this process. The most common method however, is called a “Point Buy” and is what we will be using in this guide.

A point buy system creates a fair, level playing ground for all players. Nobody accidentally gets the short end of the stick because they rolled poorly for their stats. In order to create a character with a point buy you start out with each ability score at 10. From there you can increase or decrease your abilities to a maximum of 18 and a minimum of 7.

This table details the value or number of points that a given ability score will cost you.

Table: Ability Score Costs

Score	Points
7	-4
8	-2
9	-1
10	0
11	1
12	2
13	3
14	5
15	7
16	10
17	13
18	17

Typically games are run with a 20 “point” buy, meaning that you have 20 points to spend on your stats. So if you have one ability score set to 16 then you have used up half of your points. Notably, by decreasing an ability you can gain additional points.

In order to successfully accomplish this step of character creation you must determine what ability scores your character’s class uses. This can be done by examining the class description page and looking for keywords: Str(ength), Dex(terity), Con(stitution), Int(elligence), Wis(dom), & Cha(risma)

To make things easy for you, a typical 20 point buy looks like this: 16, 14, 14, 12, 10, 8. Distributed among your abilities as you see fit.

By reading the Cleric's details we can see that their spellcasting is tied to their Wisdom score, and that their Channel Energy ability is tied to their Charisma score.

6th	+4	+5	+2	+5	—	4	3+1	3+1	2+1	-	-	-	-	-
7th	+5	+5	+2	+5	Channel energy 4d6	4	4+1	3+1	2+1	1+1	-	-	-	-
8th	+6/+1	+6	+2	+6	—	4	4+1	3+1	3+1	2+1	-	-	-	-
9th	+6/+1	+6	+3	+6	Channel energy 5d6	4	4+1	4+1	3+1	2+1	1+1	-	-	-
10th	+7/+2	+7	+3	+7	—	4	4+1	4+1	3+1	3+1	2+1	-	-	-
11th	+8/+3	+7	+3	+7	Channel energy 6d6	4	4+1	4+1	4+1	3+1	2+1	1+1	-	-
12th	+9/+4	+8	+4	+8	—	4	4+1	4+1	4+1	3+1	3+1	2+1	-	-
13th	+9/+4	+8	+4	+8	Channel energy 7d6	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-
14th	+10/+5	+9	+4	+9	—	4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-
15th	+11/+6/+1	+9	+5	+9	Channel energy 8d6	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
16th	+12/+7/+2	+10	+5	+10	—	4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
17th	+12/+7/+2	+10	+5	+10	Channel energy 9d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1
18th	+13/+8/+3	+11	+6	+11	—	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
19th	+14/+9/+4	+11	+6	+11	Channel energy 10d6	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1
20th	+15/+10/+5	+12	+6	+12	—	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

Weapon and Armor Proficiency. Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity.

Aura (Ex). A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Spells. A cleric casts divine spells which are drawn from the cleric spell list presented in Spell Lists. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see chaotic, evil, good, and spells in advance.

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's **Wisdom modifier**.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Cleric. In addition, she receives bonus spells per day if she has a high Wisdom score.

Clerics meditate or pray for their spells. Each cleric must choose a time when she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. A cleric may prepare and cast any spell on that level, but she must choose which spells to prepare during her daily meditation.

Channel Energy (Su). Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the cleric's alignment.

A good cleric (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This choice also determines whether the cleric can cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to **1d8 points of damage** plus 1d6 points of damage at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's **Charisma modifier**. Creatures healed by channeled energy receive a Will save to halve the healing. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's **Charisma modifier**. A cleric can choose whether or not to include her holy symbol to use this ability.

In addition to those ability scores which are directly related to your class you must also consider if your character is going to make use of any of the other ability scores irrespective of your class's needs.

Strength is used primarily for physical attacks, such as sword swings.

Dexterity is primarily used for making ranged attacks, and to determine how nimble your character is, impacting several skills, like acrobatics, as well as your character's defenses, reflex saving throws, and initiative score.

Constitution determines your character's Health Points (HP) and impacts your fortitude saving throw.

Intelligence will grant you additional skill points, as well as helping you make knowledge skill checks.

Wisdom determines your character's alertness, empathy, and will saving throw.

Charisma is your force of personality, how charming and persuasive you are and comes into play with skills such as diplomacy.

Let's get to it already!

For my cleric I want to be able to cast spells, and use my class abilities, but I also want to be able to contribute in combat, so I'll have to spread my points out a bit more than I might if I were focusing on only one or two ability scores.

PATHFINDER
ROLEPLAYING GAME™

CHARACTER SHEET

CHARACTER NAME: Cleric 1 ALIGNMENT: PLAYER: DEITY: HOMELAND: RACE: SIZE: GENDER: AGE: HEIGHT: WEIGHT: HAIR: EYES:

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	14	2		
DEX DEXTERITY	10	0		
CON CONSTITUTION	14	2		
INT INTELLIGENCE	8	-1		
WIS WISDOM	16	3		
CHA CHARISMA	12	1		

AC: -10 + [] + [] + [] + [] + [] + [] + [] + []

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	=DEX	+ []	+ []	+ []
<input type="checkbox"/> APPRAISE	=INT	+ []	+ []	+ []
<input type="checkbox"/> BLUFF	=CHA	+ []	+ []	+ []
<input type="checkbox"/> CLIMB	=STR	+ []	+ []	+ []
<input type="checkbox"/> CRAFT	=INT	+ []	+ []	+ []
<input type="checkbox"/> CRAFT	=INT	+ []	+ []	+ []

You can see I have also filled in the column labeled “Ability Modifier.” This number is calculated by subtracting 10 from the ability score, and then dividing the number by two, rounding down.

Ex: $14 - 10 = 4$. $4/2 = 2$

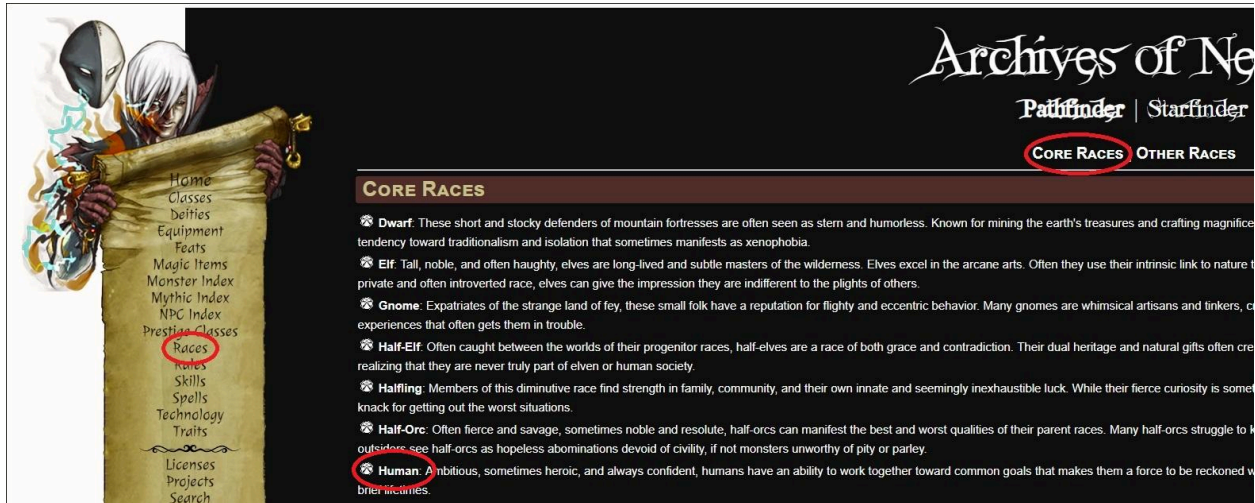
Ex: $13 - 10 = 3$. $3/2 = 1.5$ 1.5 rounded down = 1

This means that it is generally better to have an even number when purchasing abilities during your point buy.

Step 3, Race: Now that we've picked a class and set up our ability scores, we will pick a race.

Similar to how we selected a class earlier there are many races available. You should ask your GM what races are allowed in the game. They may exclude some for thematic reasons, or balancing reasons.

For this guide we will look at only the “Core Races”



Each race has a short description of it on this page.

After reading the descriptions I have decided to look a little closer at Human and Elf since they sound interesting. Elves offer a lot of interesting and thematic abilities that might be fun to roleplay, and Humans are so versatile. It's a hard choice, but I end up deciding to play a human after reading the longer descriptions.

