

Pathfinder: Kingmaker

Unofficial Game Guide

by Marlon

Foreword

Introduction

The following manual is divided into three sections, a **Basics** section, which introduces any new player of Pathfinder or CRPGs in general to UI and game concepts, while also providing a Chapter 1 Start guide to help those desiring immediate play. Section 2 concerns **Advanced** concepts like character building, choosing spells and equipment in addition to tactics within combat. The topics in question will be elaborated in such detail that the game can be enjoyed without issues. The third major section, **Expert**, concerns system mastery of all previously mentioned systems and is thus not exhaustive, while the first two sections try to be as complete as possible within their frames of target.

Basics

General Basics

Pathfinder: Kingmaker is based on the Tabletop RPG Pathfinder 1e by Paizo and an evolution of the Dungeons & Dragons (DnD) 3.5 system. It is a D20 system, meaning most challenges in the game are overcome by rolling a twenty-sided die to determine success and failure. Generally, dice rolls are written as in the NdS format. "N" denotes the number of dice (e.g. one, two, three, etc.), "d" is the abbreviation for "dice", while "S" states the number of sides of the dice (e.g. six-sided, eight-sided, twenty-sided die etc.). If for example a weapon does 2d6 of damage the computer rolls two six-sided dice for damage in addition to any other modifiers. Combat and skill checks will be discussed in detail later. Any attack must either beat or match an AC (Armor Class) or the attacked creature must succeed a save DC (Difficulty Class) if matched allows the character to ignore some or all effects of an attack or magic spell.

When rolling a 20 on a d20 on an attack roll this is a Critical Threat, meaning regardless of the AC of the attack target the attack always hits. In addition the attacker will again roll his attack to look if it hits. This is called a "Confirmation Roll." If this attack also hits the attack becomes Critical Hit which causes additional damage and activates certain effects from the character and weapon. Do note a Critical Threat can also occur when rolling a 19 or lower depending on the weapon. Everything is noted on the weapon in question. Finally there are also Critical Failures. In combat a Critical Failure is to roll a 1 on a d20. This automatically makes the attack miss.

Difficulty

The game offers a wide range of modifiers that affect the difficulty of the game. For those new to Pathfinder and CRPGs in general it is recommended to play on Normal or at least to enable the option "Enable Character Retrain" allowing you to pay money (with the first three reworks being free) to completely rebuild any player character (PC) in your party. These options can however always be changed later within the Difficulty options without any repercussions, so experimentation is encouraged.

Two irreversible decisions can however be made. The game, for one, has the option of enabling auto-levelling for PCs giving you the choice between auto-levelling all PCs, only auto-levelling the pre-generated PCs while leaving you in charge of your custom character while lastly there is the option doing levelling manually for all characters. Auto-Levelling can at any point be disabled for any character, but then never be re-enabled.

The second decision concerns Kingdom Management. It is a core aspect of the game outside of dungeon crawling and essential for the pacing of the game. It can be automated, however it is not recommended for the aforementioned reason. The decision too cannot be reversed so advice is to simply lower the difficulty if the system is not enjoyed.

Quick Start Guide

While this manual aims to provide a full introduction to the Pathfinder Kingmaker and also tries to provide reference to all parts of the system it is likely that many new players may want to dive in immediately and figure the game out on the fly. To support this endeavor this Quick Start Guide aims to provide assistance to new players. However the guide will not go into depth. The sections General Basics and Difficulty should still be read.

Character Creation

As the first act a main character must be created or a pre-generated character be used. Basics of character creation are prioritising Ability Scores which are highlighted with a green Thumbs Up, STR (Strength) for most melee characters and DEX (Dexterity) for Ranged characters. While STR can always be added to all melee attacks for To Hit and Damage you need certain Class Features or general feats like Rogue or Weapon Finesse (To Hit) and Slashing Grace (Damage) to make use of DEX as a melee character. Ranged characters meanwhile can never add DEX to damage. The only Ranged weapon to add ability modifier is the "Composite Longbow", which adds STR to damage. Most Ranged characters should take "Point Blank Shot" and "Precise Shot."

If you create a full caster (Wizard, Cleric, Druid, Sorcerer) have around 18-20 Ability Score in your primary mental statistic (INT, WIS or CHA), which is marked during creation. Reaching 20 is very useful at adding additional spell slots (uses of spells).

Party Size and Composition

If possible have the maximum number of six party members in your posse. Put the party member(s) with the highest AC (Armor Class) in front to attract attacks. Ranged characters should be removed from melee.

Every party should have at least 1 Tank, 1 Melee DPS, one Arcane Caster (Wizard) and one Divine Caster (Cleric). This is to allow optimal buffing and prevents being overrun by enemies.

Combat

As discussed in the chapter above those characters with the highest AC should be in the front of the party to attract aggression from enemies while less sturdy and Ranged characters are spared. Certain Buffing spells like Delay Poison should be applied to characters at the start of a dungeon crawl while others should only be applied before immediate combat. During the game the player will initiate most encounters and thus the game assumes players will pre-buff their characters. Various abilities may be triggered through certain class features or otherwise.

Miscellaneous Advice

Keeping pre-generated party members on Auto-Levelling (a Difficulty option) will cut down the time you need to spend on character building.

Perception is the most important Skill for any character. Throughout the game every character is allowed to roll skill checks instead of simply the character with the highest modifier.

Poison damage can easily be prevented through Delay Poison.

Character Basics

The first act of the game for most players will be the creation of their own unique player character (PC) before embarking on the adventure. This is often a process accompanied by a sense of choice paralysis. This chapter will help by categorising class choices while giving explanations of the various terms and statistics present.

Class Roles

There are two aspects of class creation: combat and utility. Combat concerns all aspects part of a fight and there are four roles classes can occupy, **DPS/Nukers**, **Tank**, **Supporter** (Buffing of PCs) and **Battlefield Control** (Debuffing of NPCs). These roles can mix, but there are general preferences for each. Supporter and Battlefield Control also overlap a lot.

- **DPS/Nukers** are any character that has a high damage output over an extended period. These characters will provide most of the damage to the enemy and to ensure efficacy are helped by supporters. This is done through normal attacks and damaging spells.
- **Tanks** are those characters that boast a high Armor Class (AC) and have a high health pool to endure damage. They position themselves in such a way that the enemy targets them instead of more fragile characters. Their defensive capabilities should be buffed for the best effects.
- **Supporters** improve the capabilities of other characters, increasing attack, damage or make the party more resilient to attacks and spells. They are usually fragile and thus need protection.
- **Battlefield Controls** role is in decreasing the advantages of enemies while exploiting their weaknesses to help defeat them. They often overlap with Supporters in their endeavours as any debuff of the enemy is a buff to the PCs.

