

Those Forgotten PC Creation Checklist

Abbreviations used in this document:

- APG - Advanced Player's Guide
- ARG - Advanced Race Guide
- CR - Core Rulebook
- GMG - Game Mastery Guide
- UCa - Ultimate Campaign
- UCo - Ultimate Combat
- UE - Ultimate Equipment
- UM - Ultimate Magic

Links to rules info in this document refer to various parts of the Pathfinder SRD documents, located at:

- [Pathfinder SRD](#)

1. Submit Character Concept and Background

Before admittance into the game, a full character concept and background is required from all players. This should be a generalized overview of the race and class the character will be, but should include additional information on the PC that details where they are from, their past history, why they're adventuring, allies and enemies, personality, and other similar types of information. I don't expect a novel, but I do expect players to put some thought and effort into their characters that goes above and beyond just the rules.

The reason for this is twofold. First, I want players to create characters they *want* to play and will enjoy over a long campaign, not simply a character they feel forced to play in order to fit some given role the party thinks it needs to survive. And second, online players tend to be a fickle lot, coming and going as they choose without regard to the time others put into a game. If a player puts forth the effort to create a solid character, I feel they are far more likely to be a regular and contributing member of the group.

Once a character concept has been written up, it should be emailed to me. I will review the concept, possibly make some suggestions in return, and make my decision as to whether or not to accept a player into the group. Character concepts can be emailed to:

- ron.calbick@gmail.com

2. Generate Ability Scores

I present players with a method of generating ability scores that offers the potential to have an outstanding set of scores generated randomly while at the same time avoiding the pitfalls of rolling a truly dismal set of scores. The overall goal is to create a character with a set of scores that enable the character to survive and be enjoyable for the player. I'm not averse to a player wanting their character to have under-average scores for some particular reason, but it should be discussed with me first.

A player first decides one of the two following methods:

- Generate two random sets of six ability scores, as given under [Two random sets of six ability scores](#).

OR

- Use the Ability Score Purchase option from the CR, outlined on Paizo's [Getting Started](#) SRD page, using 25 points. When using this method, no ability score may be reduced below 7 or raised above 18 during this step of the character creation process.

The two random sets of ability scores method offers a player the opportunity to roll an excellent set of scores that is superior to a set of scores acquired using the Point Purchase method. However, it is also possible for a player to end up with a set of scores that have an overall positive ability score modifier, but are somewhat below the overall ability score modifier that the Point Purchase method could have achieved.

Two random sets of six ability scores

To generate your six ability scores, complete the following steps:

1. Roll 4d6 and discard the lowest die to generate an ability score. For example, if I rolled 1, 2, 2, and 6, my ability score total is 10 (6 + 2 + 2, discarding the 1). Repeat this five more times to generate a set of six ability scores. Record this set of six ability scores on a piece of scratch paper.
2. Generate a set of six additional ability scores using the method outlined under 1., above. Record this second set of ability scores on a piece of scratch paper, separate from the first set.
3. Determine the overall ability score modified for each set of six ability scores. This is done by adding up the ability score modifiers for all six ability scores in a set. For example, if my set of ability scores were 14 (+2), 11 (0), 14 (+2), 12 (+1), 16 (+3), and 9 (-1), the overall ability score modifier for the set would be +7 (2 + 0 + 2 + 1 + 3 - 1).
4. If at least one of the two sets of scores has at least a +5 overall ability score modifier,

then the player *must* choose one of the two sets of scores to use. An ability score set must be selected as a whole, the ability scores cannot be intermixed between the two separate sets. The ability scores in the selected set do not have to be kept in the order in which they were rolled, however, and can be assigned to any ability the player desires.

5. If neither of the two sets of scores have an overall ability score modifier of at least +5, or if the player simply wishes to purchase his/her scores outright, then the Ability Score Purchase option from the CR is followed, outlined on Paizo's [Getting Started](#) SRD page, using 25 points. When using this method, no ability score may be reduced below 7 or raised above 18 during this step of the character creation process.

3. Select Race

Alternate Racial Traits

The use of alternate racial traits is at my discretion, but I generally allow their use if they fit the character concept and background. Record any alternate racial traits being used for the character.

Racial Archetypes

The use of racial archetypes is at my discretion, but I generally allow their use if they fit the character concept and background.