Now that I've picked a race I'm ready to get back to the character sheet. After clicking on the race's page you'll see that there is a large amount of information, but the only part we are concerned with at this time are the “Racial Traits” entries.

Looking at the Racial Traits I can see that they offer a variety of benefits and sometimes drawbacks, such as a Dwarf getting -2 Charisma and a slower movement speed.

DWARF RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Charisma: Dwarves are both tough and wise, but also a bit gruff.

Medium: Dwarves are Medium creatures and receive no bonuses or penalties due to their size.

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Dwarves can see in the dark up to 60 feet.

Defensive Training: Dwarves gain a +4 dodge bonus to AC against monsters of the giant subtype.

Greed: Dwarves gain a +2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hatred: Dwarves gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Hardy: Dwarves gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Dwarves gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features *outside* see half-orcs as hopeless abominations devoid of civility, if not monsters unworthy of pity or parley.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

HUMAN RACIAL TRAITS

+2 to One Ability Score: Human characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Humans are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Languages: Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

RIDE
 SENSE MOTIVE
 SLEIGHT OF HAND*
 SPELLCRAFT*
 STEALTH
 SURVIVAL
 SWIM
 USE MAGIC DEVICE*
 CLASS SKILL * TRAINED ONLY

	=DEX	+	+
	=WIS	+	+
	=DEX	+	+
	=INT	+	+
	=DEX	+	+
	=WIS	+	+
	=STR	+	+
	=CHA	+	+

CONDITIONAL MODIFIERS:

LANGUAGES:

Common

There are also two other Racial Traits (“Skilled” and “Bonus Feat”). We will deal with them a little later on.

You will see a section labeled “Alternative Racial Traits” on this page as well. We won’t be dealing with it in this guide, but they are additional ways to customize your character based on their background and are useful to more advanced players. For now let’s just get through the basics though.

Step 4, Class Basics: Now that we have our Abilities and Race and we’ve applied most of the modifications it brings we can move on to getting things a little more filled in.

Looking at our Class Details we can see a few entries noting things like Alignment, Class Skills, HD, and etc. and there is a somewhat substantial table filled with information.

First up we will note that our class has an Alignment Restriction. Not all classes do, some are specific, like a paladin, and others are more general, like a cleric. That’s something we will have to consider a little later on.

COMPANION | DRAKE | EIDOLON | EIDOLON (U
 ADEPT | ARISTOCRAT | COMMONER
 CLERIC CLASS DETAILS | DOMAINS | VARIANTS

CLERIC

Source *PRPG Core Rulebook pg. 38*

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiasts see one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and conquering themselves.

Role: More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their divine magic, or to lend healing to companions in need.

As their powers are influenced by their faith, all clerics must focus their worship upon a divine source. While the vast majority of clerics revere a specific deity, some worship a more abstract, or even a divine abstraction. (Work with your GM if you prefer this path to selecting a specific deity.)

Alignment: A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis (see Additional Rules).

Hit Die: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp).

CLASS SKILLS

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at each Level: 2 + Int modifier.

Next up we have HD (Hit Dice). This determines the amount of Hit Points you get each level. Some GMs will have you roll the die, others will tell you to take average or max each level, and more. You'll have to ask your GM how they want to handle it. At level 1 however you always take maximum. For our cleric this means 8HP + our Con Mod (+2), totaling 10HP. We will note this in the "HP Total" box.

PATHFINDER
 ROLEPLAYING GAME™

CHARACTER SHEET

CHARACTER NAME: _____ ALIGNMENT: _____ PLAYER: _____
 Cleric 1
 CHARACTER LEVEL: _____ DEITY: _____ HOMELAND: _____
 Human Medium Size Gender: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	10	+0		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	8	-1		
WIS WISDOM	16	+3		
CHA CHARISMA	12	+1		

HP HIT POINTS: Total **10** DR: _____

SPEED LAND: 30 FT. 6 SQ. TEMP MODIFIERS: _____

BASE SPEED: _____ WITH ARMOR: _____

FLY: _____ MANEUVERABILITY: _____ SWIM: _____ CLIMB: _____ BURROW: _____

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS				
<input type="checkbox"/> APPRAISE				
<input type="checkbox"/> BLUFF				

INITIATIVE MODIFIER: _____ - _____ + _____

TOTAL: _____ DEX MODIFIER: _____ MISC MODIFIER: _____

Next up we have a list of "Class Skills" these are skills which we have additional expertise in compared to some of our peers.

worthy of devotion—such as battle, death, justice, or knowledge—free of a deific abstraction. (Work with your GM if you prefer this path to selecting a specific deity.)

Alignment: A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis (see Additional Rules).

Hit Die: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp).

CLASS SKILLS

The Cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at each Level: 2 + Int modifier.

CLASS FEATURES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura, channel energy 1d6, domains, orisons	3	1+1	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	—	4	2+1	-	-	-	-	-	-	-	-

By choosing to put a skill point or "Rank" into one of these skills we get an additional bonus to our attempts to use that skill of +3. We will note these skills by checking the boxes next to them.

TEMP MODIFIER	HP HIT POINTS	TOTAL 10	DR	SPEED LAND	30	FT. 6	SQ.
	WOUNDS/CURRENT HP			BASE SPEED			
	NONLETHAL DAMAGE			FLY	MANEUVERABILITY	SWIM	CLIMB
	INITIATIVE			SKILLS			
	MODIFIER			SKILL NAMES			
	TOTAL			TOTAL BONUS			
	DEX MODIFIER			<input type="checkbox"/> ACROBATICS			
	MISC MODIFIER			<input checked="" type="checkbox"/> APPRAISE			
	LD MODIFIER			<input type="checkbox"/> BUFF			
	DEX MODIFIER			<input type="checkbox"/> CLIMB			
	SIZE MODIFIER			<input checked="" type="checkbox"/> CRAFT			
	NATURAL ARMOR			<input type="checkbox"/> CRAFT			
	DEFLECTION MODIFIER			<input type="checkbox"/> CRAFT			
	MISC MODIFIER			<input type="checkbox"/> CRAFT			
	MODIFIERS			<input checked="" type="checkbox"/> DIPLOMACY			
ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	<input type="checkbox"/> DISABLE DEVICE*			
				<input type="checkbox"/> DISGUISE			
				<input type="checkbox"/> ESCAPE ARTIST			
				<input type="checkbox"/> FLY			
				<input type="checkbox"/> HANDLE ANIMAL*			
				<input checked="" type="checkbox"/> HEAL			
				<input type="checkbox"/> INTIMIDATE			
				<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*			
				<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*			
				<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*			
				<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*			
				<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*			
				<input type="checkbox"/> KNOWLEDGE (LOCAL)*			
				<input type="checkbox"/> KNOWLEDGE (NATURE)*			
				<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*			
				<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*			
				<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*			
				<input type="checkbox"/> LINGUISTICS*			
				<input type="checkbox"/> PERCEPTION			
				<input type="checkbox"/> PERFORM			
				<input type="checkbox"/> PERFORM			
				<input checked="" type="checkbox"/> PROFESSION*			
				<input type="checkbox"/> PROFESSION*			
				<input type="checkbox"/> RIDE			
				<input checked="" type="checkbox"/> SENSE MOTIVE			
				<input type="checkbox"/> SLEIGHT OF HAND*			
				<input checked="" type="checkbox"/> SPELLCRAFT*			
				<input type="checkbox"/> STEALTH			
				<input type="checkbox"/> SURVIVAL			
				<input type="checkbox"/> SWIM			
				<input type="checkbox"/> USE MAGIC DEVICE*			
				<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY			

We also can see that we get 2+Int Mod Skill Points (or Ranks) per level. This means our cleric actually loses out due to his -1 Int mod and only gets 1 Skill Point per level. However the Human's "Skilled" Trait grants +1 skill point per level, meaning we have 2 skill points to distribute.

When distributing Ranks you may have no more than your level in any one skill. So at level 1 we can only put 1 rank in any given skill, even though we have two to place this level.

Skill Points can be placed into any skill, even ones which are not Class Skills. We merely get an extra bonus for placing them into Class Skills.