Utility meanwhile concerns all aspects of the game outside of fights. They include all skills and different classes gain a different amount of skill points. While classes such as the Bard or Rogue can support a breadth of skills, combat focussed classes such as the Fighter are limited in their skills. Skills will be elaborated on later in the manual. Now a list of general role classifications by class (do note one class can occupy several roles and that certain feats can enable a new role in different classes):

- **DPS/Nuker:** Alchemist, Barbarian, Fighter, Inquisitor, Kineticist, Magus, Monk, Paladin, Ranger, Rogue, Slayer, Sorcerer, Wizard, Arcane Trickster, Eldritch Knight, Dragon Disciple, Duellist
- **Tank:** Barbarian, Fighter (melee), Kineticist (Kinetic Knight), Monk, Paladin (melee), Ranger (melee), Stalwart Defender, Eldritch Knight, Dragon Disciple, Duellist, Aldori Swordlord
- **Supporter:** Alchemist, Bard, Cleric, Druid, Sorcerer, Wizard, Arcane Trickster, Eldritch Knight, Mystic Theurge
- **Battlefield Control:** Alchemist, Bard, Cleric, Druid, Sorcerer, Wizard, Arcane Trickster, Eldritch Knight, Mystic Theurge

Caster Types

There are three types of characters in Pathfinder, **Mundane**, **Casters (Spontaneous)** and **Casters (Prepared)**. Mundane characters generally have no access to magic and sport abilities that are pre-baked into their classes like Barbarians' ability to Rage. Their abilities are not magical and are restricted by class and highly limited. Meanwhile Magical classes can be categorised into two camps, Spontaneous and Prepared. Spontaneous casters are simple, the character chooses spells for each spell level and they can cast the spells in any quantity or order until spell slots run out. Prepared Casters meanwhile must prepare their chosen spells before each rest to gain access to them next day. Spells can be seen when opening the Journal and are ordered by spell level 1-9.

So, what is the advantage of each type? Spontaneous casters provide good capability and flexibility as the caster can cast any known spell without any restrictions instantly. Meanwhile Prepared Casters espouse a different flexibility as they can prepare for any special foe with ease and are able to prepare spells that specifically target a threat. Clerics gain all their spells each level and can choose freely between them while Wizards can simply copy any spell of the appropriate type into their spell book if they can get hold of the appropriate spell scroll. Prepared casters are a powerful means to cast magic. Magic, like everything else is elaborated within the Advanced section. For an easy start mundane characters and spontaneous casters are best considered.

Spell Lists

There are three "spell lists" in the game, **Arcane**, **Divine** and **Druidic**. Each has their own spells with some overlap. Examples for the Arcane list include Wizards, Sorcerers, Bards and Magi (Magus plr.). Divine spells are used almost exclusively by casters with some connection to Gods like Clerics, Paladins or Inquisitors. Lastly Druidic spells are almost exclusively used by the Druid. To what spells a class potentially has access to can be seen when hovering over a certain class level when a new Spell Level is unlocked.

Calculating Spells DCs

Something that is never extensively explained within the game are Spell Save DCs, **Spell DCs** short, these DCs are the number characters must match to at least be partially unaffected by any spell cast by any caster. Calculating Spell DC goes the following way: **10 + spell level + ability modifier** (i.e. Wizards use INT, Clerics use WIS, Bards use CHA). There are feats that increase your Spell DC like Spell Focus. Keep your Spell DC in mind as otherwise the character could waste spell slots on useless castings.

Full, 3/4, 1/2-Casters

Elaborating from the previous sections not all casters are equal. The game defines three types of casters. Full casters are classes that gain spell casting on Level 1 and access to higher level spells every second level (i.e. level 3, 5, 7) until reaching 9th Level spells at Level 17-18. These are your Wizards, Clerics and Sorcerers.

3/4 and 1/2-Casters are comparatively those classes that only receive a fraction of spellcasting power. 3/4-Casters are Inquisitors and Magi (Magus) that classes of more martial bent and thus only gain access to up to Spell Level 6 casting. 1/2-Casters, like Paladins and Rangers, are even more extreme as they only receive Spell Casting for up to Spell Level 4.

Generally 3/4-Casters are generally more focussed on buffing themselves and their allies instead of dealing direct damage, because their spells and spell DCs don't progress as fast. This is because Spell Levels are added to any DC. See Saving Throws for more.

1/2-Casters meanwhile progress so slowly that unlike full casters they can potentially neglect their spell casting attribute (either CHA, WIS or INT). They need at least 13 in the appropriate stat to be able to cast at all, however there is little reason to focus on the attribute in question. This also means there is room for characters with average or below average casting attribute to instead be spent on other attributes.

Combat and the Action Economy

Pathfinder: Kingmaker features both a "Real Time with Pause" and "Turn Based" combat system. Now that Turn Based mode has been implemented within the game natively it is generally recommended to use the latter system for equal or challenging fights as it gives greater control. Do note all advice given for Turn Based mode translates to Real Time with a round being six seconds and turns being resolved simultaneously.

Combat is divided into **Rounds** with Rounds being divided into **Turns** for each involved **character**. Any character has its **turn only once per round** and the order in which turns are resolved is determined by its **Initiative roll**., This is a d20 roll in addition to an Initiative modifier, which is primarily determined by DEX. A Turn runs from the highest Initiative roll to the lowest and then repeats.

Turn Types and their actions:

The game features two types of rounds, **Surprise Rounds** and **Regular Rounds**. Surprise Rounds happen if a group of PCs engages enemies in a surprising manner by for example Charging the enemy or casting a hostile spell. In these rounds characters have reduced actions. Regular Rounds are all other rounds and thus will be discussed first.

In a regular Round you have two actions, one **Normal Action**, one **Movement Action**, a **Reaction** and various minor actions like the **Free Actions**, **Swift Actions** and the **5 Foot Step**. Some spells and doing a **Full Attack** require a character to only focus on these actions for an entire Round, meaning before a Full Round Action you may take a 5 Foot Step.

Attack Types and their Ability Scores

Working off the past chapters every character deals damage through four varieties of direct attack, which are either **ranged** or **melee** and which in turn target **Normal** or **Touch AC**. Normal AC or Armor Class is a measure of how difficult it is to land a solid hit on a target hurting it. Touch AC meanwhile tries to portray how difficult it is to simply hit a creature to affect them in some way, most of the time magically.

