1. WELCOME TO DND
    a. If you want to see a really great team play through, Critical Role is great. https://www.youtube.com/watch?v=i-p9lWIhcLQ
    b. Want a goofy way to find a class? Look up A CRAP GUIDE to DND on youtube
        i. https://www.youtube.com/watch?v=00EvO-X6Wu4&list=PLDnRMnDDjAzK5uZLidDUtHtD1iN06Qe0G (BARBARIAN)
    c. Want a 5 minute good guide from professionals? (The critical role group) They have a playlist with 5 minutes on everything from what is a skill to how do you make a saving throw to class to race. A few slight differences since they play 5th edition, but 99% the same. https://www.youtube.com/playlist?list=PL1tiwbzkOjQyr6-gqJ8r29j_rJkR49uDN
    d. Don't want to download the PDF? Here is a good website with the books: Races
2. Go to this site so you can organize your character:
    a. This might look overwhelming, but it is the most organized way to keep track of your character, weapons, equipment, etc. Please open: Copy ME Pathfinder Character Template
    b. Make a copy for your own drive, but please share it with me. I will help keep everyone's character organized and maybe give secret benefits and hints through your individual character's page if needed. ***WE WILL NOT NEED TO COMPLETELY FILL OUT THE SHEET IN ONE GO.*** This is set up so you can use it all the way through level 20 and manage abilities, feats, spells, etc quickly and easily so we don't waste time looking up stats every turn, and plan out how you want to level to make it easy to level up in-game if/when possible
    c. If that is super overwhelming, this is a more basic sheet, but it doesn't allow as much planning and is harder to manage changing stats during the game. It may be easy to follow to set up initially and I can help you convert to the other sheet.
    d. If you already know what class you want to be and want a specific character sheet, go here and click your class. Same thing, please share your sheet with me so I can manage the campaign.
    e. If my layout of how to build your character is confusing, this is also a good guide: DND BEYOND
3. Choose your race. I have listed a BASIC guide to the basic races, but if you would like an advanced race, you can look through the advanced race book in the google drive or at this link: https://aonprd.com/Races.aspx (a minimalist introduction to all races)
    a. Dwarves: no size penalty, base speed 20 ft, darkvision (60ft), proficient with battleaxe, heavy picks, warhammers
    b. Elf: no size penalty, base speed 30 ft, low light vision (double), +2 on spellcasting, profiecient with longbows, composite bows, longswords, rapiers, shortbows, composite short bows
    c. Gnome: small size gives +1 armor, +1 attack, -1 maneuver bonus and defense, +4 stealth, base speed 20ft, low light vision, +1 to illusion spells, gain extra spells for high charisma scores, +1 against reptilians and goblins, no special weapons

    d. Half-elf: +2 to ability of your choice, no size penalty, base speed 30 ft, low light vision, immune to magical sleep, +2 perception, no special weapons
    e. Half-Orc: +2 to one ability of your choice, no size penalty, base speed 30 ft, darkvision (60ft), +2 intimidate, proficient with greataxes and falchions
    f. Halflings: +2 dex, +2 Charisma, -2 Strength, +1 to armor, +1 attack, -1 maneuver bonus and defense, +4 stealth, base speed 20ft, +2 perception, +2 acrobatics and climb, proficient with slings
    g. Humans: +2 ability of your choice, no size penalties, base speed 30 ft, extra feat (ability), extra skill rank at each level
4. Choose your class. I have listed a BASIC guide to the basic classes, but the advanced classes are available on google drive or the link below (a minimalist introduction to all classes). There are a lot of things involved in each class, so pick one or two you are interested in and I can walk you through it. These also affect your alignment. https://aonprd.com/Classes.aspx
    a. https://rpgbot.net/pathfinder/characters/classes/ This is a good guide on how to optimize the class you choose.
    b. Barbarian: any non-lawful alignment, barbarians are professional warriors, they use rage to rush forward and do damage. This is a melee style class, any weapon.
    c. Bard: any alignment, bards can confound/daze foes and boost abilities of the team. These will not be in the middle of the fight, but to the side, any simple weapon plus longsword, rapier, sap, shortsword, shortbow, whip. Uses spells/magic songs to affect battle.
    d. Cleric: must align with your deity of choice, use magic to wound, aid, and heal. Can worship a deity or a concept like battle, death, justice, knowledge, etc., all simple weapons plus the weapon of their deity. Cleric Deities start on page 42. Literally all types. Typically ranged, but possibly melee depending on weapon.
    e. Druid: any neutral alignment, can transform into an animal to fight or call upon nature and animals to aid in battles, club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear, natural attacks (bite, claw,etc). Also uses driud magic to aid in battle, can bond with a type of nature or bond with a companion animal that will help you fight. Both ranged and melee.
    f. Fighter: any alignment, proficient with all simple and martial (advanced) weapons. No magic. Both ranged and melee.
    g. Monk: Any lawful alignment, skilled melee combatants, club, crossbow, dagger, handaxe, javelin, kama, shortspear, nunchaku, squarterstaff, sai, shortspear, short sword, shuriken, siangam, sling, spear, no armor.
    h. Paladin: only lawful good, only serve good deities, strong melee combatants, proficient with all simple and martial weapons, all armor, and all shields. Has “mercies” he can perform that will help remove fatigue, shaken, sickened , dazed, diseased, staggered states, at 4th level you have limited spells. At 5th level gain a spirit for your weapon or a mount that can help fight