I have chosen to place my two Ranks into Knowledge: Religion and Diplomacy

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	=DEX		+	+
<input checked="" type="checkbox"/> APPRAISE	=INT		+	+
<input type="checkbox"/> BLUFF	=CHA		+	+
<input type="checkbox"/> CLIMB	=STR		+	+
<input checked="" type="checkbox"/> CRAFT	=INT		+	+
<input type="checkbox"/> CRAFT	=INT		+	+
<input type="checkbox"/> CRAFT	=INT		+	+
<input checked="" type="checkbox"/> DIPLOMACY	5	=CHA 1	+ 1	+
<input type="checkbox"/> DISABLE DEVICE*	=DEX		+	+
<input type="checkbox"/> DISGUISE	=CHA		+	+
<input type="checkbox"/> ESCAPE ARTIST	=DEX		+	+
<input type="checkbox"/> FLY	=DEX		+	+
<input type="checkbox"/> HANDLE ANIMAL*	=CHA		+	+
<input checked="" type="checkbox"/> HEAL	=WIS		+	+
<input type="checkbox"/> INTIMIDATE	=CHA		+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	=INT		+	+
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	=INT		+	+
<input type="checkbox"/> KNOWLEDGE (NATURE)*	=INT		+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*	=INT		+	+
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	=INT		+	+
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	3	=INT -1	+ 1	+
<input checked="" type="checkbox"/> LINGUISTICS*	=INT		+	+
<input type="checkbox"/> PERCEPTION	=WIS		+	+
<input type="checkbox"/> PERFORM	=CHA		+	+
<input type="checkbox"/> PERFORM	=CHA		+	+
<input checked="" type="checkbox"/> PROFESSION*	=WIS		+	+
<input type="checkbox"/> PROFESSION*	=WIS		+	+
<input type="checkbox"/> RIDE	=DEX		+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	=WIS		+	+

As you can see, the Total is the listed Ability Modifier + the number of Ranks + any miscellaneous bonuses. I have then added +3 if the skill was a class skill. In this case, both were.

The +3 Class Skill Bonus does not need to be listed in the Misc. Mod. Column. Checking the box next to the skill is sufficient.

You may proceed to fill in the relevant ability bonus for each skill, however it is likely to be more convenient to simply refer to the Ability Score section of the sheet as needed for these “Untrained” skills as there are no other bonuses to worry about adding.

Next we are going to move onto our Initiative. This is merely our Dexterity Modifier. There are some Feats and abilities that will give various bonuses, but by default you’re just adding your Dex Mod.

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	10	+0		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	8	-1		
WIS WISDOM	16	+3		
CHA CHARISMA	12	+1		

HP HIT POINTS	TOTAL 10	DR
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		
INITIATIVE MODIFIER	+0	= 0
	TOTAL	DEX MODIFIER
		MISC MODIFIER

AC ARMOR CLASS	TOTAL = 10 +	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	MODIFIERS						

SPEED LAND	30
FLY	MANEUVER
SKILL NAMES	
<input type="checkbox"/>	ACROBATICS
<input checked="" type="checkbox"/>	APPRAISE
<input type="checkbox"/>	BLUFF
<input type="checkbox"/>	CLIMB
<input checked="" type="checkbox"/>	CRAFT
<input type="checkbox"/>	CRAFT
<input type="checkbox"/>	CRAFT
<input checked="" type="checkbox"/>	DETECT

The last step in this section is to determine your Favored Class Bonus (FCB) this is a small boon you gain for each level (including first) that you take in a specific class. This bonus can be either: +1 HP, +1 Skill Point, or a special ability based on your race. If a special race option is available it will be listed at the bottom of your Class Details Page.

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignment

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These

EX-CLERICS

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons (see the spell description).

FAVORED CLASS OPTIONS

- ☒ **Aasimar** (*Advanced Race Guide pg. 1*): Add +1/2 to damage when using positive energy against undead or using Alignment Channel to damage evil outsiders.
- ☒ **Dhampir** (*Advanced Race Guide pg. 1*): Add +1 to the caster level of any channeling feat used to affect undead.
- Drow** (*Advanced Race Guide pg. 1*): Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier.
- Duergar** (*Advanced Race Guide pg. 1*): Add a +1/2 bonus on checks made to craft magic items.
- ☒ **Dwarf** (*Advanced Race Guide pg. 1, Advanced Player's Guide pg. 11*): Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier.
- ☒ **Elf** (*Advanced Race Guide pg. 1*): Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier.
- ☒ **Fetchling** (*Blood of Shadows pg. 7*): Add 1/2 point to negative energy damage dealt by channeling energy and *inflict wounds* spells.
- ☒ **Gnome** (*Advanced Race Guide pg. 1*): Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and plant types.
- ☒ **Half-Elf** (*Advanced Race Guide pg. 1*): Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.
- ☒ **Half-Elf** (*Horror Adventures pg. 40*): Add a +1/4 bonus on caster level checks to remove afflictions (curses, diseases, poisons, etc.).
- ☒ **Halfling** (*Advanced Race Guide pg. 1, Advanced Player's Guide pg. 21*): Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier.
- ☒ **Half-Orc** (*Advanced Race Guide pg. 1*): Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier.
- Hobgoblin** (*Advanced Race Guide pg. 1*): Add +1/2 to negative energy spell damage, including *inflict* spells.
- ☒ **Human** (*Advanced Race Guide pg. 1, Advanced Player's Guide pg. 23*): Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

I'm going to choose +1 Hit Point, since I want to be sure I'm tough enough for melee combat. Be sure to note this on your sheet somewhere, such as Special Abilities. Note that you can change your choice each level, so next level you might choose to gain +1 Skill Point if you were so inclined.

Step 5, The Table: Now that we've gotten some of the basics filled in, we are going to move onto the core of character creation and maintenance. "The Table"

Since we are making a level one character we will follow the table's first level row and start filling in the information.

Starting Wealth: 4d6 x 10 gp (average 140 gp).

CLASS SKILLS

The Cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes)

Skill Points at each Level: 2 + Int modifier.

CLASS FEATURES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day														
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th					
1st	+0	+2	+0	+2	Aura, channel energy 1d6, domains, orisons	3	1+1	-	-	-	-	-	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	—	4	2+1	-	-	-	-	-	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Channel energy 2d6	4	2+1	1+1	-	-	-	-	-	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	—	4	3+1	2+1	-	-	-	-	-	-	-	-	-	-	-	-
5th	+3	+4	+1	+4	Channel energy 3d6	4	3+1	2+1	1+1	-	-	-	-	-	-	-	-	-	-	-
6th	+4	+5	+2	+5	—	4	3+1	3+1	2+1	-	-	-	-	-	-	-	-	-	-	-
7th	+5	+5	+2	+5	Channel energy 4d6	4	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-	-	-	-
8th	+6/+1	+6	+2	+6	—	4	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-	-	-	-
9th	+6/+1	+6	+3	+6	Channel energy 5d6	4	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-	-	-
10th	+7/+2	+7	+3	+7	—	4	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-	-	-
11th	+8/+3	+7	+3	+7	Channel energy 6d6	4	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-	-
12th	+9/+4	+8	+4	+8	—	4	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-	-
13th	+9/+4	+8	+4	+8	Channel energy 7d6	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-
14th	+10/+5	+9	+4	+9	—	4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-
15th	+11/+6/+1	+9	+5	+9	Channel energy 8d6	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-
16th	+12/+7/+2	+10	+5	+10	—	4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-
17th	+12/+7/+2	+10	+5	+10	Channel energy 9d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-
18th	+13/+8/+3	+11	+6	+11	—	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-
19th	+14/+9/+4	+11	+6	+11	Channel energy 10d6	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-
20th	+15/+10/+5	+12	+6	+12	—	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the fa

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

First up there is the Base Attack Bonus (BAB) this is a number which we add to the d20 roll when we make an attack, usually combined with an ability modifier, such as Str for melee

attacks. A Cleric has +0 at level one, so no bonus for us yet.

CHA CHARISMA	12	+1			INITIATIVE MODIFIER		=		+				
AC ARMOR CLASS		= 10 +		+		+		+		+		+	
TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS		MODIFIERS									
SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS					
FORTITUDE (CONSTITUTION)		=		+		+		+		+			
REFLEX (DEXTERITY)		=		+		+		+		+			
WILL (WISDOM)		=		+		+		+		+			
BASE ATTACK BONUS				+0	SPELL RESISTANCE								
CMB		=		+		+		MODIFIERS					
CMD		=		+		+		+		+		+ 10	

Next up are our Class's Base Saving Throw Modifiers. The Table gives the "Base Save" and then we add our Constitution Modifier to our Fort Save, our Dex Mod to our Ref Save and our Wis Mod to our Will Save. At this point you may have some other bonuses from a Race or other source, which you can add in as well if appropriate, but generally at level 1 you'll be all set with the base and the ability. If you have a penalty to one of your Ability scores you will reduce your total.