The type of attack is important because the six different ability scores (STR, DEX, CON, INT, WIS, CHA) affect the efficacy of attacks in different ways. Different classes thus use different ability scores to increase their likelihood to hit or increase the damage of their attacks. Every two ability points over 10 (i.e. 12 or 14) means you will gain an additional modifier to your attacks and/or damage rolls. So, if you have 10 STR and you, by default, gain no addition to your attack and simply must roll a d20 to determine if you hit. If you hit you simply roll damage die in this example the d8 of a longsword. If you however had 16 STR you would have +3 on your attack and damage, so your attack would be d20+3 and the subsequent damage would be d8+3. This is the general work of attacks in addition to various aspects that raise or lower your attack and damage modifiers. Now to explain the different ability scores:

- **STR**, Strength, determines attack and damage of most melee attacks. Melee characters should consider having high STR. A unique aspect is that STR can be added to damage rolls for short- or longbows if the weapon in question has the "Composite" trait.
- **DEX**, Dexterity, is the defining statistic for ranged combat and some melee combat. Any Ranged ability or attack that is done by mundane, or magical abilities that are classed as

"Ray" target AC, so benefit from DEX. In addition to this, attacks by weapons with the trait of "Finesse" and the character having unlocked the feat of "Weapon Finesse" for all appropriate Weapon Attacks allow adding of DEX instead of STR for attack rolls. To allow for damage rolls to use DEX, the character in question needs to either unlock a 3rd Level Rogue ability called "Finesse Training" (generally Finesse Weapons) or invest into a feat called "Slashing Grace" (one-handed or light weapons) for a single weapon type to allow the application of DEX for damage. Every 2 points of DEX adds 1 point of AC but the application of the bonus is restricted by the type of Armor used by the character. Characters that use heavier types of Armor generally need less DEX while also being unable to add as much DEX. Lastly, DEX add/retracts from the Reflex Save of any character (discussed later).

- **CON**, Constitution, is a score only used for attack and damage by the "Kineticist" class. Otherwise its used to increase health and increase Fortitude Save. Every melee character should at least have 14-16 CON.
- The three mental stats of **INT**, Intelligence, **WIS**, Wisdom and **CHA**, Charisma, are tied to their respective classes. Any magical character draws their power from one of these three. The stat in question is marked by a green "Thumbs-up". The higher the appropriate ability score the more spells can be cast each day. An important cut-off point early on is reaching a score of 20 as this unlocks an extra Level 1 Spell Slot. For this reason, any caster should at least have 18 score in their casting stat to allow for a simple magic item to unlock the new slot. Lastly WIS is special as it affects the Will Save.

Skills

Skills (as seen in *Figure 1 right side*) are a way for characters to interact with the world around them and different classes gain access to different class skills. While any character can take ranks in any skill it is recommended to invest in skills the character has high ability scores in and that those skills are considered class skills. Higher INT increases the number of Skill points available. **Class skills** increase by three extra ranks when you at least invest one rank into them. When multiclassing a skill is considered a class skill if at least one chosen class considers the skill a class skill. It might be tempting to spread out skill points to at least gain the class skill bonus for them all, however it is generally much more effective to focus on a few skills for each character.

Each class has their variable strengths allowing for a balanced skill composition, however not all skills are created equal. **Perception** is universally useful as every character has its own roll when encountering a perception check. **Knowledge** and **Lore** checks are also rolled universally and allow insight into different creatures and their capabilities. They are however considered of lesser importance than Perception. **Trickery** is important to have to allow access to any locked chests. One or two characters gifted in Trickery will do the job. **Persuasion is important for the Main Character**, as there will be many Persuasion checks within the campaign, where other characters cannot lend a hand. **Stealth** is mostly used for allowing PCs to sneak past enemies and can be compensated by applying invisibility. **Athletics, Mobility** are only rolled for those with the highest modifier. Lastly **Use Magic Device** is only of value for those characters that want to cast spells through magic scrolls and wands.

Combat Manoeuvres

Combat Manoeuvres (**CM**) describe one of five actions that can be used to hinder your enemies and are generally considered to be useful for advanced players. Thus, a surface level description will follow. CMs are **Bull Rush, Dirty Trick, Disarm, Sunder Armor** and **Trip**. There are two parts to CMs, (*Figure 1 on the left side*) **CMB** (Combat Manoeuvre Bonus) and **CMD** (Combat Manoeuvre Defense). CMB affects your own CMs as a bonus to your d20 roll. CMD meanwhile is the DC (Difficulty Class) any enemy needs to match to succeed a CM. To do a CM in the game you need to choose the

appropriate feat. CMs by default incur an Attack of Opportunity (**AoO**) and can be mitigated by picking up the "Improve [Blank]" feat for the appropriate CM. Of all CMs Trip is considered the strongest while on higher difficulties CMs become increasingly unviable for those not specialised in them.

Armor Class

Armor Class (**AC**) has been mentioned in previous chapters. It describes the difficulty of an enemy landing a solid hit on your character. Do note that exact knowledge of the various ACs is not necessary, because the computer does all calculations. There are three types. Normal AC describes the general difficulty to hit you. **Flatfooted AC** (FF) describes how difficult it is to hit a character when this character is off balance. In normal gameplay this is usually the case when starting combat and the character in question has not acted yet. This means a character cannot do AoOs nor can the character in question add their dexterity bonus to AC. This means rushing enemies in the beginning of combat can increase the chance of success massively. **Touch AC** meanwhile, meaning the attacker has to simply touch a character, is calculated by adding Dodge (i.e. DEX) and Deflection bonuses to AC while ignoring bonuses from items such as Armor.

Saving Throws

Lastly, there are three types of **Saving Throws**, whose modifiers are added when a character needs to roll a d20 against an ability or spell. These are, **Reflex**, whose modifier is based on DEX, **Will**, whose modifier is based on WIS, and **Fortitude**, whose modifier is based on CON. Knowing what these do is important to guard against enemies that use abilities and spells that target these Saves, while knowing what enemies' Saves are weak will allow for an easier time fighting them.

Reflex Saves concern themselves with all abilities that challenge the agility of a character, which are either about reducing taken damage or preventing undesirable conditions such as falling prone. A classic example for a Reflex Save is the Grease spell. It covers the ground in an oily substance and forces all creatures stepping on it to make a Reflex Save each turn. Failing a Save makes you fall prone and as such the character in question is much easier to hit, while also denying them the possibility to attack. Melee characters benefit the most from a high Reflex Save, while backline characters can neglect the Save. Do note that creatures with more legs are often more resilient to attacks that invoke Reflex Saves.

Will Saves are all about endurance against mental effects, which range from various Fear effects, magical sleep, being Charmed, being Blinded and to outright dying if a character does not make a Save (most often in conjunction with a Fortitude Save) if it is a high level spell. Like previously mentioned frontline characters benefit from a high Will Save the most, but because many Will Saves come from AoE abilities it is unwise to neglect backline characters. Do note that many Will spells have the requirement of the enemy understanding your language or being humanoid meaning many spells outright do not work against a good portion of enemies. One early game spell that showcases Will Saves is Sleep, which puts 4HD (Hit Dice) of enemies to sleep if they fail their Saves.

Fortitude Saves are the bodily counterpart to the Will Save and concern spells and abilities that attack the body and health of a creature. Undead of any kind are generally immune to such attacks unless specified. One of these exceptions and a good early game spell is the Boneshaker spell, that rattles the skeleton of a creature to deal massive damage. Advanced spells that target Fortitude often also require a Will Save before dealing their full effect.