Core Races

Any of the core races from the CR are allowed. The following links offer more specific racial information on the seven core races:

- [CR Core Races](#)
 - dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans
- [APG Core Races](#)
 - racial attitudes, alternate racial traits, and alternate racial favored class options for the core races listed above
- [ARG General Info](#)
 - ARG Core Race Subpages that list general info, alternate racial traits, racial subtypes, alternate racial favored class options and racial archetypes
 - [ARG Dwarves](#)
 - [ARG Elves](#)
 - [ARG Gnomes](#)
 - [ARG Half-Elves](#)
 - [ARG Half-Orcs](#)
 - [ARG Halflings](#)
 - [ARG Humans](#)

ARG Features Races

Featured races from the ARG may also be allowed, but require my approval as part of the character concept and background part of the character creation process. The following links offer more specific racial information on the 16 ARG featured races:

- [ARG Featured Races General Info](#)

- [aasimars](#)
- [catfolk](#)
- [dhampirs](#)
- [drow](#)
- [fetchlings](#)
- [goblins](#)
- [hobgoblins](#)
- [ifritys](#)
- [kobolds](#)
- [orcs](#)
- [oreads](#)
- [ratfolk](#)
- [sylphs](#)
- [tengus](#)
- [tieflings](#)
- [undines](#)

ARG Uncommon Races

The uncommon races from the ARG and any 3rd party developed races are unlikely to be accepted for player characters. A player needs to provide a truly remarkable character concept and background for me to consider allowing such exotic races. The following links offer more specific racial information on the 14 ARG uncommon races:

- [ARG Uncommon Races General Info](#)

- [changelings](#)
- [duergar](#)
- [gillmen](#)
- [griplis](#)
- [kitsune](#)
- [merfolk](#)
- [nagaji](#)
- [samsarans](#)
- [strix](#)
- [sulis](#)
- [svirfneblins](#)
- [vanaras](#)
- [vishkanyas](#)

- [wayangs](#)

Other Races

Any 3rd party developed races are unlikely to be accepted for player characters. A player needs to provide a truly remarkable character concept and background for me to consider allowing such exotic races. As a general rule, the further a race moves away from the commonly accepted core races, the more difficult it becomes for that character to interact with the “civilized world”, and thus it becomes more difficult for the party as a whole. There may be other games I run that loosen this limitation, but the restriction serves a purpose by helping maintain a semblance of balance and making progress a bit easier for the typical adventuring party.

4. Select Alignment

While I do require that players select any non-evil alignment at the beginning of the game, a character’s actual alignment will be defined by his/her actions in the game. This ultimately means I am the final arbiter on what is considered good and evil. Players should do their best to play their characters within the general scope of their chosen alignment, although there are no repercussions for straying outside of those “boundaries” per se, except for those classes requiring a particular alignment. I merely ask that players attempt to play their characters consistently accordingly to their chosen alignment and their overall character concept. I will gladly answer any questions regarding my view of alignment and its use in-game.

Information from the CR on alignment can be found here:

- [Core Alignment Rules](#)

5. Select Class and Deity (if applicable)

Initial class selection is restricted to those classes defined in the Pathfinder rules. Any third party classes may be presented for consideration, although I generally feel that the existing rules offer more than enough choices and flexibility to allow players to create just about any type of character.

Alternate Class Features

The use of alternate class features is at my discretion, but I generally allow their use if they fit the character concept and background.

Class Archetypes

The use of class archetypes is at my discretion, but I generally allow their use if they fit the character concept and background.

Gaining Levels

Class advancement (*Those Forgotten* uses the medium advancement track), multiclassing, and base favored class information can be found at:

- [Class Advancement / Multiclassing / Based Favored Class](#)

Deities and Domains

Certain classes require the player to select a deity for class-related abilities and benefits. Other players simply want to select a deity for their character to help develop their background further. A complete listing of deities can be found at:

- https://docs.google.com/document/d/13O5Ri2rxafz_j_4NA_1uxZs-Gqw_xrCGwBQoCHREdHY/edit?usp=sharing

Below is a master list of allowed classes, each followed by links to each rulebook for further information, including alternate class features and class archetypes:

- Alchemist
 - [Base Alchemist Info](#)
 - [UCo Alchemist New Discoveries and Archetypes](#)
 - [UM Alchemist New Discoveries and Archetypes](#)
- Barbarian
 - [Base Barbarian Info](#)
 - [APG Barbarian New Rage Powers and Archetypes](#)
 - [UCo Barbarian New Rage Powers and Archetypes](#)
- Bard
 - [Base Bard Info](#)
 - [APG Bard Archetypes](#)
 - [UCo Bard Archetypes](#)
 - [UM Bard Masterpieces and Archetypes](#)
- Cavalier
 - [Base Cavalier Info](#)
 - [UCo Cavalier New Orders and Archetypes](#)
- Cleric
 - [Base Cleric Info](#)
 - [APG Cleric Subdomains](#)
 - [UCo Cleric Archetypes](#)
 - [UM Cleric Variant Channeling and Archetypes](#)
- Druid
 - [Base Druid Info](#)
 - [APG Terrain Specific Druids and Animal Shamans](#)
 - [UCo Druid Archetypes](#)
 - [UM Druid Animal and Terrain Domains, Vermin Companions, Archetypes](#)