CHA CHARISMA	12	+1			INITIATIVE MODIFIER		=		+				
AC ARMOR CLASS		= 10 +		+		+		+		+		+	
TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS		MODIFIERS									
SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS					
FORTITUDE (CONSTITUTION)	+4	=	2	+	2	+		+		+			
REFLEX (DEXTERITY)	+0	=	0	+	0	+		+		+			
WILL (WISDOM)	+5	=	2	+	3	+		+		+			
BASE ATTACK BONUS				+0	SPELL RESISTANCE								

At this point we have a few other areas we can fill in with the information we've input so far.

Combat Maneuver Bonus (CMB) and Combat Maneuver Defense (CMD)

CMB is your BAB + your Str Mod + any Miscellaneous bonuses, such as a -1 penalty for being a Small Sized race, such as a Halfling.

CMD is BAB + Str Mod + Dex Mod + any Miscellaneous bonuses, such as a -1 penalty for being a Small Sized race, such as a Halfling.

TOUCH ARMOR CLASS	<input type="text"/>	FLAT-FOOTED ARMOR CLASS	<input type="text"/>	<input type="text"/>			MODIFIERS
SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	+4	=	2	+	2	+	<input type="text"/>
REFLEX (DEXTERITY)	+0	=	0	+	0	+	<input type="text"/>
WILL (WISDOM)	+5	=	2	+	3	+	<input type="text"/>
BASE ATTACK BONUS				+0	SPELL RESISTANCE		
CMB	+3	=	0	+	3	+	0
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER
CMD	+3	=	0	+	3	+	0
	TOTAL		BASE ATTACK BONUS		DEXTERITY MODIFIER		SIZE MODIFIER
WEAPON							+10
			ATTACK BONUS				CRITICAL

- CRAFT
- CRAFT
- DIPLOMACY
- DISABLE DEVICE*
- DISGUISE
- ESCAPE ARTIST
- FLY
- HANDLE ANIMAL*
- HEAL
- INTIMIDATE
- KNOWLEDGE (ARC)
- KNOWLEDGE (DUNG)
- KNOWLEDGE (ENG)
- KNOWLEDGE (GEO)
- KNOWLEDGE (HIST)
- KNOWLEDGE (LOC)
- KNOWLEDGE (NAT)

Ok! We're all set here, now we can move onto the next Column in the Table, "Special." This Column tells us all the special abilities, powers, and other Class Features that we gain access to at this level.

In order to know what these Class Features do we have to read about them. The descriptions for these abilities can be found just below the Table of each class. There are some additional pieces of information listed here as well, and we will get to those in the upcoming sections. For now focus on only the entries listed on The Table.

Our Cleric gains an Aura, the ability to Channel Energy, Spells, and a Domain Power.

Aura and Channel Energy are fairly straight forward. They are detailed and described right there and we can easily take some shorthand notes and list them on our Sheet's "Special Abilities" section.

CLERIC

Source *PRPG Core Rulebook pg. 38*

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The way themselves.

Role: More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their capability to divine magic, or to lend healing to companions in need.

As their powers are influenced by their faith, all clerics must focus their worship upon a divine source. While the vast majority of clerics revere a specific deity, a small number deific abstraction. (Work with your GM if you prefer this path to selecting a specific deity.)

Alignment: A cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis (see Additional Rules).

Hit Die: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp).

CLASS SKILLS

The Cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge

Skill Points at each Level: 2 + Int modifier.


CLASS FEATURES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day										
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+0	+2	+0	+2	Aura, channel energy 1d6, domains, orisons	3	1+1	-	-	-	-	-	-	-	-	-

A cleric has two choices to make at this stage. A Deity, and two Domains related to that Deity.

You may find it easier to choose them in the reverse order, picking two domains that interest you and then attempting to find a deity whom you can worship that offers those domains, however it can be done in either way. To make things simpler for this guide we will choose a Deity first.

To find a Deity you must navigate to the "Deities" page. For this guide we will only be looking at the "Core Deities" (Those presented in the Core Rule Book.)



The image shows the 'Archives of Nethys' website header for Pathfinder and Starfinder, with a red circle around 'DEITIES BY PANTHEON'. Below the header is a table of 'CORE DEITIES' with columns for Name, Alignment, Areas of Concern, Domains, and Favored Weapon. To the left of the table is a vertical scroll listing various game resources, with 'Deities' circled in red.

Name	Alignment	Areas of Concern	Domains	Favored Weapon
Abadar	LN	Cities, laws, merchants, wealth	Earth, Law, Nobility, Protection, Travel	Light crossbow
Asmodeus	LE	Contracts, pride, slavery, tyranny	Evil, Fire, Law, Magic, Trickery	Mace
Calistria	CN	Lust, revenge, trickery	Chaos, Charm, Knowledge, Luck, Trickery	Whip
Cayden Cailean	CG	Ale, bravery, freedom, wine	Chaos, Charm, Good, Strength, Travel	Rapier
Desna	CG	Dreams, luck, stars, travelers	Chaos, Good, Liberation, Luck, Travel	Starknife
Erastil	LG	Family, farming, hunting, trade	Animal, Community, Good, Law, Plant	Longbow
Gorum	CN	Battle, strength, weapons	Chaos, Destruction, Glory, Strength, War	Greatsword
Gozreh	N	Nature, the sea, weather	Air, Animal, Plant, Water, Weather	Trident
Green Faith	N	Air, beast, earth, fire, water	Air, Animal, Earth, Fire, Plant	Druidic weapons
Iomedae	LG	Honor, justice, rulership, valor	Glory, Good, Law, Sun, War	Longsword
Irori	LN	History, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength	Unarmed strike
Lamashtu	CE	Madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery	Falchion
Nethys	N	Magic	Destruction, Knowledge, Magic, Protection, Rune	Quarterstaff
Norgorber	NE	Greed, murder, poison, secrets	Charm, Death, Evil, Knowledge, Trickery	Short sword
Pharasma	N	Birth, death, fate, prophecy	Death, Healing, Knowledge, Repose, Water	Dagger
Rovagug	CE	Destruction, disaster, wrath	Chaos, Destruction, Evil, War, Weather	Greataxe
Sarenrae	NG	Healing, honesty, redemption, the sun	Fire, Glory, Good, Healing, Sun	Scimitar
Shelyn	NG	Art, beauty, love, music	Air, Charm, Good, Luck, Protection	Glaive
Torag	LG	Forges, protection, strategy	Artifice, Earth, Good, Law, Protection	Warhammer
Urgathoa	NE	Disease, gluttony, undeath	Death, Evil, Magic, Strength, War	Scythe
Zon-Kuthon	LE	Darkness, envy, loss, pain	Darkness, Death, Destruction, Evil, Law	Spiked chain

At this point we also will have to choose an Alignment.

Alignment isn't as much a mechanical aspect as it is a roleplaying aspect. It's supposed to be a guideline on your character's personality. How would they act in certain situations or what is their general attitude/moral compass like.

In general all players in a given group should be within one step of each other on the Good-Evil axis. Either all players must be Good or Neutral or Evil or Neutral. Having both Good and Evil characters at the same time will almost never end well and is not advised.

Be sure to talk about this ahead of time with your GM and the other players. Typically most games are geared towards Good Aligned characters.

You can find out more information about the specifics on each alignment component [Here](#)

Back to the character creation though, several classes have a section on their Class Details page which specifies that they must have a certain alignment, alignment component, or range of alignments.

For example, Barbarians must be Chaotic, Paladins must be both Lawful and Good, Monks must be Lawful, and Clerics must be "within one step" of their god. This means that if you chose a Lawful Good (LG) god, you would have to be either, Lawful Good, Neutral Good, or Lawful Neutral, no more than one step away on either the Law-Chaos or Good-Evil axis.

After looking through the Gods and seeing what they can offer and reading about what the Alignments mean, I have decided to be a Neutral Good Follower of Sarenrae, since I think it fits what I am interested in doing well.

Now I can list these two choices on my sheet, in the top most area.