Save-or-Suck Spells (SoS) are related to Saving Throws in how they target them. SoS spells are spells that are supremely powerful if the targeted creature fails their Save or they do nothing the target succeeds in their Saving Throw. This is important to know as relying on these spells can be a fatal

mistake. For example, the aforementioned spell Sleep is a wonderful spell that can put out a number of foes out of a fight permanently, however you will gain nothing if the creatures in question succeed in their Saves. It is thus a question of targeting or luck how useful certain spells are.

Party Size and Composition

As Kingmaker is based on a cooperative TTRPG it should come to no surprise that party size and composition are important aspects of the game. The following paragraphs aim to help new player understand party size and composition

Party Size

By default party size is restricted to 6 companions, including yourself. The game is balanced around this and throws appropriate encounters and dungeons at you for this reason. You have the option to take less companions but this would not provide any advantage by default. Only with the Difficulty Option of "EXP-Sharing Off" would active companions gain extra EXP and ONLY if there are less than six characters in the party. DO NOT USE THIS OPTION UNLESS YOU HAVE AMPLE EXPERIENCE WITH THE GAME! It could cripple companions and make them useless.

Party Composition

Assuming a party size of six there are several guidelines to how a party should be built. Do note Class Roles under Character Basics will be referenced.

Basic party composition should look the following:

- 3 Melee Characters: Can be dropped down to 2 if companions have Pets or Summons. Do note that some melee characters can also act as Supporters and Battlefield Control. Going to four melee characters is risky as the game often takes place in tight areas.
 - 1-2 Tanks: Tanks are incredibly important for more difficult fights as AC increases at already high AC decrease the chance to be hit exponentially.
 - 1-2 DPS: Do note that there is no hard differentiation between Tank and DPS for most melee characters and that many classes can be a mix, however you still need at least one dedicated Tank to survive bosses.
- 3 Ranged Characters: Can be increased to 4 if companions have Pets or Summons.
 - 1 Cleric/Divine Supporter/Divine Battlefield Control: It does not matter what party composition one attempts a Cleric for Healing and other Cleric spells is a must.
 - 1 Wizard/Arcane Supporter/Arcane Battlefield Control: Arcane spells differ from Divine spells and can be combined to great effect during combat.
 - 1-2 Wild Cards: Can be filled in by any character type but especially DPS related characters.

Example Characters

Now that generalities have been discussed two example characters will be created to give a good, general feel of the game. These characters are of the two general types, one will be mundane while the other will be magical. Choosing to play as one or the other will give you a good general feel for the game, while not restricting alignment choice much. Do note that the discussed characters are main characters and as such will have more Ability Points than generic mercenaries if you choose to employ them.

Mundane Character: Two-Handed Fighter



Figure 1 Creation of a Level 1 Human Two-Handed Fighter

Ability Scores

Figure 1 You can see above shows the Skills screen of Character Creation of a Level 1 Human Two-Handed Fighter, a classic archetype in Pathfinder. In the centre screen you can see **Ability Scores**, the six values that influence the capabilities of any character. Each informs different aspects of a character and as such some characters massively benefit from certain abilities while others could not care less.

In the case of this Fighter Archetype STR and CON are highlighted. This is because the class benefits from STR increase attack and damage value of its melee attacks while CON increases health to survive on the front lines. As a human you have the choice to put two extra points in a chosen ability score without increasing the costs. Thus it makes sense to put these points into STR your damaging ability score. You should at least have 18 STR and 14 CON.

DEX is not important for fighters by default can wear Heavy Armor that restricts how much of the DEX modifier can be added to **AC** (or Armor Class), a measure on how difficult it is to land a solid hit on your character. 13 DEX is however recommended because you gain access to the Dodge feat which give an extra +1 to AC. Rule of thumb is that the heavier the Armor a character wears is the less a character needs to focus on DEX and vis versa, meaning high DEX characters sport light or no Armor. Increasing DEX may however be a good option to increase the Reflex Saving Throw or if one wants to take advantage of the Fighter feat that increase the amount of DEX to Armor. Do note that with time you will gain access to items that increase ability scores.

INT is important for characters that want to be able to conduct certain combat manoeuvres (minimum of 13, discussed in the Advanced section) or increase their number of **Skill points** (also discussed then) they gain each level. Every 1st level character starts with their class skill points (here two) plus one extra skill point at first level. Fighters generally earn few skill points each level and are generally restricted to combat in their usefulness.

WIS for mundane characters primarily affects their saving throw of Will and skills and matters little outside of this. However, Fighters generally have bad progression for their Will Save, so it is not a bad idea to increase WIS or at least not to decrease it.

CHA's role within a mundane character is heavily dependent on their role. If they are the primary character to use Persuasion in Conversations or are using it to fight (will be discussed in the Advanced section) then it makes sense. Otherwise few mechanics interact with it. As the main character, however it always makes sense to put a few points into Charisma for Persuasion checks.

The reality of the mundane classes of Fighter and Barbarian is that the physical ability scores are king and if you do not have a specific build in mind that utilises certain mental ability scores mental ability scores are of secondary importance.

Skill Points

On the right-hand side of *figure 1* you can see the skills section. These skills are a shortened list of the skills available in the Pathfinder RPG and help you in the game by allowing you and your group to succeed in skill checks. The usage of skill was covered in a past section. It is generally recommended to have at least one character proficient in each skill according to the past section.

The number of skill points received are dependent on the class levelled up (i.e. Rogues gain more skill points than Fighters) and the INT of a character.

All skills are tied to an ability score. Their ability modifier is added or subtracted from any applicable skill. You can easily see which skill is tied to which ability score by hovering over the ability. Only CON does not have any skills tied to its ability score. On first level you gain an additional skill point, so in the case of a 10 INT Fighter you gain 3 skill points while only gaining 2 every other level. This is important to know which skills to maximise. Spreading around skill points to all sorts of classes is possible but not recommended as the DCs for many skill checks become too high for a low skill individual to succeed.

The green check marks indicate that a skill is a class of at least one chosen class. This grants a one-time boost of +3 when allocating the first skill point in a class skill meaning you gain +4 skill. This bonus is exhaustive and thus having multiple classes with the same class skill does not provide any benefit. It is generally a good idea to focus on class skills.

In the case of a main character, it is always beneficial to have Persuasion as a class skill. Thus, it is recommended to take it even if the character does not have it as a class skill.

Perception is also a good idea as Perception checks are ubiquitous in the game. However, you are not forced to entertain putting points into Perception if your other party members can make up for it.

Athletics is a good choice but will take some time to come into full effect if your character wears heavy Armor as there are so called Armor Penalties to skills. These are reduced as the regular Fighter but not as the Two-Handed Fighter.

Lore (Nature) and Knowledge (World) are also viable paths to go on. Even if you do not have very high INT or WIS your class skills give you an edge. Just remember that all in all you can only max out two skills at 10 INT.

As for our Level 1 Fighter I have chosen to give him the following stats: 18 STR, 13 DEX, 16 CON, 10 INT, 10 WIS and 12 CHA. Skills are Athletics, Persuasion and Lore (Nature), with the former two being the classes I choose to level each level.