i. Ranger: any alignment, great trackers, trap makers, melee and ranged fighters, proficient with all simple and martial weapons, pick a favorite enemy to gain +2 bluff, knowledge, perception, sense motive, survival, weapon attack and damage rolls, every 5 levels add another favored enemy, also better at running through terrain variations
j. Rogue: any alignment, use stealth to attack at close range, disable traps, unlock doors, etc., proficient with all simple weapons, hand crossbow, rapier, sap, shortbow, and short sword. Ranged or “melee” when in stealth mode
k. Sorcerer: any alignment, ranged fighting, use spells to fight, gain extra abilities based on the bloodline you derive your magic from. Bloodlines start on page 73. Proficent with all simple weapons, no armor, no shields.
l. Wizard: use magic to aid in battle (ranged), proficient with clubm dagger, heavy crossbow, light crossbow, and quarterstaff. Must prepare spells ahead of time. Must select a “school” starting on page 80, choose a familiar to aid in spellcasting (pg 83)

5. Determine Starting Hit Points (HP)

A character starts with maximum hit points at 1st level (the maximum number on its Hit Die) or if its first Hit Die roll is for a character class level.

To determine a hit points for levels beyond 1st, roll the dice indicated by its Hit Dice. Creatures whose first Hit Die comes from an NPC class or from his race roll their first Hit Die normally.

Class	HD
Alchemist	d8
Barbarian	d12
Bard	d8
Cavalier	d10
Cleric	d8
Druid	d8
Fighter	d10
Gunslinger	d10
Inquisitor	d8

Magus	d8
Monk	d8
Ninja	d8
Oracle	d8
Paladin	d10
Ranger	d10
Rogue	d8
Samurai	d10
Sorcerer	d6
Summoner	d8
Witch	d6
Wizard	d6

6. Select Alignment
    a. 1st: Evil, Neutral, Good
    b. 2nd: Chaotic, Neutral, Lawful
    c. Look up a chart if you don't know what to do
    d. 

7. Ability Scores
    a. **Roll 4 d6 (4 standard dice)**. Add the 3 highest numbers together and mark this down
    b. Repeat until you have 6 numbers
    c. Assign the numbers to ability scores. This is on the “Main” tab at the top. You will replace the numbers that are there. Look at your class to determine which abilities are most important. Bards need charisma, barbarians need strength, ninjas need dexterity, etc. If you have a question, ask me :)
        i.

Abilities	Total	Base	Perm Enh.	Perm Misc.	Level Up	Perm Mod
Str:	18	18			0	4
Dex:	10	10			0	0
Con:	10	10			0	0
Int:	13	10			3	1
Wis:	6	6			0	-2
Cha:	10	10			0	0

    d. http://www.brockjones.com/dieroller/dice.htm This is a really handy online dice roller and you can even save rolls, so if you know that attacking with your warhammer always has these modifiers, save it and you can roll without pausing to add every time.
    e. Here is a good chart to calculate your BASE MODIFIERS. So a DEX of 15 has a +2 modifier

f.

