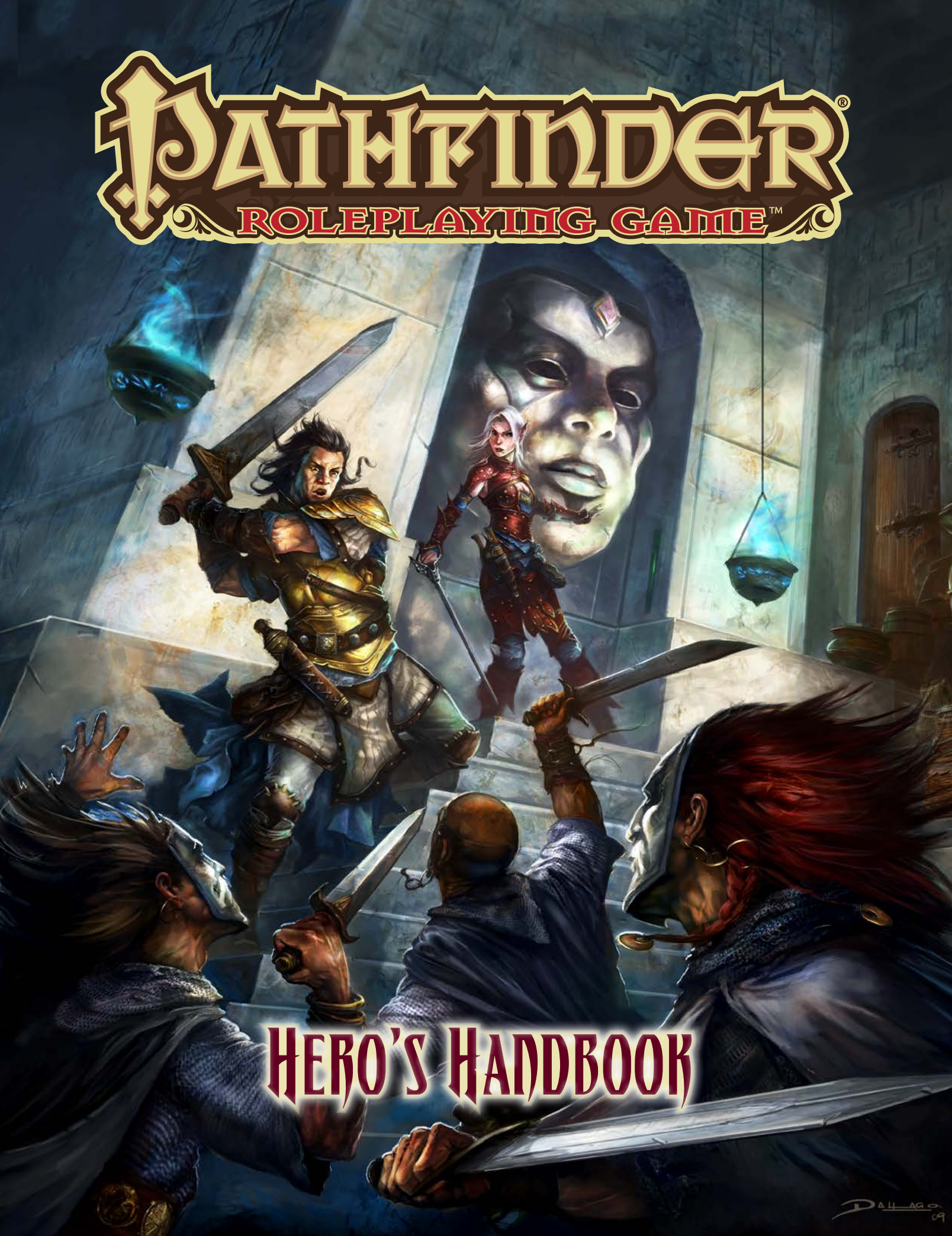
Pathfinder®

Roleplaying Game™



Hero's Handbook

HOW TO CREATE A CHARACTER

Letters in circles refer to the sections on the blank Character Sheet.