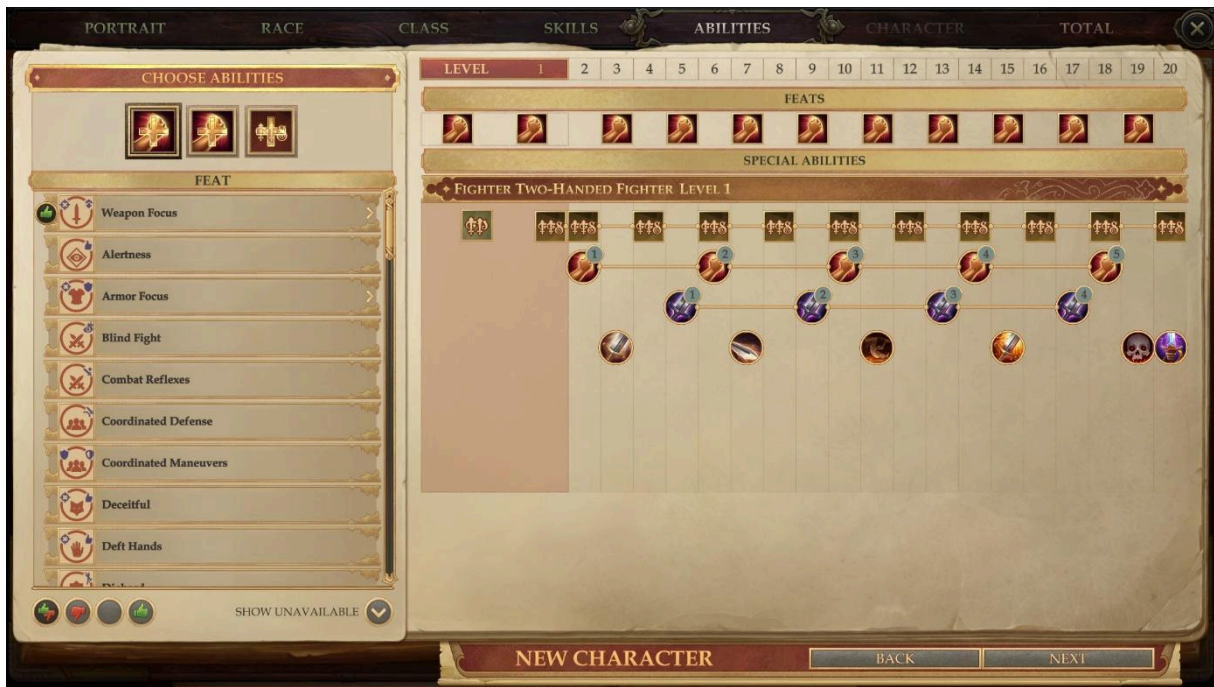


Figure 2 The Ability Screen of Character Creation

The Ability Screen and Feats

The ability screen (Figure 2) is divided into two sections, on the left side there are feats and on the right side there is a list of all the classes the character has taken and how far they have progressed in them. In this case as a Level 1 character there is only the Two-Handed Fighter. Study the various abilities a character unlocks and tailor your feats accordingly as many characters have synergies with certain feats.

A feat is an ability a character unlocks. These can range from simple statistics increases to Combat Manoeuvres that increase efficacy in combat. By default every character gains a feat every two levels starting from Level 1. You can see these above the headline named "Special Abilities." In addition, as a Human you gain an extra feat at Level 1 to be allocated as you please. Finally, as a Fighter subclass you gain one combat feat every second level starting from Level 2. Combat Feats are simply all feats that directly deal with fighting, so prepare accordingly. This means a fighter gains one feat every Level, this being more than any other class in the game. This also means as a player you have more freedom in choosing different feats and "ill-chosen" feats are not the end of the world.

As you may notice on the left side of *Figure 2* there is a green thumbs up next to the "Weapons Focus" feat. This means the game recommends you this feat. This is not always accurate but a good indicator on how the class is intended to be played as. Of course, what feats are recommended is different for each class.

For Level 1 we will take three feats, Weapon Focus, Power Attack and Dodge. Weapon Focus gives you +1 to Attack Rolls of a certain type of Attack. As the character is a Two-Handed Fighter the best choices are Greatsword, Greataxe or Earthbreaker. While you can choose this feat multiple times to have Weapon Focus on different types of weapons it is recommended to specialise as there are so called feat trees. These will be discussed later.

Power Attack is a core feature of most two-handed STR based characters. It allows you to exchange chances to hit for increased damage if you hit. This becomes more powerful if you use a weapon two handed as you can add double the bonus on damage. Do not forget to turn off this feature if you can barely hit the enemy. A Weak Hit is better than no hit.

Lastly, we take Dodge. Dodge is only available to characters that have at least 13 DEX. This gives you +1 Dodge Bonus to AC. This may not sound like much, but on the higher scale of AC each individual increase in AC decreases the chance to be hit significantly and increases the duration to survive as a frontline combatant.

On subsequent levels you have much freedom, but to give advice here are some tips. On Level 4, 8 and 12 the fighter unlocks special feats, Weapon Specialization, Greater Weapon Focus and Greater Weapon Specialization. These feats are reliant on having the appropriate Weapon Focus for any given Weapon Type.

As a Two-Weapon Fighter you gain CMB to Combat Manoeuvres for Sunder Armor and Disarm. This does not mean you have to force yourself to take the appropriate feats. CMs are complex and may not be effective enough or even useless. As a beginner it is thus recommended to ignore them for the time being. There are other feats that may be good to pick like Armor Focus to increase your AC further.

Lastly there are recommendations for so-called "Teamwork Feats." TFs are feats that only display their powers when you have teammates (your party) that have the same TFs as you. These can be very powerful as they increase your party's potency. For example, "Outflank" increases the flanking bonus of you and your partner to +4 from +2 and thus increases the chance to hit immensely. The more teammates have a certain Teamwork Feat, the easier it is to utilise.

With this you should have a tough Two-Handed Fighter that does good damage while not being out of their element when having to defend itself. The character is simple but resilient.

Alternative Fighter

As an alternative Fighter that is more defensively inclined, the regular Fighter may also suit your needs. Ability Scores and Skills stay the same while the two-handed weapon is swapped out of a one-handed and a shield. Feats also stay the same, but Power Attack can be replaced with Shield Focus or Armor Focus. Later you may use the Shield Wall Teamwork feat to improve your AC with another Fighter you meet in the campaign. More defensive in nature and less damage, but still viable.