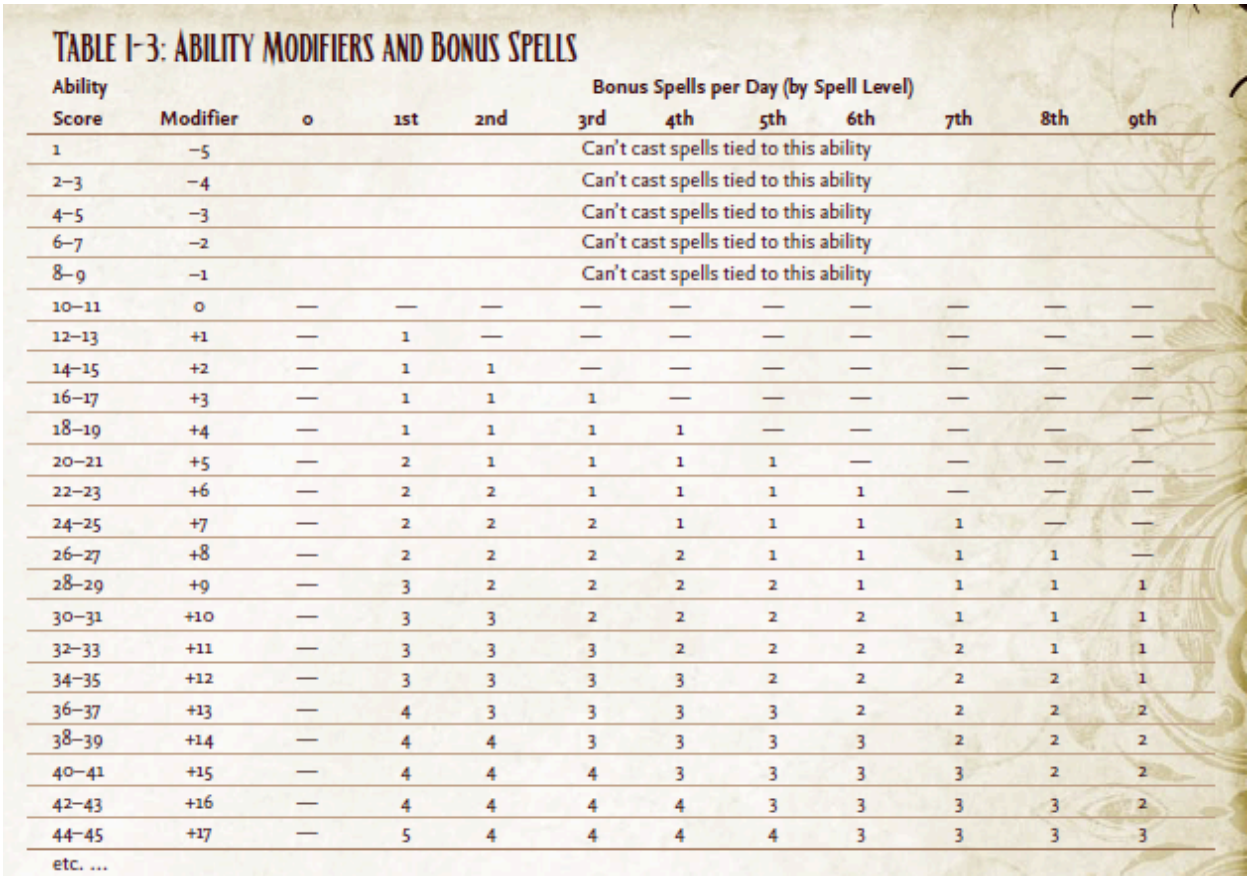
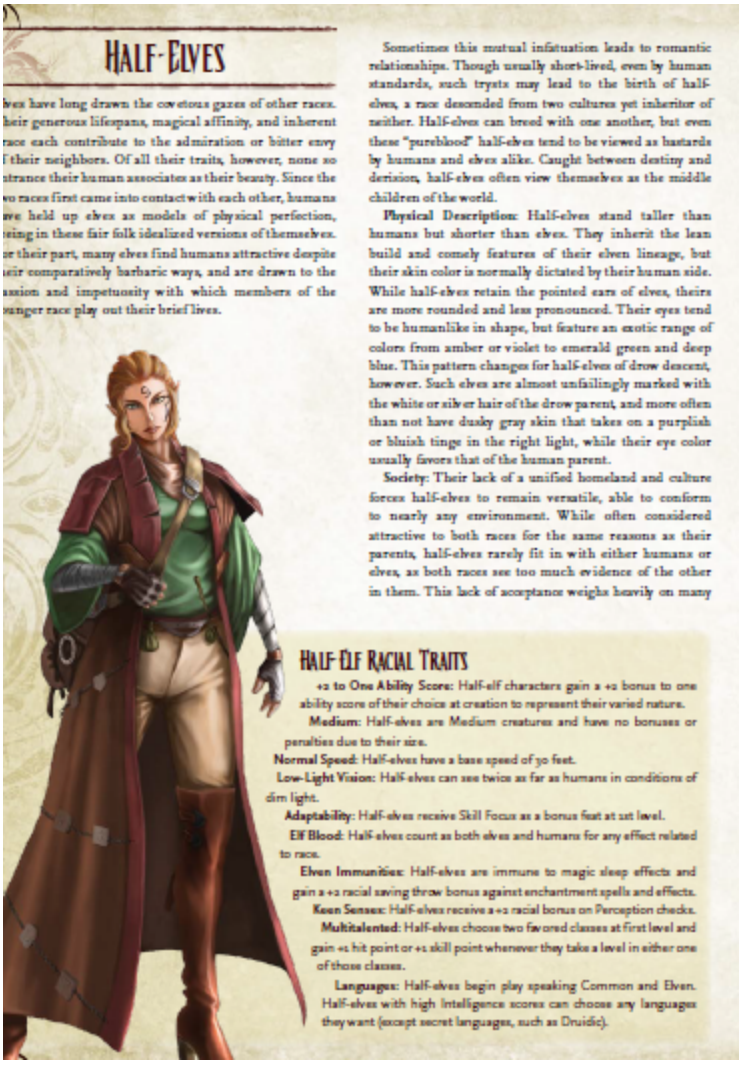