1 A CHOOSE YOUR RACE:

DWARF
PAGE 14

ELF
PAGE 15

HUMAN
PAGE 15

2 A CHOOSE YOUR CLASS:

CLERIC
PAGE 16

FIGHTER
PAGE 22

ROGUE
PAGE 24

WIZARD
PAGE 26

3 B

THINK ABOUT THE ABILITY SCORES **(page 13)**

Strength	Constitution	Wisdom
Dexterity	Intelligence	Charisma

4 B

ROLL YOUR SIX ABILITY SCORES

Roll 4d6, add together the best three. Repeat five more times.

Write the ability scores on your character sheet **(page 13)**.

Modify your ability scores according to your race **(page 13)**.

5 B

FIGURE OUT YOUR ABILITY MODIFIERS and write them on your character sheet **(page 13)**.

6 A

CHOOSE AN ALIGNMENT and write it on your character sheet **(page 13)**.

7 A

CHOOSE A CHARACTER NAME AND GENDER and write them on your character sheet.

8 C

WRITE YOUR RACIAL TRAITS on your character sheet: dwarf **(page 14)**, elf **(page 15)**, or human **(page 15)**.

9 E F

WRITE YOUR CLASS FEATURES on your character sheet: cleric **(page 16)**, fighter **(page 22)**, rogue **(page 24)**, or wizard **(page 26)**.

10 D

EITHER PICK THE SUGGESTED SKILLS for your class **(page 33)** or choose your own skills **(pages 34–39)**.

11 I

EITHER PICK THE SUGGESTED FEATS for your class **(page 33)** or choose your own feats **(pages 40–43)**.

12 J

EITHER PICK THE SUGGESTED EQUIPMENT for your class **(page 33)** or choose your own equipment **(pages 44–49)**.

13

DO THE FINISHING TOUCHES for your character **(page 32)**.

14 K

IF YOU ARE A CLERIC OR WIZARD, PICK WHICH SPELLS YOU PREPARE for your first adventure (or wait until the Game Master tells you to prepare your spells). Cleric spells start on **page 19**, wizard spells start on **page 29**.

Pathfinder Roleplaying Game

Hero's Handbook

This book is for players wanting to learn the Pathfinder Roleplaying Game. Game Masters should be familiar with this book and the Game Master's Guide.
Find more free *Beginner Box* content at **paizo.com/beginnerbox**.

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Skeleton King's Crypt

SOLO ADVENTURE

ARE YOU READY FOR ADVENTURE?

The following pages contain a short quest that you can play by yourself. You don't need to know the rules of the game just yet—this adventure will teach you some of them. If you want to skip this quest and head straight into making a character, go to page 10. Otherwise, read on!

To play, you need a piece of scratch paper, a pencil, and the dice that came with the *Beginner Box*. To begin, read **Entry #1** and do whatever it tells you to. Most entries will tell you to go to another entry or give you several choices. Only read entries that you are told to read. Your choices will determine whether the character you play lives or dies. Choose wisely!

DICE YOU NEED

d4 d8 d20

1 You are a brave warrior hailing from the town of Sandpoint, in a land called Varisia on the coast of the great Steaming Sea. Life in the small town is simple, but also hard—the surrounding wilderness is full of goblins and other monsters. Lately, these monsters have been growing bolder, carrying off children and livestock from outlying farmsteads. In desperation, the terrified townsfolk have turned to you for protection. The mayor, a kindly woman named Kendra Deverin, has promised you a reward of 100 gold pieces if you can clear out a nearby dungeon where some of these creatures are said to live.

It's a dangerous job, but you know in your heart that you're up to the challenge. You gather up your gear—a sturdy suit of chainmail armor and your father's old longsword—and head off into the woods, following the crude map the mayor gave you. After several hours of walking, you arrive at a desolate hillside. Just up ahead is the darkened entrance to a tunnel. This must be the dungeon! (Read on to the next page!)