PATHFINDER
ROLEPLAYING GAME™

CHARACTER SHEET

CHARACTER NAME: _____ ALIGNMENT: NG
 Cleric 1 PLAYER: Sarenrae
 CHARACTER LEVEL: _____ DEITY: Sarenrae
 Human RACE: _____ SIZE: Medium GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	16	+3		
DEX DEXTERITY	10	+0		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	8	-1		

HP HIT POINTS: TOTAL 10 DR: _____

SPEED LAND: 30 FT. 6 SQ. BASE SPEED WITH ARMOR

FLY: _____ MANEUVERABILITY: _____ SWIM: _____ CLIMB: _____ BURROW: _____

SKILLS

Now that I have picked a Deity I can return to the Domains section of the Table that I left off on.

Seeing that Sarenrae offers Five Domains to choose from, as well as several “subdomains” which are merely a more specific subset of a Domain that can be chosen for flavor purposes, much like how a wizard can choose a Subschool of magic. This is just another way to customize my character to my interests.

SARENRAE

THE DAWNFLOWER
 Source *Inner Sea Gods* pg. 132
 Pathfinder Wiki Sarenrae

DETAILS

Alignment NG
 Pantheon Core Deities
 Other Pantheons Halfling Deities, Sandpoint Pantheon
 Areas of Concern Healing, honesty, redemption, the sun
Domains Fire, Glory, Good, Healing, Sun
Subdomains Agathion, Day, Heroism, Light, Medicine, Redemption, Restoration, Resurrection, Revelation, Thirst
 Favored Weapon Scimitar
 Symbol Angelic ankh
 Sacred Animal(s) Dove
 Sacred Color(s) Blue, gold

After reading through the Domains that my Deity offers and thinking about what sounds like a good fit for me I have chosen to take the Healing and Sun Domains.

If you have a limited number of spells Known you should note this on the second page of your character sheet in the appropriate box for the related Spell level.

PATHFINDER RPG CHARACTER SHEET

AC ITEMS							SPELLS				
BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES		SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
							<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	—
							<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
							<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>
TOTALS							CONDITIONAL MODIFIERS				

GEAR		FEATS	
ITEM	WT.		

Spells per day are listed on your character’s primary class Table.

For a Cleric these are listed as X+1, but for most classes they are simply a single number, which is the number of spells of that level you are able to cast in a day.

The “+1” on the cleric Table is described in the Domains entry in the Class Features.

It is a special, extra spell per day which must be a spell granted by your Deity’s Domain.

- Home
- Locations/Hazards
- Classes
- Deities
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- Feats
- Magic Items
- Monster Index
- Mythic Index
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- Technology
- Traits
- Licenses
- Projects
- Search
- Sources
- Tools

SPIRITUALIST | SUMMONER | SUMMONER (ONCE)

COMPANION | DRAKE | EIDOLON

ADEPT | ARISTOCRAT

CLERIC CLASS DETAILS

☀ **SUN**

Source *PRPG Core Rulebook pg. 47*

Deities: Aldinach, Azathoth, Easivra, Horus, Iaozrael, Iomedae, Jaidi, Jerishall, Keltheald, Khepri, Lalaci, Muronna, Nurgal, Pharim

Granted Powers: You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds.

Sun's Blessing (Su): Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt.

Nimbus of Light (Su): At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. The nimbus. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These

Domain Spells: 1st—*endure elements*, 2nd—*heat metal*, 3rd—*searing light*, 4th—*fire shield*, 5th—*flame strike*, 6th—*fire seeds*, 7th—*fire storm*

In our case this means we can prepare either Cure light Wounds or Endure Elements with this bonus “slot”

In Pathfinder there are two types of magic, Divine and Arcane. Arcane Magic generally means no armor. Otherwise it's mostly flavor.

There are also two types of spellcasting, Prepared and Spontaneous.

Prepared magic means you generally know a large number of spells and pick from among them a certain number to prepare and use each day.

Spontaneous casting means you generally know fewer spells, but you can cast any of the ones you know whenever you want, up to the maximum number per day, without any advanced planning.

Most spells don't make an attack roll, they essentially just auto hit.

A spell with an attack roll will call out that they have one in the spell's description. Usually this is a ranged touch attack. BAB + Dex + misc modifiers

Spells that allow a save will also call out that fact in the description, stating what save is made. The Save DC is 10 + Spell level + casting stat modifier.

I have been avoiding a Class Feature of Clerics and many other classes up till now. Orisons, Cantrips, 0th lvl spells, whatever your class may call them. Essentially these are “free” spells, meaning that when you cast them they are not “used up” as it were. And you can cast them again. Otherwise they are just like any other spell though.

There is a list of all spells available to your class sorted by level, with short descriptions available for ease of use, but you will want to read a spell's complete description by clicking on it as well.



Archives of Neti
Pathfinder | Starfinder
ALL | MYTHIC | CUSTOM SEARCH

ADEPT | ALCHEMIST | ANTIPALADIN | ARCANIST | BARD | BLOODRAGER | **CLERIC** | DRUID | HUNTER | INQUISITOR | INVESTIGATOR | MANTIS ASSASSIN | SAHIR-AFIYUN | SHAMAN | SKALD | SORCERER | SPIRITUALIST | SUMMONER | S

CLERIC SPELLS

F This spell has a focus component not normally included in a spell component pouch.
M This spell has a material component not normally included in a spell component pouch.
R Spell requires a requisite religion or race. If religion, spellcaster must worship the listed deity to utilize the spell. If race, the spell might only target members of the listed race (the spell will say this if it does), but often are just the race's gods.
T In order to prepare any of these spells, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may not cast spells.
Y This spell has a Mythic version.

0-LEVEL

- Bleed:** Cause a stabilized creature to resume dying.
- Create Water:** Creates 2 gallons/level of pure water.
- Detect Fiendish Presence:** As *detect evil*, except this specifically detects outsiders with the evil subtype and their servants.
- Detect Magic:** Detects spells and magic items within 60 ft.
- Detect Poison:** Detects poison in one creature or object.
- Enhanced Diplomacy:** Grant a +2 to diplomacy or intimidate to a single subject.
- Grasp:** Retry a Climb check as an immediate action.
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Light:** Object shines like a torch.
- Mending:** Makes minor repairs on an object.
- Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- Read Magic:** Read scrolls and spellbooks.
- Resistance:** Subject gains +1 on saving throws.
- Scrivener's Chant:** Imbue a quill to rapidly transcribe words from one page to another.
- Sign of the Dawnflower:** Transmit a hidden message that you are a worshipper of Sarenrae to the target.
- Sotto Voce:** Use your dry, rasping whisper to fill a creature with dread.
- Spark:** Ignites flammable objects.
- Stabilize:** Cause a dying creature to stabilize.
- Vigor:** Give someone a +1 bonus on their next melee damage roll.
- Virtue:** Subject gains 1 temporary hp.

1ST-LEVEL

- Abadar's Truthtelling:** Force the target to speak the truth.
- Abstemiousness:** Enhance simple food to provide greater nutrition.
- Abundant Ammunition:** Replaces nonmagical ammunition every round.
- Advanced Scurvy:** Force the target to contract an advanced form of scurvy.
- Air Bubble:** Create a small pocket of air around your head for an hour.

On the default character sheet there is only a microscopic space available for each spell, so you may find it difficult to take any notes about what the spells you have available do, but do your best to list what spells you have prepared on the sheet.

As you can see, we have also filled in the Spell DC information, along with the Spells per Day and a list of the Spells that we Prepared today.

You will also see that I have marked a “Bonus Spell” while also listing the cleric’s 1+1 spells per day from the Table.

This Bonus spell is calculated based on the character’s casting ability modifier and the table below, per the Spells entry on the Class Features page.

Table: Ability Modifiers and Bonus Spells

Ability Score	Bonus Spells per Day (by Spell Level)											
	Modifier	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1	-5	Can't cast spells tied to this ability										
2-3	-4	Can't cast spells tied to this ability										
4-5	-3	Can't cast spells tied to this ability										
6-7	-2	Can't cast spells tied to this ability										
8-9	-1	Can't cast spells tied to this ability										
10-11	0	-	-	-	-	-	-	-	-	-	-	
12-13	1	-	1	-	-	-	-	-	-	-	-	
14-15	2	-	1	1	-	-	-	-	-	-	-	
16-17	3	-	1	1	1	-	-	-	-	-	-	
18-19	4	-	1	1	1	1	-	-	-	-	-	
20-21	5	-	2	1	1	1	1	-	-	-	-	
22-23	6	-	2	2	1	1	1	1	-	-	-	
24-25	7	-	2	2	2	1	1	1	1	-	-	
26-27	8	-	2	2	2	2	1	1	1	1	-	
28-29	9	-	3	2	2	2	2	1	1	1	1	
30-31	10	-	3	3	2	2	2	2	1	1	1	
32-33	11	-	3	3	3	2	2	2	2	1	1	
34-35	12	-	3	3	3	3	2	2	2	2	1	
36-37	13	-	4	3	3	3	3	2	2	2	2	
38-39	14	-	4	4	3	3	3	3	2	2	2	
40-41	15	-	4	4	4	3	3	3	3	2	2	
42-43	16	-	4	4	4	4	3	3	3	3	2	
44-45	17	-	5	4	4	4	4	3	3	3	3	

Because our Cleric’s Wis Mod is +3 she gains 1 bonus first, second, and third level spell.