Table 1-3: Ability Modifiers and Bonus Spells

Ability Score	Modifier	Bonus Spells per Day (by Spell Level) 0	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
etc. ...											

8. Double check your race and class to check for **modifiers**, this will be in the Core Players Guide or the Advanced Race Guide. You can fill these out in the modifiers columns!

a. 

Half-Elves

…lves have long drawn the covetous gazes of other races. …heir generous lifespans, magical affinity, and inherent …race each contribute to the admiration or bitter envy …f their neighbors. Of all their traits, however, none so …ntrance their human associates as their beauty. Since the …wo races first came into contact with each other, humans …ve held up elves as models of physical perfection, …eing in these fair folk idealized versions of themselves. …r their part, many elves find humans attractive despite …eir comparatively barbaric ways, and are drawn to the …assion and impetuosity with which members of the …unger race play out their brief lives.

Sometimes this mutual infatuation leads to romantic relationships. Though usually short-lived, even by human standards, such trysts may lead to the birth of half-elves, a race descended from two cultures yet inheritor of neither. Half-elves can breed with one another, but even these "pureblood" half-elves tend to be viewed as bastards by humans and elves alike. Caught between destiny and derision, half-elves often view themselves as the middle children of the world.

Physical Description: Half-elves stand taller than humans but shorter than elves. They inherit the lean build and comely features of their elven lineage, but their skin color is normally dictated by their human side. While half-elves retain the pointed ears of elves, theirs are more rounded and less pronounced. Their eyes tend to be humanlike in shape, but feature an exotic range of colors from amber or violet to emerald green and deep blue. This pattern changes for half-elves of drow descent, however. Such elves are almost unfailingly marked with the white or silver hair of the drow parent, and more often than not have dusky gray skin that takes on a purplish or bluish tinge in the right light, while their eye color usually favors that of the human parent.

Society: Their lack of a unified homeland and culture forces half-elves to remain versatile, able to conform to nearly any environment. While often considered attractive to both races for the same reasons as their parents, half-elves rarely fit in with either humans or elves, as both races see too much evidence of the other in them. This lack of acceptance weighs heavily on many

Half-Elf Racial Traits

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

Medium: Half-elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-elves have a base speed of 30 feet.