To gather up your courage and head inside, turn to **Entry #9**.

2

You head back to the room where you first fought the goblin and turn to head down the western corridor that smells of mold.

If you've explored this corridor before, turn to **Entry #16**.
If not, turn to **Entry #4**.

3

You turn and flee from the terrible skeleton, its hideous laughter following you as you scramble back through the halls. Eventually you reach the tunnel entrance and the sweet safety of daylight. Once you've caught your breath, you decide that enough is enough. You've slain a monster and survived greater dangers than any of the other townsfolk—that's plenty of adventure for one day. You gather up what treasure you've found and head back to town, reaching the outskirts just as the sun is setting.

You immediately head to the town hall to report your activities to the mayor, trailed by an impromptu parade of townsfolk. While everyone is glad to see that you made it back alive, the mayor and several others are worried about the greater menace left behind in the dungeon. She gives you half the promised reward, a total of 50 gold pieces, and tells you that the rest will still be waiting if you decide to venture back and finish the job—perhaps you'd feel more confident if you used your new gold pieces to buy another healing potion like the one you found on the goblin?

Muttering, the villagers begin to disperse, hurrying home to lock their doors. For night is falling...

If you would like to return to the dungeon and finish what you've started—perhaps after spending 50 gold pieces for another healing potion that works the same way as the one from **Entry #13**—turn to **Entry #9**.

Otherwise, continue on with the rules for making your own character that start on **page 10**.

4

The smell of mold grows stronger with each step down the western corridor. After about 50 feet, the corridor ends in a simple wooden door that stands half open, revealing a room beyond.

Inside the room is a large cage made up of iron bars with a layer of moldy hay in the bottom. Lying in the hay is a local farm boy from Sandpoint, one of the children who went missing in a recent goblin attack. He looks hungry and is covered with bruises. Across the room from his cage, a large key dangles from a hook a few feet off the floor, just low enough for a goblin to reach. The boy appears to be sleeping.

If you take the key from the hook, turn to **Entry #11**.
If you wake up the boy and talk to him, turn to **Entry #22**.
If you ignore the boy and leave the room, turn to **Entry #14**.

5

The passageway ends in a huge chamber with an arched ceiling. Stairs on the far side of the room lead up to a small platform. Atop the platform looms a golden throne decorated with glittering diamonds and rubies.

Sitting in the throne is a skeleton dressed in the ancient and rusted armor of a king, a weirdly glowing longsword clasped in its bony hands. Suddenly the skeleton's head turns toward you, and its empty eye sockets fill with red flames. Its jaw opens in a horrible smile as it raises the longsword and points at you.

"So," it rasps in a voice like two stones scraping together. "Your pitiful town has sent a champion. How kind of them. Since you've clearly slain my goblin servant, it's only fair that you take his place and join me—in death!"

With a grating laugh, the skeleton stands and moves toward you, readying its longsword to attack!

If you attack the skeleton using your longsword, turn to **Entry #20**.
If you attack the skeleton using another weapon you found, turn to **Entry #15**.
If you run away from the skeleton, turn to **Entry #3**.

6 "Thank you!" the farm boy sobs as you open the door of the cage. "I've been trapped here for days. I'm getting out of here, but if you're going to keep going, you should be careful. There's something far more terrible than a goblin deeper in the dungeon—the goblin called it the Skeleton King. Here, take my mace with you." He brushes aside some of the straw on the cell floor and pulls out a weapon that looks like a club with a large metal head. "I managed to hide it down the back of my shirt when the goblin captured me. I think you're going to need it against whatever's hiding down there. Good luck!"

With that, the young boy races out of the dungeon, heading home to his family. Record that you have a mace on your piece of scratch paper—this weapon might come in handy later.

Once you've written on your scratch paper that you have a mace, turn to **Entry #14**.