However, even though we are granted a bonus spell, we still can only cast spells of first level, per our class’s table, essentially making the second and third level bonus spells irrelevant until we progress in level and unlock higher level spellcasting.

If your class has a “-” on their Table then they cannot cast spells of that level, even with Bonus spells. However, if your class has a “0” on the table, as a Paladin or Ranger does at level 4, then you could use a bonus spell in that case.

For now though, just know that you can only use your bonus spells with your first level spell slots.

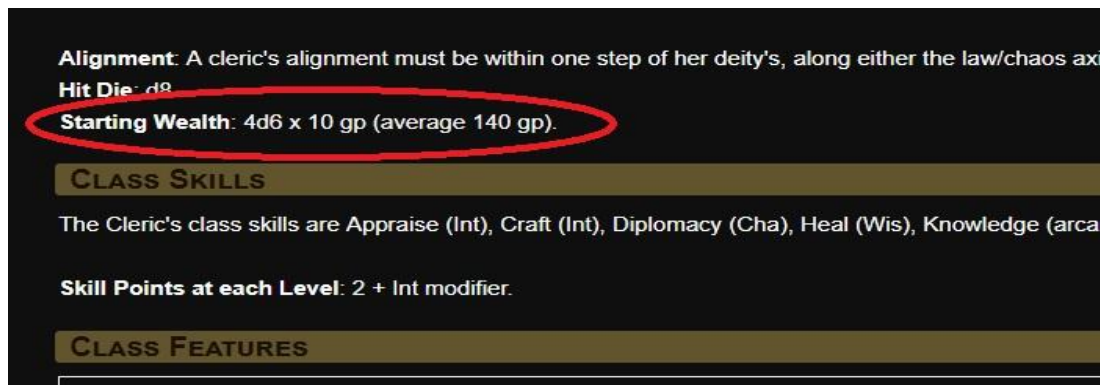
As you can see from our example Cleric, I have prepared three different 0lvl spells, and, while I have three spell slots for first level spells (including a Domain slot) I have listed one spell multiple times, rather than selecting three different spells.

This is because of the way Prepared magic is performed in Pathfinder. As a prepared caster, once you use a spell it’s gone until you prepare it again. This means if i wanted to cast the same spell multiple times in one day I would have to prepare in multiple times, using multiple Spell Slots, as I have done with Divine Favor.

Spellcasting is a bit complicated for beginners, but your GM will be able to help you figure it out, and it’s not as complicated as it looks first coming into it.

Step 7, Gear

Starting Wealth is generally determined either by rolling the dice listed on your Class Details page, taking the average listed, or everyone gets 150g. This is generally your GM’s discretion, but option 3 is the most popular.



You should look at your character’s Class Features to determine what kinds of Weapons and Armor you are capable of using.

In the Cleric’s case this is all Simple Weapons, Medium Armor, Shields, and their Deity's Weapon of Choice. (found on the Deity page)

CLASS FEATURES																		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day												
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+2	+0	+2	Aura, channel energy 1d6, domains, orisons	3	1+1	-	-	-	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	—	4	2+1	-	-	-	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Channel energy 2d6	4	2+1	1+1	-	-	-	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	—	4	3+1	2+1	-	-	-	-	-	-	-	-	-	-
5th	+3	+4	+1	+4	Channel energy 3d6	4	3+1	2+1	1+1	-	-	-	-	-	-	-	-	-
6th	+4	+5	+2	+5	—	4	3+1	3+1	2+1	-	-	-	-	-	-	-	-	-
7th	+5	+5	+2	+5	Channel energy 4d6	4	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-	-
8th	+6/+1	+6	+2	+6	—	4	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-	-
9th	+6/+1	+6	+3	+6	Channel energy 5d6	4	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-
10th	+7/+2	+7	+3	+7	—	4	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-	-
11th	+8/+3	+7	+3	+7	Channel energy 6d6	4	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-
12th	+9/+4	+8	+4	+8	—	4	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-
13th	+9/+4	+8	+4	+8	Channel energy 7d6	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-
14th	+10/+5	+9	+4	+9	—	4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-
15th	+11/+6/+1	+9	+5	+9	Channel energy 8d6	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-
16th	+12/+7/+2	+10	+5	+10	—	4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-
17th	+12/+7/+2	+10	+5	+10	Channel energy 9d6	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-
18th	+13/+8/+3	+11	+6	+11	—	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-
19th	+14/+9/+4	+11	+6	+11	Channel energy 10d6	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-
20th	+15/+10/+5	+12	+6	+12	—	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

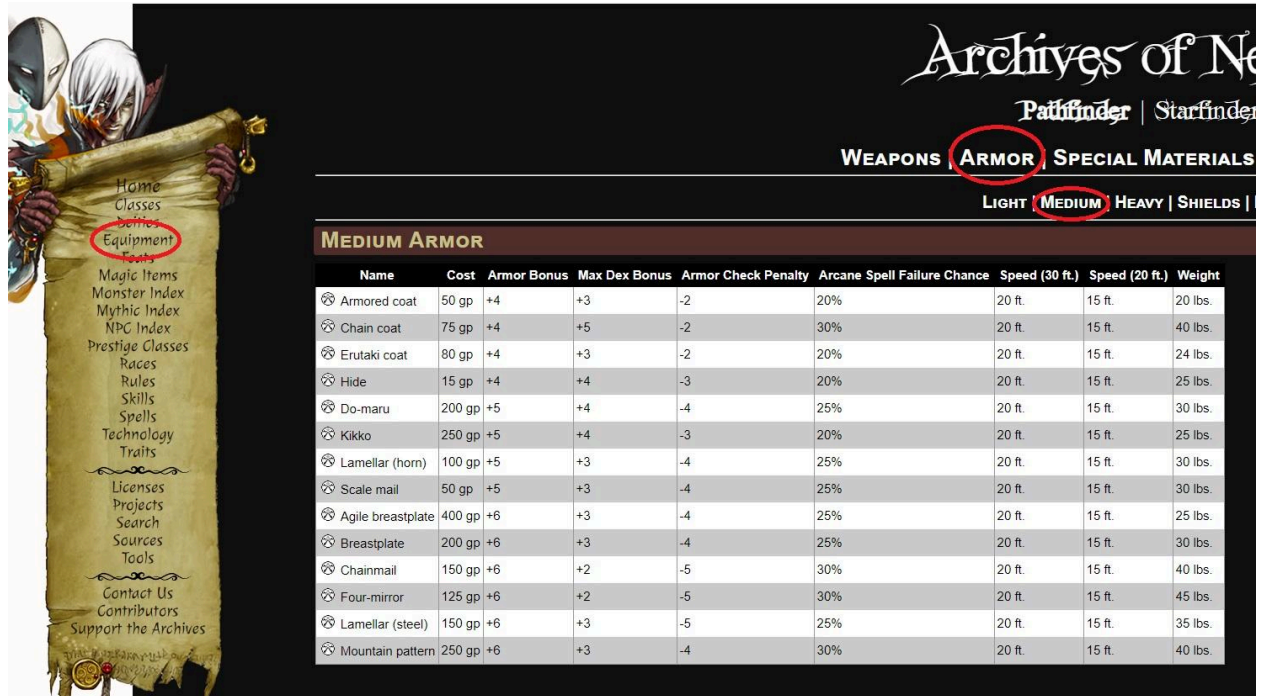
Spells: A cleric casts divine spells which are drawn from the cleric spell list presented in Spell Lists. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see spells in advance.

Some considerations regarding Weapons and Armor

When considering a weapon you should look at the weapon's damage Dice but also its critical range and multiplier to find a good fit. Don't be afraid to choose something based on flavor/role play though as there aren't many ways to "choose wrong"

When considering armor you want to wear the heaviest armor you can while still maintaining your maximum Dexterity bonus.