Low-Light Vision: Half-elves can see twice as far as humans in conditions of dim light.

Adaptability: Half-elves receive Skill Focus as a bonus feat at 1st level.

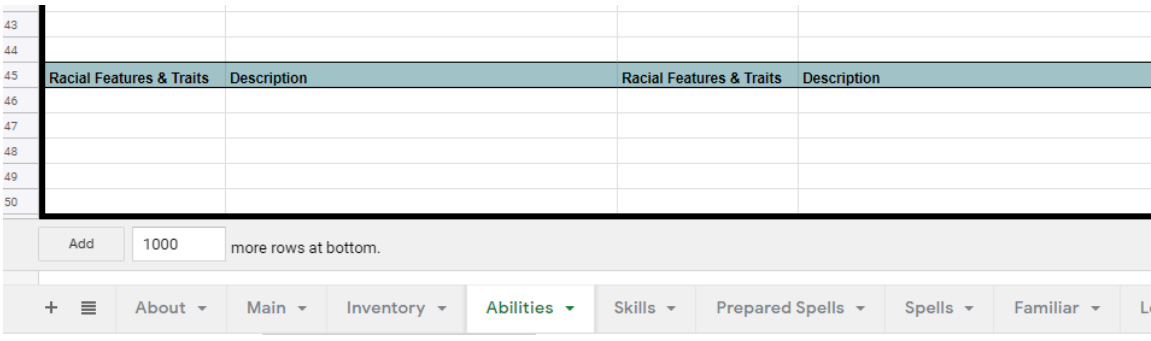
Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Elven Immunities: Half-elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

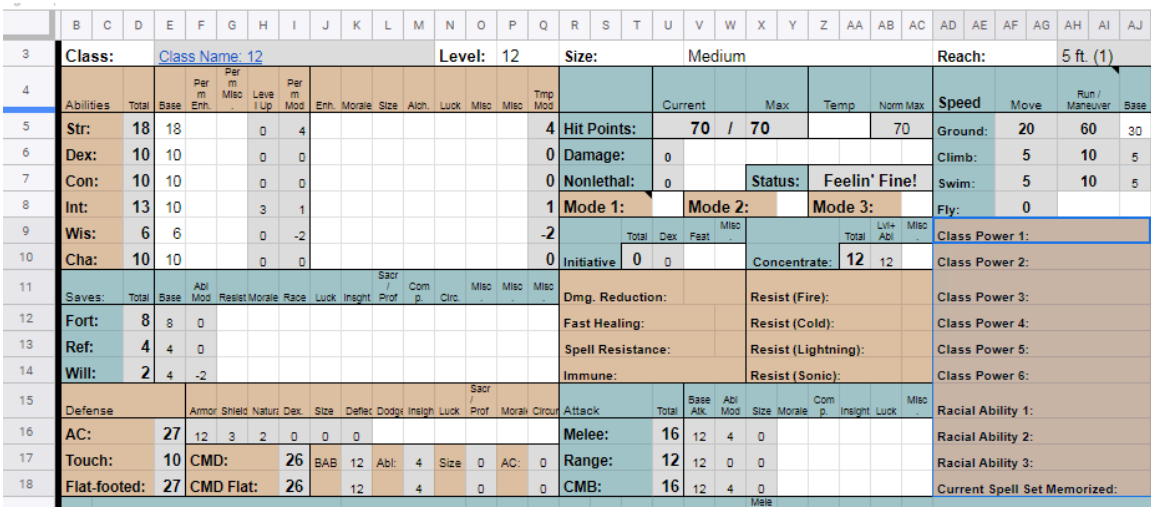
Keen Senses: Half-elves receive a +2 racial bonus on Perception checks.