- Fighter
 - [Base Fighter Info](#)
 - [APG Fighter Archetypes](#)
 - [UCo Fighter Archetypes and Expanded Weapon Groups](#)
- Gunslinger *
 - [Base Gunslinger Info](#)
 - [UCo Gunslinger Archetypes](#)
- Inquisitor
 - [Base Inquisitor Info](#)
 - [UCo Inquisitor New Inquisitions and Archetypes](#)
 - [UM Inquisitor New Inquisitions and Archetypes](#)
- Magus
 - [Base Magus Info](#)
 - [UCo Magus Archetypes](#)
 - [UM Magus Archetypes](#)
- Monk
 - [Base Monk Info](#)
 - [APG Monk Archetypes](#)
 - [UCo Monk Archetypes](#)
 - [UM Monk Vows and Archetypes](#)
- Ninja**
 - [Base Ninja Info](#)
- Oracle
 - [Base Oracle Info](#)
 - [UM Oracle New Mysteries and Archetypes](#)
- Paladin
 - [Base Paladin Info](#)
 - [APG Paladin Archetypes](#)
 - [UCo Paladin Archetypes](#)
 - [UM Paladin Oathbound Archetype and Oaths](#)
- Ranger
 - [Base Ranger Info](#)
 - [APG Ranger New Combat Styles and Archetypes](#)
 - [UCo Ranger Archetypes](#)
 - [UM Ranger Trapper Archetype and Traps](#)
- Rogue
 - [Base Rogue Info](#)
 - [APG Rogue New Talents and Archetypes](#)
 - [UCo Rogue New Talents and Archetypes](#)
- Samurai **
 - [Base Samurai Info](#)
- Sorcerer
 - [Base Sorcerer Info](#)

- [APG Sorcerer New Bloodlines](#)
 - [UM Sorcerer New Bloodlines and Archetypes](#)
- Summoner
 - [Base Summoner Info](#)
 - [UM Summoner New Aquatic Base Form, Eidolon Models, and Archetypes](#)
- Witch
 - [Base Witch Info](#)
 - [UM Witch New Hexes, Patron Themes, and Archetypes](#)
- Wizard
 - [Base Wizard Info](#)
 - [APG Wizard New Schools](#)
 - [UCo Wizard Archetypes](#)
 - [UM Wizard Arcane Discoveries, New Schools, and Archetypes](#)

** Gunslingers are an unusual class for this particular setting. While not unheard of, players will find them difficult to play well due to the rarity of the weaponry associated with the class. As such, choosing the gunslinger class should be discussed with me during the Character Concept and Background phase of character creation.*

*** Ninja and Samurai are allowed, although the setting isn't particularly suited to such classes. Characters of this class may be from a foreign land or possibly have traveled and/or lived in such lands for their training in the class. As such, choosing the ninja or samurai classes should be discussed with me during the Character Concept and Background phase of character creation.*

Favored Class

Once you've selected your character's class, you should also record your favored class and make note of the initial benefit for that selection. A character does receive a favored class benefit at 1st level, assuming that level is taken in the chosen favored class of course.

The use of alternate racial favored class options is at my discretion, but I generally allow their use if they fit the character concept and background.

Links are listed below for the favored class benefit information:

- [CR Favored Class Info](#)
- [APG Alternate Racial Favored Class Info](#)
 - info for core races from the CR
- [ARG Alternate Racial Favored Class Info](#)
 - base info - specific information is listed under individual race descriptions

Prestige Classes

When creating a character, thought should be given to the possibility of prestige classes. This

allows the character to be built in such a fashion that they eventually meet the requirements of a given prestige class. General CR prestige information can be found at:

- [CR General Prestige Class Info](#)

The following prestige classes are currently allowed:

- [Arcane Archer \(CR\)](#)
- [Arcane Trickster \(CR\)](#)
- [Assassin \(CR\)](#) *
- [Battle Herald \(APG\)](#)
- [Dragon Disciple \(CR\)](#)
- [Duelist \(CR\)](#)
- [Eldritch Knight \(CR\)](#)
- [Holy Vindicator \(APG\)](#)
- [Horizon Walker \(APG\)](#)
- [Loremaster \(CR\)](#)
- [Master Chymist \(APG\)](#)
- [Master Spy \(APG\)](#)
- [Mystic Theurge \(CR\)](#)
- [Nature Warden \(APG\)](#)
- [Pathfinder Chronicler \(CR\)](#)
- [Rage Prophet \(APG\)](#)
- [Shadowdancer \(CR\)](#)
- [Stalwart Defender \(APG\)](#)

** The Assassin prestige class requires an evil alignment, which I generally forbid for player characters. However, there may be storyline or character concept/development discussions that alleviate the Assassin's alignment requirement.*

Other prestige classes may be presented for consideration and should include complete information in the same format as the "official" Pathfinder prestige classes, which allows me to more accurately assess its intent, balance, playability, and suitability for *Those Forgotten*.