You can Find Weapons, Shields, and Armor in the Equipment section.



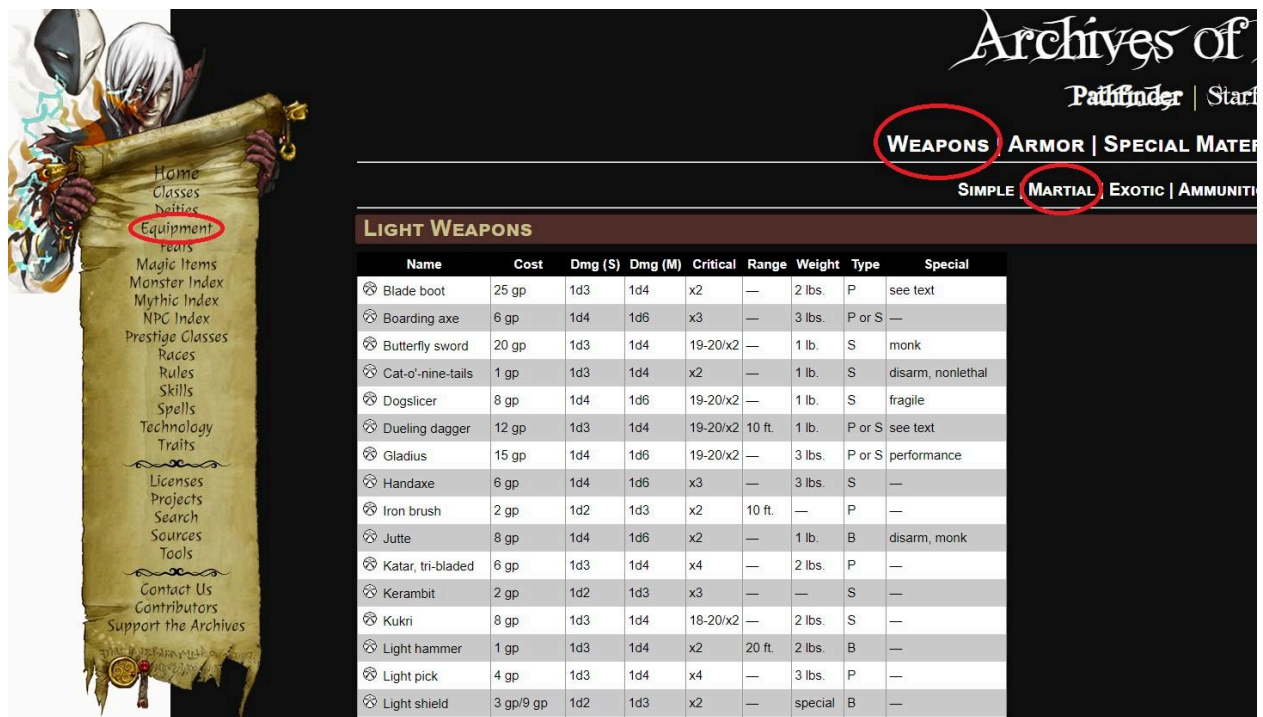
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WEAPONS **ARMOR** SPECIAL MATERIALS

LIGHT **MEDIUM** HEAVY | SHIELDS |

MEDIUM ARMOR

Name	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight
⊗ Armored coat	50 gp	+4	+3	-2	20%	20 ft.	15 ft.	20 lbs.
⊗ Chain coat	75 gp	+4	+5	-2	30%	20 ft.	15 ft.	40 lbs.
⊗ Erutaki coat	80 gp	+4	+3	-2	20%	20 ft.	15 ft.	24 lbs.
⊗ Hide	15 gp	+4	+4	-3	20%	20 ft.	15 ft.	25 lbs.
⊗ Do-maru	200 gp	+5	+4	-4	25%	20 ft.	15 ft.	30 lbs.
⊗ Kikko	250 gp	+5	+4	-3	20%	20 ft.	15 ft.	25 lbs.
⊗ Lamellar (horn)	100 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lbs.
⊗ Scale mail	50 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lbs.
⊗ Agile breastplate	400 gp	+6	+3	-4	25%	20 ft.	15 ft.	25 lbs.
⊗ Breastplate	200 gp	+6	+3	-4	25%	20 ft.	15 ft.	30 lbs.
⊗ Chainmail	150 gp	+6	+2	-5	30%	20 ft.	15 ft.	40 lbs.
⊗ Four-mirror	125 gp	+6	+2	-5	30%	20 ft.	15 ft.	45 lbs.
⊗ Lamellar (steel)	150 gp	+6	+3	-5	25%	20 ft.	15 ft.	35 lbs.
⊗ Mountain pattern	250 gp	+6	+3	-4	30%	20 ft.	15 ft.	40 lbs.



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WEAPONS **ARMOR** | SPECIAL MATERIALS

SIMPLE **MARTIAL** EXOTIC | AMMUNITION

LIGHT WEAPONS

Name	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
⊗ Blade boot	25 gp	1d3	1d4	x2	—	2 lbs.	P	see text
⊗ Boarding axe	6 gp	1d4	1d6	x3	—	3 lbs.	P or S	—
⊗ Butterfly sword	20 gp	1d3	1d4	19-20/x2	—	1 lb.	S	monk
⊗ Cat-o'-nine-tails	1 gp	1d3	1d4	x2	—	1 lb.	S	disarm, nonlethal
⊗ Dogslicer	8 gp	1d4	1d6	19-20/x2	—	1 lb.	S	fragile
⊗ Dueling dagger	12 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S	see text
⊗ Gladius	15 gp	1d4	1d6	19-20/x2	—	3 lbs.	P or S	performance
⊗ Handaxe	6 gp	1d4	1d6	x3	—	3 lbs.	S	—
⊗ Iron brush	2 gp	1d2	1d3	x2	10 ft.	—	P	—
⊗ Jutte	8 gp	1d4	1d6	x2	—	1 lb.	B	disarm, monk
⊗ Katar, tri-bladed	6 gp	1d3	1d4	x4	—	2 lbs.	P	—
⊗ Kerambit	2 gp	1d2	1d3	x3	—	—	S	—
⊗ Kukri	8 gp	1d3	1d4	18-20/x2	—	2 lbs.	S	—
⊗ Light hammer	1 gp	1d3	1d4	x2	20 ft.	2 lbs.	B	—
⊗ Light pick	4 gp	1d3	1d4	x4	—	3 lbs.	P	—
⊗ Light shield	3 gp/9 gp	1d2	1d3	x2	—	special	B	—

For our cleric I have chosen Sarenrae's Favored Weapon, the Scimitar (15g), a Heavy Wooden Shield (7g), and an Armored Coat (50g) using up about half of my 150 starting Gold.

Next up I enter the items onto the sheet. As a Cleric we don't have to worry about spell failure chance, but we do have to contend with Armor Check Penalties. The armor and shield we

chosed will give us -4 to all of our Strength and Dexterity based skills. We weren't very good at them to begin with, but now we're pretty terrible.

AC ITEMS						
	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Armored Coat	+4	Armor	-2	20%	20	Fast to Don
Heavy Wooden Sheild	+2	Shield	-2	15%	10	
TOTALS						

I have also noted that my Armor has a special ability, allowing it to be put on quickly.

You will also want to update your Character's Speed if your armor reduces it while worn.

HP
HIT POINTS

TOTAL 13

DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED
LAND

30 FT. 6 SQ.

BASE SPEED

20 FT. 4 SQ. WITH ARMOR

FLY FT. MANEUVERABILITY SWIM FT. CLIMB FT. BURROW FT.

SKILLS

SKILL NAMES

TOTAL BONUS

ABILITY MOD. R

Weapons are entered on the first page, along with our AC calculations.

A Weapon's Attack bonus is your BAB + the appropriate Attribute Modifier, typically Str for Melee and Dex for Ranged.

A Melee Weapon generally adds Str Mod to Damage as well. Two-Handed Weapons add 1.5x Str Mod, as do One-Handed Weapons when wielded with Two Hands. Every Weapon has a damage Type, typically **S**lashing, **P**iercing, or **B**ludgeoning & sometimes multiple. This is usually entered as S/P/B in the "Type" box, using whichever is appropriate for your weapon.

AC is calculated by totalling the labeled boxes. Touch AC is 10 + Dex Mod + Deflection

Flat Foot AC is your Normal AC - Dex Mod.