Character Screen and Alignment

As the last act of character creation, you may choose a voice, a birthday and an alignment for your character. While the voice and birthday are largely for flavour (just do not pick a voice you find annoying) alignment is core to the Pathfinder experience. Alignment is defined by your character's position along the Lawful-Chaotic, Good-Evil axis and leads to one of nine alignment. In the

Pathfinder universe these are tangible forces that exist and have influence over you. There are many alignment exclusive choices, so choose your alignment well. You can shift your alignment over time and return to your original alignment through a Scroll of Atonement if you ever want to return to it. How these are defined will be explained now:

- The Lawful-Chaotic axis is about how your character forms and deals with the value systems and social hierarchies around them.
 - Being Lawful is about following an institutionalised value system like a god, secular authority or just tradition for whatever reason your character deems correct. Lawful responses are about justice, order, jurisprudence, and tradition. They lean on past rulings or the common law of the land. For example, you may choose to ignore certain moral transgressions as long as the person in question has not broken the law in any way.
 - Being Chaotic does not mean one does not have a value system. It means one's value system is untethered from established, strict, ones or that one follows gods/philosophies that are about greater individual freedom. Chaotic choices are most often those that emphasise your personal choice and ignore established tradition and law. As an example, you may choose to grant mercy to the undeserving or excessive cruelty for personal transgressions against yourself.
 - Being Neutral on the Lawful-Chaotic axis means that while they often believe in Lawful order, they will not let it be the be all, end all of their decision making. The Neutral options for both the Lawful-Chaotic and Good-Evil axis are the most diverse and complex. Look at the nine alignments after this to learn more.
- The Good-Evil is about altruism and egoism.
 - Being Good is about going out of your way to do good and is not merely the absence of doing Evil. You help people and even forgive those that have made mistakes or done wrong.
 - Being Evil is about putting yourself above everyone else. You are the be all end all. People are tools to you and matter little outside of their role to you.
 - Being Neutral is about having a certain moral flexibility. While a Good character believes in their value system because of the Greater Good it promises as Neutral characters often care about the status because they are used to it or are born into it without any notions of moral superiority. They however do not use these value systems solely to advance their power or career.

With this one should be able to discern their basic alignment, however each of the nine alignments are special so should be mentioned. Skip this if you are already sure:

- Lawful Good (LG): The classic alignment of Paladins. You protect the weak and fight evil. This does not mean to give the mercy and any evildoers must pay the price for their crimes. The punishment however must fit the crime. Cruel punishments are to be avoided. You believe in your deity/cause because you think it is the best way forward for society, while eliminating those that exploit their position and others. Monsters and Evil must be combated with all your heart.
- Lawful Neutral (LN): You believe in a natural order of the world that should exist and be enforced by you or you follow a strict code of conduct. You do not abuse your position while keeping those that rebel against their position in society in check if applicable. Precedence and tradition are fundamental parts of your personality and arbitrary actions are to be avoided.

- Lawful Evil (LE): The weak are ruled by the strong. Strength is all that matters and compassion is weakness. Care about yourself and not someone else. Use the systems of power (law, etc.) to your own advantage and punish all those that do not know their place in society. Dissent is a crime and must be prevented.
- Neutral Good (NG): You believe in Goodness with all your heart. You believe even the biggest crook deserves a second chance and that mercy is a virtue. You try to help everyone even at your own detriment.
- Neutral Neutral/True Neutral (TN): You are a pragmatist. Yes, there are good sides to all extremes but are they ideal for your situation? While there are certain universal constants you should not necessarily be restrained by the others.
- Neutral Evil (NE): Money, power, influence, they are all important to you. You desire them for whatever reason and are willing to attain it through whatever means are necessary. Moral codes are for weaklings and hierarchy is for the dumb. You openly adhere to moral systems when they suit you, while ignoring them when not. The drive for power is your primary urge, no matter your station in life. There always needs to be more.
- Chaotic Good (CG): You believe in the good of people and distrust that there need to be all-encompassing institutions to regulate life. Freedom of everyone is your ideal. The morals of the past and those of old decrepit institutions are just holding us back. Your decisions are primarily regulated by your ideal and you act upon them. Those who perform wicked deeds must be punished no matter the "legality."
- Chaotic Neutral (CN): You care about freedom, your freedom to be exact. Imposing rules on others is not your nature and as long people acknowledge your power you are content to leave them be. You have your moments, moments that may be constructed as rudeness or selfishness, but you pull through. Everyone should be able to do what they want if they do not interfere with others, especially yourself.
- Chaotic Evil (CE): You have desires, desires that are dark and disturbing to others. But it does not matter, because others are unimportant. You satisfy these desires to your heart's content and deal with those problematic harshly. You are not systematic and freely punish those who you feel deserve it. In the end only you matter.

Magical Character: Wizard

As an alternative to the previously provided character, a Magical character may suit your tastes. Spell-casting characters come in three flavours, Magical, Divine and Druidic. The latter two have alignment restrictions of some kind, so we will not use them as an example character to allow all alignment choices. Instead, this section focuses on the Wizard class, one of the most versatile spell casters in the game. Do note that this section will have call backs to the Mundane Character: Two-Handed Fighter and will not explain everything like the past section.

Ability Scores

The Wizard generally relies on only one attribute, INT. This should be in the range of 18-20 with 19 being the best value. Why is this? All casters gain more spell slots the higher their spell casting attribute is. 20 is an important cut off point, allowing you an additional casting of all unlocked spell levels. However putting any stat at 20 (that is if you have a +2 through Race) is that it costs a lot of points otherwise invested.

So what to invest the remaining points? It is generally a good idea to invest those points into CON and/or DEX with CON having priority. This is because Wizards gain relatively few hit points which could result in death when targeted by enemies. DEX is only important if you think your Wizard will use "Ray" spells. These are spells that target Touch AC and thus are subject to hitting enemies. This is however optional as there are many spells that may be used without the hassle. Finally, as always

CHA may be increased but not dumped for a main character. There are too many Persuasion checks to ignore it. STR is not important as Wizards wear few items and no armour. Dumping the stat is encouraged.

Skill Points

As a Wizard there is a lot of flexibility for the allocation of skill points. The "Knowledge (BLANK)" skills should generally be upgraded in addition to Perception, Persuasion and Use Magic Device. Otherwise the character has a free hand.

Schools of Magic

As a Wizard a character has the option to choose between eight Specialist Schools of Magic and one Specialist school of Universalist magic. Taking any Specialist School grants a special effect and outside of the Universalist School gives your character access to one additional Spell per Spell Level unlocked to learn any of said Spell category's spells. In other words, if you are a Level 1 Conjunction Wizard you may prepare one extra spell slot for Grease, Conjure Monster I or Corrosive Touch. Spells of the favoured Spell group are marked with Green while at the same time having to designate two "Opposition Schools". Opposition Schools are spell schools your Wizard can only cast if they expand two spell slots, simulating that the Wizard in question has not learned these techniques in detail.

As good Opposition Schools Divination, Abjuration and Necromancy work. Divination is Spell School that was largely gutted during the transition to PF:KM. You lose little if you choose Abjuration and Necromancy, however both can be useful to different builds, so it depends on preference. Looking through the spell list may help in the decision.

Lastly there is the option of foregoing everything by choosing the Universalist School. While the character loses one spell slot the character in question can choose whatever spells they desire without any drawbacks. Thus, this guide recommends choosing the Universalist School. This will allow you to choose any spells you might find interesting without penalty.

