

Gisher's Goodies

This is a collection of various tools and lists that I created for myself but thought others might also find useful. Enjoy!

You can ask questions or provide feedback [on the Paizo community forums](#).

Core Mechanics

[Universal Check Tables](#)

Checks are a core mechanic of Pathfinder 2. These tables break down the probability distributions and the results of particular die rolls for all Attack Checks, Saving Throw Checks, and Skill Checks.

[Proficiency Bonuses](#)

Proficiencies are a core mechanic of Pathfinder 2. I made these tables to help me compare the proficiency progressions of the various classes.

[Area Templates](#)

Ravingdork came up with a very clever way to use emoji make accurate combat diagrams on the Paizo website. I used that technique to make cut-and-paste templates for many of the standard shapes used in Pathfinder.

Skills

[Assurance Result Tables](#)

I made some charts showing the results of using assurance for different DCs.

[Archetype Skill Feats](#)

This is a list of archetype skill feats and a breakdown of the relevant skills. I made this to figure out which of these feats could be taken by Investigators using Skillfull Lessons.

[Universal Check Tables](#)

These tables break down the probability distributions and the results of particular die rolls for all checks, including Skill Checks.

Spellcasting

[Acquiring Common Cantrips](#)

I love cantrips! So I started making a list of all the ways to get them. It got a little out of control.

[Spells for Healers](#)

A breakdown of spells on each list that are useful for healing damage or removing unwanted conditions.

[Essences, Traditions, and Schools](#)

I made a diagram to help visualize the relationship between these aspects of magic.

[Spells for Eldritch Shot or Spellstrike](#)

These are spells that meet the criteria for the Eldritch Archer's Eldritch Shot ability and the Magus' Spellstrike ability.

[Specific Staff Spell Traditions](#)

This is a breakdown of the traditions for spells used in specific staves so you can easily see which spells a character will be able to cast from the staff.

[Custom Staff Spell Traits](#)

This is a breakdown of spells by traits for those who want to make custom staves.

[Archetype Spellcasting Progressions](#)

I made charts to help visualize the progressions of the archetypes that grant spell slots.

Arms and Armor

[Armor Tables](#)

I made armor tables that include variations like Elvish, mithral, and armored skirt options as well as unarmored options.

[Finesse Options](#)

I made a list of weapons and unarmed attacks with the finesse trait. Instances of the thrown trait are in bold to help see those which are also thrown ranged weapons.

[Devise a Stratagem Options](#)

I made a list of weapons and unarmed attacks that allow Investigators to substitute their Intelligence modifier for their Strength or Dexterity modifier when using Devise a Stratagem. It also lists the options which can be used to replace Strength with Intelligence using the Athletics Strategist feat.

[Thrower's Bandolier](#)

These tables show all of the weapons that are compatible with the Thrower's Bandolier.

[Runes](#)

I made some charts showing which runes can be added to various types of armor and weapons.

Magic Items

[Specific Staff Spell Traditions](#)

This is a breakdown of the traditions for spells used in specific staves so you can easily see which spells a character will be able to cast from the staff.

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Investigators

[Alchemical Sciences](#)

These tables show the progression of the alchemical options through the Investigator's Alchemical Sciences Methodology.

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Alchemy

[Alchemist Class](#)

These tables show the progression of the alchemical options through the Alchemist class.

[Alchemist Multiclass](#)

These tables show the progression of the alchemical options through the Alchemist multiclass archetype.

[Herbalist](#)

These tables show the progression of the alchemical options through the Herbalist archetype.

[Poisoner](#)

These tables show the progression of the alchemical options through the Poisoner archetype.

[Alchemical Sciences \(Investigator\)](#)

These tables show the progression of the alchemical options through the Investigator's Alchemical Sciences Methodology.

Eldritch Archer Archetype

[Spells for Eldritch Shot or Spellstrike](#)

These are spells that meet the criteria for the Eldritch Archer's Eldritch Shot ability and the Magus' Spellstrike ability.

[Archetype Spellcasting Progressions](#)

These charts illustrate the spell progressions of the archetypes that grant spell slots, including the Eldritch Archer archetype.

[Magic Arrow Options](#)

This lists the forms of magical ammunition which can be created using the Magic Arrow feat.

Miscellaneous

[Kobold Exemplars](#)

This lists the breath weapons and draconic spells available to Kobolds.

[Acquiring Darkvision](#)

I made a list of ways to acquire darkvision and greater darkvision.

[Acquiring Familiars](#)

A list of ways to acquire Familiars and increase their abilities.

[Wild Shape Feats](#)

I made a chart diagramming the relationships between the Wild Shape Feats and the various Form Spells.