AC ARMOR CLASS 16 = 10 + 4 + 2 + 0 + [] + [] + [] + []

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS 10 **FLAT-FOOTED ARMOR CLASS** 16

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER MODIFIERS

FORTITUDE (CONSTITUTION) +4 = 2 + 2 + [] + [] + []

REFLEX (DEXTERITY) +0 = 0 + 0 + [] + [] + []

WILL (WISDOM) +5 = 2 + 3 + [] + [] + []

BASE ATTACK BONUS +0 **SPELL RESISTANCE** []

CMB +3 = 0 + 3 + 0 + []

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS

CMD +3 = 0 + 3 + 0 + [] + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON

WEAPON			ATTACK BONUS	CRITICAL
Scimitar			+3	18-20 x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d6+3	

WEAPON

WEAPON			ATTACK BONUS	CRITICAL

TYPE RANGE AMMUNITION DAMAGE

Section 8, Feats

Feats are the non-class abilities your character gains as they adventure. These can be things which increase your combat ability, give you bonuses to skill checks, alter your spells, and more.

They are broken down into several different categories: Combat, General, Metamagic, Teamwork, etc...

You generally can choose any feat you want every odd level, including first level. Some classes, such as Fighter, grant bonus Feats. Sometimes these Bonus Feats are restricted to a category,

like a Fighter only being able to choose from among Combat Feats with the Bonus Feat, or a Monk who can only pick from a certain list, or Humans who can pick any one feat because of Race.

Picking feats is largely about adapting your character to a specific play style. Maybe you want your character to be a Crossbow user and choose Rapid Reload so you can shoot faster, or perhaps you're a daring and nimble duelist and select Dodge. Whatever you have in mind there is likely a way to accomplish it with the right feats.

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GENERAL FEATS

Description Source: *PRPG Core Rulebook*

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes represented as feats. While some feats are more useful to certain types of characters than others, many of them alter or enhance class abilities or soften class restrictions, while others might

**combat feat*
Tarmor mastery feat
TTshield mastery feat
TTTweapon mastery feat

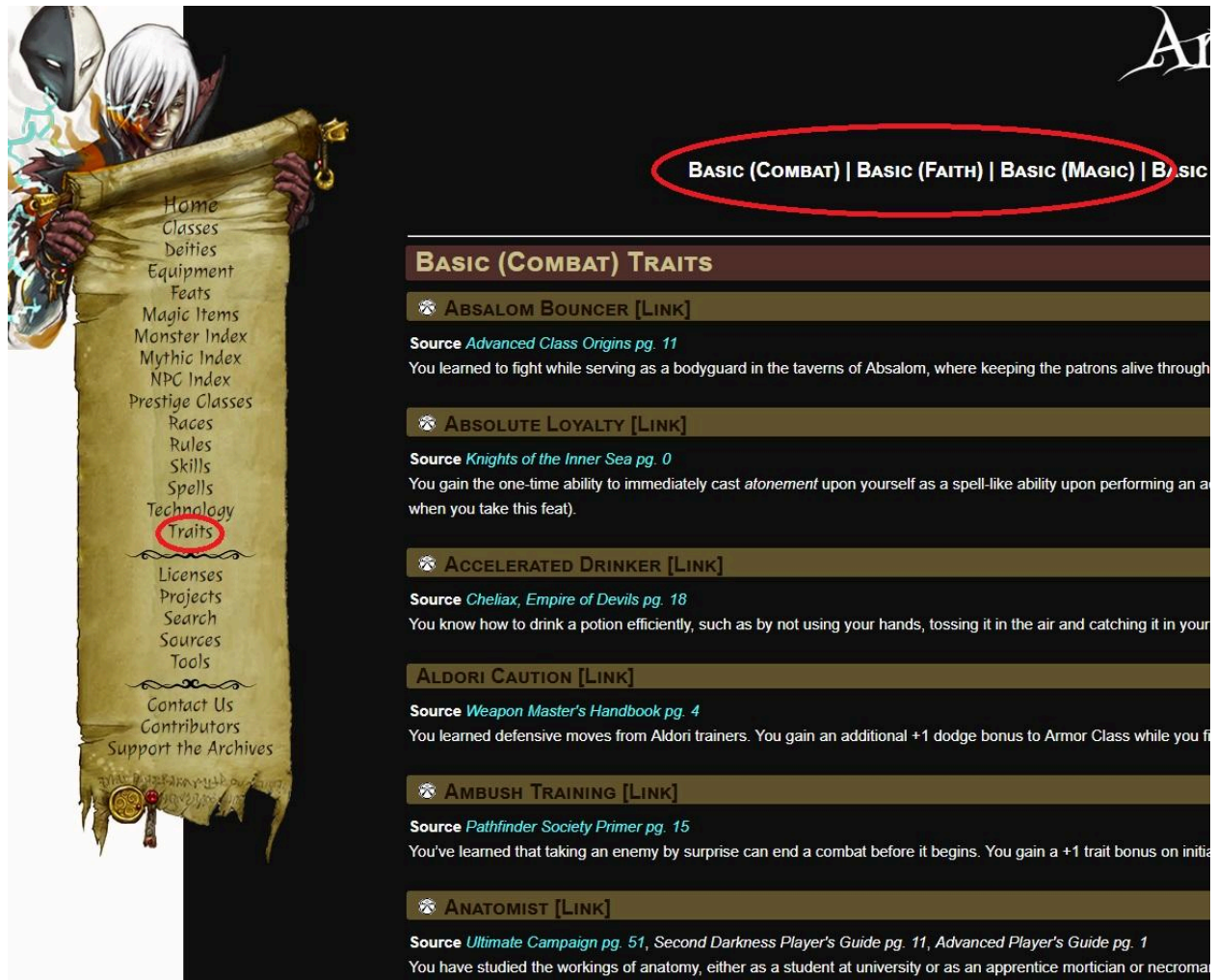
Name	Prerequisite
⊗ Aberrant Tumor	Aberrant bloodline
⊗ Aberration-Bane Caster	Caster level 4th, gillman, favored enemy (aberrations) class feature
Ability Focus	Special attack
⊗ Aboleth Deceiver	Iron Will, gillman, enchantment resistance racial trait
Absorb Spirit	Con 13, died or possessed by an undead
⊗ Abundant Revelations	Mystery class feature
⊗ 3.5 Acadamae Graduate	Specialist wizard 1st; cannot have conjuration as a forbidden school

You can see a brief description of what each feat does and if it has any prerequisites on this page, and you can find out more details by clicking on the Feat in question.

You may find a [“Feat Tree”](#) helpful in planning out your character for later levels. Being able to see that the “Precise Shot” Feat is a prerequisite for many other feats may incentivise you to

Most GMs allow two Traits at first level, with no more than one Trait from any given category (much like feats there are categories for Traits, such as Combat, Race, Equipment, etc.)

Many GMs restrict players to Trait categories with the “Basic” tagline. Be sure to ask.



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BASIC (COMBAT) | BASIC (FAITH) | BASIC (MAGIC) | BASIC

BASIC (COMBAT) TRAITS

- ABSALOM BOUNCER** [LINK]
Source *Advanced Class Origins* pg. 11
You learned to fight while serving as a bodyguard in the taverns of Absalom, where keeping the patrons alive through
- ABSOLUTE LOYALTY** [LINK]
Source *Knights of the Inner Sea* pg. 0
You gain the one-time ability to immediately cast *atonement* upon yourself as a spell-like ability upon performing an a when you take this feat).
- ACCELERATED DRINKER** [LINK]
Source *Cheliox, Empire of Devils* pg. 18
You know how to drink a potion efficiently, such as by not using your hands, tossing it in the air and catching it in your
- ALDORI CAUTION** [LINK]
Source *Weapon Master's Handbook* pg. 4
You learned defensive moves from Aldori trainers. You gain an additional +1 dodge bonus to Armor Class while you f
- AMBUSH TRAINING** [LINK]
Source *Pathfinder Society Primer* pg. 15
You've learned that taking an enemy by surprise can end a combat before it begins. You gain a +1 trait bonus on initia
- ANATOMIST** [LINK]
Source *Ultimate Campaign* pg. 51, *Second Darkness Player's Guide* pg. 11, *Advanced Player's Guide* pg. 1
You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromat

Traits generally can be entered in the Feats section of the Character Sheet, and should be Noted as Traits. Again, some notes about their effects may be useful.