6. Select Traits/Drawback

All characters may begin play with up to two traits. If desired, a character may also have a drawback, which grants the character an additional trait.

Traits were first introduced in the APG, although the list was expanded in UCa. A complete list of traits (including those from the APG), followed by a list of drawbacks, can be found at:

- <http://paizo.com/pathfinderRPG/prd/ultimateCampaign/characterBackground/traits.html>

7. Select Skills and Languages

Each character class gains a number of skill points per level based on the following table. Humans gain an additional skill rank at each level. Characters also have the option of taking an additional skill rank at each level in a favored class, including first level.

Class	Skills Ranks Per Level
Alchemist	4 + Int modifier
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cavalier	4 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Gunslinger	4 + Int modifier
Inquisitor	6 + Int modifier
Magus	2 + Int modifier
Monk	4 + Int modifier
Ninja	8 + Int modifier
Oracle	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Samurai	4 + Int modifier
Sorcerer	2 + Int modifier
Summoner	2 + Int modifier

Witch	2 + Int modifier
Wizard	2 + Int modifier

Languages

All characters begin play knowing the languages listed under their chosen race. In addition, a character may choose a number of additional languages equal to their Intelligence modifier. A complete list of available languages can be found at:

- [Languages of Oerth](#)

8. Select Feats

9. Record Hero Points

All characters begin the game with a single (1) hero point. The rules outlining the use and acquisition of hero points is outlined in the APG and can be found at:

- http://paizo.com/pathfinderRPG/prd/advanced/advancedNewRules.html#_hero-points

10. Starting Gold, Equipment, and Encumbrance

All characters start with the maximum amount of gold possible for their class, as derived from the rulebooks outlining each particular class, and summarized on the following table:

Class	Starting Gold
Alchemist	180gp
Barbarian	180gp
Bard	180gp
Cavalier	300gp
Cleric	240gp

Druid	120gp
Fighter	300gp
Gunslinger	300gp
Inquisitor	240gp
Magus	240gp
Monk	60gp
Ninja	240gp
Oracle	180gp
Paladin	300gp
Ranger	300gp
Rogue	240gp
Samurai	180gp
Sorcerer	120gp
Summoner	120gp
Witch	180gp
Wizard	120gp

11. Record Combat-Related Info

Record all combat-related information, which includes:

- Hit Points
 - Characters start with **maximum hit point for their class at first level.**
- Saving Throws
- Initiative modifier
- Armor specific info:
 - Armor bonus
 - Max Dex bonus
 - Armor check penalty
 - Arcane spell failure chance
 - Speed

- Weight
- Armor Class (including flat-footed and touch)
- Base Attack Bonus
- Weapon-specific info:
 - Attack bonus
 - Damage
 - Critical range and damage multiplier
 - Type
 - Range (if applicable)
 - Ammunition (if applicable)
 - Weight
 - Any additional special information related to the particular weapon
- Combat Maneuver Bonus
- Combat Maneuver Defense
- Make note of any class-related or special combat-related information (e.g., barbarian rage powers, damage reduction, spell resistance, etc.)

12. Select and Record Spells (if applicable)

13. Record Non-Rules-Specific Info

Record all other non-rules specific information. The following aspects of a character should be recorded as they may have some measure of impact on the game in certain situations. While I don't expect all of this information to be fully detailed initially, a basic outline or concept should at least be put in place that can be expanded upon as the game progresses. For the most part, this information is entirely at the player's discretion (within reason), although I can provide additional information as needed.

- Gender, Age, Birthdate, Height, Weight
 - The CR and ARG both provide information on determining age, height, and weight randomly:
 - [CR Age / Height / Weight](#)
 - [ARG Age / Height / Weight](#)
- Hair color and style, including facial hair
- Eye shape and color
- Handedness
- Voice
- Overall physical appearance and distinguishing features
- Place of birth or homeland
- Background/history (this information should be what was developed during the Character Concept and Background step of the character creation process, although it can and

should be expanded on as the game progresses)

- Personality/quirks/mannerisms
- Goals/motivations
- Allies/enemies