Spells

Not all Spells are created equal and there are certain spells that are good regardless of build. This is a selective list that tries to list most spells that are universally useful. This does not mean spells not mentioned are not useful. These are simply favourites. Extremely Useful Spells are signalled with an "**". Ordered from Level 1 to Level 9:

- * Level 1: Colour Spray: This spell allows you to potentially incapacitate a lot of low level enemies. Just be aware to not hit friendlies.
- * Level 1: Grease: The ideal way of helping martial characters in defeating enemies. After the initially clashing make sure to cast only Grease on your enemies so they may fall prone and your allies gain attack bonuses.
- Level 2: Blindness: An extraordinarily strong spell as long as the subject fails the Saving Throw. If it fails this means the character in question becomes blind and thus suffers a 50% Miss Chance and is Flat-Footed. However be aware that a lot of enemy types are either immune or have high Fortitude Save.
- Level 2: Blur: Blur is an universally useful buff spell which becomes daily (i.e. last for any adventuring day) on higher levels. 20% miss chance may not sound like much, but combined with a high AC it increases the durability of any frontline character. As a buffer it is a must use spell.
- Level 3: Displacement: Displacement is an advanced Blur spell that works in rounds instead of minutes. It is much stronger but a lot shorter than Blur. Use with care.

- Level 2-8: Create Pit-Rift of Ruin: All these spells have a pit in common which swallows their enemies. Even if the game has issues translating the spell from tabletop (dismissing is impossible) it is a spell that allows your group to take a certain amount of enemies out of the fight while dealing with the rest. Very useful for group fights.
- * Level 3: Haste: Haste is a universally useful spell that allows for your martial characters to deal an additional attack while providing other benefits like higher AC
- Level 3: Heroism: A good buff spell to cast on Martials.
- Level 3: Slow: The hostile cousin to Haste this spell reduces the amount of attacks an affected character can do.
- Level 3: Resist Energy, Communal: Resist Energy lets you choose one type of energy to gain 10 Resistance to. The way Resistance/Damage Reduction (DR) works is that any damage hit you take you can subtract the Resistance number from. This makes it incredibly useful against damage over time and lower level attacks/spells.
- * Level 3: Stinking Cloud: Attention! Only cast this spell if you also have a caster to cast Delay Poison for all characters within the cloud. Stinking Cloud is an universal spell to take care for most enemies in this game especially if they have low Fortitude Saves. If any character fails their Save they become nauseated, meaning they can move but nothing else. This allows easy pickings for any prepared party.
- Level 4: Greater Invisibility: The stronger cousin to Invisibility. The spell is much shorter than Invisibility however allows a character to attack without dispelling their invisibility. This makes it a favourite for Rogues as they can unleash devastating attacks against their enemies because characters that cannot see an attacker are Flat-Footed towards them.
- Level 4: Rainbow Pattern: Like Colour Spray this spell lets you remove enemies from a fight as they become fascinated. Just make sure to not damage the fascinated enemies before dealing with their friends because it breaks the enchantment.
- * Level 4: Protection from Energy, Communal: While at first glance like Resist Energy, Communal the spell works by giving each character affected a point pool that will first be subtracted if the characters are hit by such a damage type. This spell can be combined with Resist Energy to make the Protection last longer as Resistance applies first.
- Level 4,5: Stone Skin,(Communal): Gives Damage Reduction (DR) 10 to targeted characters. Allows for longer staying power in combat.
- Level 5: Cloudkill: Attention, anyone entering the cloud should have Delay Poison cast on themselves.
- Level 5: Dismissal: Extremely useful spell that lets you banish any extraplanar creature if it fails its Will Save. In lore and tabletop the creature is sent back to its native plane. In the game this simply instant kills the creature leaving all loot behind.
- Level 5: Mind Fog: This spell is universally useful as it lowers the chance of affected enemies of saving against any Will Save based abilities and spells.
- Level 5: Waves of Fatigue: There is no save and a Fatigued creature has -2 to a lot of different statistics.
- Level 6: Acid Fog: Extremely useful against certain endgame ranged weapon enemies as it gives +8 AC for all characters in the cloud. Use with Resist Energy and Protection from Energy for maximum effect.
- Level 6: Dispel Magic, Greater: During the end game you will meet many enemies that have various spells cast upon themselves increasing their strength massively. This spell counters them.
- Level 6: Heroism, Greater: Better version of Heroism.
- Level 6: True Seeing: Allows characters to attack without penalties against character under the influence of Invisibility, Blur or Displacement.

- Level 7: Banishment: Better Area of Effect (AoE) version of Dismissal.
- Level 7: Waves of Exhaustion: Stronger version of Waves of Fatigue, that cripples most living enemies.
- * Level 8: Mind Blank: Mandatory Spell to be used on literally everyone in the party or in this case at least the frontline characters. Without it your characters can easily be killed or taken over by the various high level spells used at this time in the game. Because of the 24h duration cast before resting.
- Level 8: Protection from Spells: Similar to Mind Blank that affects all Saving Throws of Spells, however only for 10min/Caster Level.
- Level 8: Seamantle: Highly recommended for spell casters that like to move closer to their enemies.
- Level 9: Heroic Invocation: Improved AoE version of Heroism, Greater.
- Level 9: Mind Blank, Communal: Always cast this on your entire party.

Feats

Unlike the Fighter character previously discussed, a Wizard is very feat-light and the class itself mostly relies on their spells. There are however a few feats that mesh well with a Wizard. Those feats are Spell Focus, Greater Spell Focus, Spell Specialisation, Spell Penetration, Greater Spell Penetration, Elemental Focus, Greater Elemental Focus, Augment Summoning, Superior Summoning and Combat Casting.

- **Spell Focus, Greater Spell Focus** affect your Spell DCs meaning it becomes harder for your enemies to save against these spells. Keep in mind that if you use a certain spell school for buffing it makes no difference. (i.e. Investing to Spell Focus Enchantment for Heroism is useless).
- **Spell Specialisation** allows you to choose one spell each Level to be able to cast 2 Caster Levels higher. For example, Burning Hands, a Level 1 Spell, does 1d4/Caster Level until it maxes out when the Wizard reaches Level 5 in the class. If taken a Level 1 Wizard will now cast Burning Hands at Caster Level 3 and do 3d4 fire damage instead of 1d4 fire damage. This makes this feat extremely powerful.
- **Spell Penetration, Greater Spell Penetration** affect your spells' ability to overcome spell resistance. Normally Spell Resistance is a flat check by which you throw a d20 against the Spell Resistance. If your throw does not beat the Resistance your spell fails outright. This is more of a concern on higher levels.
- **Elemental Focus, Greater Elemental Focus** are important to take if you want to focus on a specific element to fight with. These DC bonuses stack with Spell Focus and make your spells harder to resist to.
- **Augment Summoning, Superior Summoning** are only useful if the caster in question uses Summons. Augment Summons strengthens Summons by giving them basically +2 to Attack and extra health, while Superior Summoning gives you one extra monster if the Summoning Spell in question summons a group. For example, if you use Summoning Monster II you have the option of Summoning 1 Wolf or 1d3 Dogs. If you do the latter you are able to summon 1d3+1 dogs.
- **Combat Casting** is last. This feat allows you to hold spells easier if you are somehow hit or otherwise distracted. Extremely useful for those casters like Clerics that use Touch Spells. For a Wizard it is inadvisable to be in melee range of any enemy.