Multitalented: Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

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

b. The **Race Traits** are free benefits you get from selecting the race. In the ADVANCE RACES GUIDE there are more specific abilities for all races (core and extra)
c. The ADVANCED CLASS GUIDE has extra **traits** that your race/class combo can give you as a free bonus under the section "Racial Favored Class Options" Not all race/class combos have these perks
d. These will get put in your "Racial Features and Traits" on the **ABILITIES** tab
   i. 

ii. It is also useful to put anything that gives you a MODIFIER on the “MAIN” page on the right side where it says “Racial Ability” For easy reminders, as well as making it easy for me to double check that the modifers get added onto the main page in the right columns. Some modifiers are used all the time, while some will be dependent on what or who attacks you, or what you are trying to do!

iii. 

| | | |

TABLE 4-1: SKILL RANKS

Class	Skill Ranks per Level
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Monk	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	2 + Int modifier
Wizard	2 + Int modifier

TABLE 4-2: SKILL CHECK BONUSES

Skill	Skill Check is Equal To*
Untrained	1d20 + ability modifier + racial modifier
Trained	1d20 + skill ranks + ability modifier + racial modifier
Trained Class Skill	1d20 + skill ranks + ability modifier + racial modifier + 3

* Armor check penalty applies to all Strength- and Dexterity-based skill checks.

b.

c. You cannot have more ranks in a skill than your level. We are all starting at level 1, so no more than one rank in each skill (for now)
d. If you are unsure what skills will be useful, ask :) Also, look for ones that make sense for your character. A thief needs lockpicking or sleight of hand, but probably not disable device. Diplomacy, sleight of hand, and sense motive are always useful if you have a skill point to spare.
e. **LANGUAGES**: You know your race's base languages plus one language for every intelligence modifier point. Base languages are found on the page describing your race!
f. **SKILLS** is a separate tab!

g.

Survival •

Languages
Common

* - Armor/Encumbrance Check Penalty, • - Unskilled Use	# of Languages: 2	Skill Points: 0 / 36	Max Rank: 12

Class Skill	Skills	Ability	Total	Ranks	Comp	Circ	Feat	Race	Misc.	Armr Enc	Abilty Mod
	Acrobatic • *	Dex	-5							-5	0
	Appraise •	Int	1							0	1
	Bluff •	Cha	0							0	0
	Climb • *	Str	-1							-5	4
	Diplomacy •	Cha	0							0	0
	Disable Device *	Int	-4							-5	1
	Disguise •	Cha	0							0	0
	Escape Artist • *	Dex	-5							-5	0
	Fly • *	Dex	-5						0	-5	0
	Handle Animal	Cha	0							0	0
	Heal •	Wis	-2							0	-2
	Intimidate •	Cha	0							0	0
	Linguistics	Int	1							0	1
	Perception •	Wis	-2							0	-2

Class Skill	Knowledge Skills	Ability	Total	Ranks	Comp	Circ	Feat	Race	Misc.	Armr Enc	Abilty Mod
	Knowledge: Arcana	Int	1							0	1
	Knowledge: Dungeoneering	Int	1							0	1
	Knowledge: Engineering	Int	1							0	1
	Knowledge: Geography	Int	1							0	1
	Knowledge: History	Int	1							0	1
	Knowledge: Local	Int	1							0	1
	Knowledge: Nature	Int	1							0	1
	Knowledge: Nobility & Royalty	Int	1							0	1
	Knowledge: Religion	Int	1							0	1
	Knowledge: The Planes	Int	1							0	1
	Knowledge: Other	Int	1							0	1

Class Skill	Knowledge Skills	Ability	Total	Ranks	Comp	Circ	Feat	Race	Misc.	Armr Enc	Abilty Mod
	Craft: _____ •	Int	1							0	1
	Craft: _____ •	Int	1							0	1

About | Main | Inventory | Abilities | Skills | Prepared Spells | Spells | Familiar | Le

10. Next, let's focus on **FEATS**. These are more specialized than **SKILLS**, and can be related to race or class! Check the Advanced Race Guide to see if you have racial **FEATS**, and the Advanced Class Guide for specialized class **FEATS**, and the CORE PLAYERS GUIDE has the main **FEATS**. These go in the "ABILITIES" tab.
    a. Number of **FEATS** are determined by your CLASS and LEVEL. You are all level 1, so you get one **FEAT** of your choice, and any feats given to you by your RACE and CLASS.
    b. You will gain one bonus **FEAT** every odd level, plus any **FEATS** based on your class level
11. **SPELLS**: If you use magic, there is a chart under your CLASS that has your spell ability by level (DRUID shown below) [CORE PLAYERS GUIDE and ADVANCED CLASS GUIDE]. You can select **SPELLS** from your RACE and CLASS.

a.