Character Screen and Alignment

Same as the previous example character. As a Wizard you are free to be whatever alignment you wish to be. One point of interest would be for Summoners as the creatures one can cast differs between Evil and non-Evil caster at higher spell levels.

Chapter 1 Guide

This guide aims to provide an easier start to the game than just blindly learning everything yourself. Character Creation Basics should be read but will be refreshed throughout the guide. Chapter 1 is a core issue for new players as the game expects them to understand many concepts they may not be familiar with. The game rewards system mastery and knowing how to use characters is often more impactful than just having a well-built character. For this guide to help you the most it is advisable to open it on another screen or switch between when playing the game.

Jamandi's Mansion: Understanding Menus

After creating your character and playing out the initial cutscene press "I". This will load you into the **Inventory** Screen. On the left side of the screen you will see all sorts of important statistics concerning the selected character like Attack Bonuses, ACs and Saving Throws. Currently you are alone, however in the future you will be able to select all your companions from their portrait at the bottom of the screen.

In the middle portion of the screen you can see the personal inventory of your character. Depending on your class choice you will receive one or two **Weapon Sets**, a few Consumables like Potions or Scrolls on your **Belt** and one **Equipment** piece, most likely Armor.

Weapon Sets are the weapons you carry on your person and can swap out in combat. For example if you suddenly find yourself fighting skeletons, who have DR (Damage Reduction) against Slashing Weapons (like Swords) you can quickly swap out your sword with a Warhammer provided you have it on your person.

The belt shows you the items you directly hold on your person like Potions, Scrolls or Magic Items. Even during combat you can add any item from the **Shared Stash** to any character's personal inventory. Just be aware that you need to use an action to activate said item. You can find your Belt items on the right side of the Hotbar under "Belt." Outside of combat you do not need to drag items you want to use from the Shared Stash to the Belt to use a potion for example. Simply right click the consumable and press "Use."

Under the Belt and above the Weapon Sets you will see a bar. This Personal Carry Capacity shows how much weight the character is and can personally carry. In general this weight should be kept left of the most left weight number you can see. This is important to consider as otherwise the character in question will suffer negatives such as reducing DEX bonus to AC and earlier exhausting meaning more rests. This can result in a character being literally unable to move if too encumbered or exhausted.

The **Equipment** screen above the Belt shows you all the possible items that can be equipped by a character including Rings, Capes, Armour and Boots. You will find items throughout your journey for all sorts of characters.

The **Shared Stash** is the group inventory. Everything not specifically carried by a character is stored here. The group capacity is the sum of the Personal Carry Capacity of all characters. The weight is distributed according to each character's strength, so unless the player forces it no character will be overloaded while others carry a lighter weight. Overloading your party has similar effects to personal overloading, but does not affect combat directly. Your party will simply be slower on the encounter map (can be turned off) or slower on the overworld map and tire sooner. Regardless of class you will find two torches in your Shared Stash. Do not sell or drop these! They will be important later on.

Looking at the top of the screen you will find various tabs. These will be described briefly. The Character Screen provides complete information about the selected Character including Current Effects and Conditions, Feats and for the Main Character their past choices.

The **Spells** tab provides an overview for this character's spells. It is important to remember that Prepared Casters need to designate their Spells before a Rest. If you are playing a Prepared Caster like a Cleric you now have a chance to redistribute your Spell Slots to your desire before heading to your room. Later on this tab also allows for the creation of unique spells with Metamagic.

Linzi's Journal will act as the quest log to your adventure. The entire Journal (and all location descriptions) are written from her perspective. Her descriptions are often humorous and may provide additional hints to a quest or location. Read through them attentively. Do not neglect tasks as unlike most RPGs there are time limits for many quests. Main quests especially should be tackled as soon as possible to avoid negative ramifications.

The **Encyclopaedia** will provide many explanations if you find yourself stuck and explain all of the concepts already talked about in this guide. Turn to it for help. There is also a World Guide and Bestiary attached, but those are not necessary to enjoy the game as the game does an excellent job of explaining the world through highlighted texts fragments.

Lastly there is the **Map**, which shows loot, exits and other points of interest. Be aware that loot in unlocked containers and on corpses can simply be collected when leaving a map. Additionally all loot in pre-generated maps will neither disappear nor degenerate if you choose to leave it behind.

Now leave the hall for your Room.

Jamandi's Mansion: Combat and Movement

This guide assumes you play on "Turn based Mode" a mode introduced August 2020 into the main game. This makes it easier to explain actions and easier for newcomers to understand combat and their characters. Turn Based Mode can be activated and deactivated through clicking on the chess Rook at the Bottom Middle Left of the screen.

After the conversation with Linzi you will now be in combat with a tutorial enemy that is easily dispatched. Depending on your Initiative Roll (look at the protocol Bottom Right) you may be first or the Assassin may already have attacked once. Regardless we must first go through the menu at the Bottom Left.

There is the **Camp** Button allowing your party to rest outside combat. You will use it often, but not now. Second is the **Inspect** Button. Toggling this button on will allow you to hover over enemies with your mouse to recall knowledge about said enemy type. By pressing Right-Click you may scroll in detail. This is extremely important as this allows you to reference strengths and weaknesses of enemies including their HP, AC, Resistance and Saves. To obtain information your characters must succeed in Knowledge and Lore skill checks rolled when encountering an enemy type and defeating enemies of a certain type. Lastly there is the **Formations** submenu, which allows you to order your party into what ways you desire. You can snap to the grid by using the Shift key. This is important because your highest AC character should be in front of the party and be targeted by enemies

To the combat. What comes now depends both on your class and your Initiative roll. If you are a melee character and beat the Assassin in the Initiative Roll you may now use the Ability "Charge". Charge is available to everyone allowing them to run their entire full round movement range (Look under Character, Abilities and double the shown Number) and allows one to melee attack with a +2 to Hit while also reducing AC by 2 until next round. Extremely useful to gain the drop on enemies.

As a ranged and magic character if the assassin has already moved next to your character should take a 5-foot step, which allows a character to remove themselves from the reach of another character by stepping outside of their range.

The Assassin enemy should be easy to dispatch. After meeting up with Linzi, fighting another two and adding her and Tartuccio to your party you may loot the surrounding bedrooms. The tutorial fights are now over and realising how your party should go about fights is important. Having a surprise round is very important in Chapter 1 as even one round of extra damage may turn the tides of battle.

Three more fights occur before Jaethal is added as the fourth party member.