TABLE 3-7: DRUID

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	Nature bond, nature sense, orisons, wild empathy	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure, Wild shape (1/day)	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape (3/day)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Wild shape (5/day)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	A thousand faces	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Wild shape (6/day)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Timeless body	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (7/day)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Wild shape (8/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Wild shape (at will)	4	4	4	4	4	4	4	4	4	4

b. There is a separate **SPELLS** tab. If you have a DAMAGE or HEALING spell, determine the damage and modifiers for those spells and save that as a common roll on the dice.

12. **LOAD UP ON GEAR.** Go through the CORE PLAYERS GUIDE and purchase weapons, food, armor, etc. Your Starting GOLD is based on this chart. Being generous, please add 30 GOLD to your starting wealth. Place these in your INVENTORY tab. If you purchase weapons, put them on your MAIN tab, too so you know how much damage you can do.

a.

TABLE 6-1: STARTING CHARACTER WEALTH

Class	Starting Wealth	Average
Barbarian	3d6 × 10 gp	105 gp
Bard	3d6 × 10 gp	105 gp
Cleric	4d6 × 10 gp	140 gp
Druid	2d6 × 10 gp	70 gp
Fighter	5d6 x 10 gp	175 gp
Monk	1d6 × 10 gp	35 gp
Paladin	5d6 × 10 gp	175 gp
Ranger	5d6 × 10 gp	175 gp
Rogue	4d6 × 10 gp	140 gp
Sorcerer	2d6 × 10 gp	70 gp
Wizard	2d6 × 10 gp	70 gp

b.

TABLE 6-2: COINS

Exchange Value	cp	sp	gp	pp
Copper piece (cp)	1	1/10	1/100	1/1,000
Silver piece (sp)	10	1	1/10	1/100
Gold piece (gp)	100	10	1	1/10
Platinum piece (pp)	1,000	100	10	1

13. Finish Your Scores on the MAIN tab.
    a. Armor Class: 10+ armor bonus +shield bonus+dexterity modifier +misc modifiers
    b. Attack bonus: base attack bonus+ strength modifier +size modifier
    c. Saving throw: base save bonus: ability modifier
    d. Initiative Modifier: dexterity checks +dex modifier
    e. Attack Values

14. Backstory on the first tab “ABOUT”
    a. This does not need to be super elaborate, but get as creative as you want. I just need an idea of your character’s background so I can create the right environments for everyone to work together. If you want a long lost friend/relative/SO, let me know. That can be a campaign arc. Do you and another player want to have a pre-existing relationship (sibling/friend/etc), let me know! I’m totally open to having you help world-build.

See The Next Page for Details on What You Need for Game Nights

GAME NIGHTS

1. Please have your character sheet pulled up. I will link them below for easy access (and also for myself)
    a. [Character] Kitty, Class, Race, Level: KITTY
    b. [Character] Alex, Class, Race, Level: xxLINKxx
    c. [Character] Alicia, Class, Race, Level: xxLINKxx
    d. [Character] Sarah G, Class, Race, Level: xxLINKxx
    e. [Character] Tallin, Class, Race, Level: Tallin
    f. [Character] Kenzie, Shaman/Druid, Half-Elf, Level: 1 KENZIE
    g. [Character] Sarah B, Class, Race, Level: xxLINKxx
    h. [Character] Sarina, Class, Race, Level: xxLINKxx
2. Please have dice pulled up (or physical dice). I like this site because you can save rolls with modifiers and it makes it much easier (especially if you are a spellcaster)
    a. http://www.brockjones.com/dieroller/dice.htm
3. Please Review any notes from the last game
    a. What is your Health?
    b. Are you out of spells?
    c. Did any equipment break/get lost?
    d. What is the current objective?
    e. Do you need to do anything immediately at the start of game--heal, short rest, buy equipment, etc.
    f. Pull up the group sheet: GROUP NOTES
4. Have food and drink accessible, please go to the bathroom before we start!! We will pause for bathroom breaks, but we aim to minimize them.