7 Though you can't shake a weird feeling that something's wrong, you chalk it up to nerves and continue onward. As you resume walking, however, your boot comes down on a nondescript patch of yellow mold growing on the stone. Suddenly there's a giant whooshing sound, and the air around you explodes into a cloud of yellow spores that seem to be everywhere at once, filling your mouth and nose. The spores cause you to cough and choke, making your eyes water and your arms feel weak. You can continue, but you are **sickened** by the spores. Write "sickened" on your piece of scratch paper. When the spores settle and you can see again through yellow-tinged tears, you make your way to the crack in the back of the room. There you find that it is indeed a passageway. A flickering light beckons up ahead, accompanied by the rattle of dry bones.

To make your way down the passageway, turn to **Entry #5**.

8 The floor and ceiling of this room are scarred with burn marks, but the trap has already been sprung and is no longer a threat. The only way to go is forward, underneath the devilish sculpture and down the stairs into the darkness.

As you make your way down the stairs, turn to **Entry #10**.

9 You find yourself in a dark, dusty corridor heading down into the earth. As you walk, the light from the entrance quickly fades to no more than a faint glow, and you are forced to use a torch to light your way. In its flickering light, you can see that the corridor opens into a room just ahead. You hear a quiet growl and draw your sword from its sheath.

Suddenly your eyes detect movement—a pile of rags in the corner leaps up, revealing itself to be a vile goblin with warty green skin and a head shaped like a watermelon. Its filthy clothes are covered in bloodstains, and one hand still holds the roasted leg of a stolen sheep. In its other hand is a wicked-looking short sword. It snarls at you and charges!

You are now in **combat**. You know that the goblin is a nasty, evil creature that you must kill before you can continue. Both you and the goblin take turns attacking one another. Attacks are made by rolling a 20-sided die (or **d20** for short) and adding your **attack bonus** (see below). If the total is equal to or greater than the goblin's **Armor Class** (or **AC** for short), then the attack is a hit and deals **damage**. Damage is subtracted from the goblin's **hit points** (or **hp**). To beat the goblin, you must reduce its hit points to 0 or fewer. The goblin will make similar attacks rolling against your AC, dealing damage to your hit points. If the goblin reduces your hit points to 0 or fewer, you die. Record your hit points on your scratch paper.

Your Attack Bonus	+5
Longsword Damage	1d8+2
Your AC	16
Your Hit Points	12

Goblin's Attack Bonus	+1
Short Sword Damage	1d4
Goblin's AC	13
Goblin's Hit Points	6

Combat occurs in **rounds**. In each round, both you and the goblin get to make one attack. You go first in each round. Roll a d20 and add your attack bonus (+5) to the result. If the total is equal to or greater than the goblin's AC (13), you hit and deal 1d8+2 points of damage to the goblin (write its new hit point total on your scratch paper). Then the goblin attacks you. Roll a d20 for the goblin and add its attack bonus (+1) to the result. If the total is equal to or greater than your AC (16), the goblin hits you and you take 1d4 points of damage (write your new hit point total on your scratch paper). Continue attacking each other until either you or the goblin is at 0 or fewer hit points.

If you are reduced to 0 or fewer hit points, you have been defeated. Turn to **Entry #17**.

If the goblin is reduced to 0 or fewer hit points, you have defeated the goblin. Turn to **Entry #13**.

10 The ancient stone stairs are slick with moisture. At the bottom, you find that they end in a large natural cavern filled with stalactites and stalagmites. You can see shallow pools of water on the floor and a large crack in the far wall that looks like a passageway.

As you cross the room, something doesn't seem quite right. You stop to look around the room.

To uncover the mystery, you need to attempt a **skill check**. Each character in the game has several skills, representing an adventurer's training. This skill check uses a skill called **Perception**, which allows you to notice things that are hidden. To attempt a skill check, roll 1d20 and add your skill bonus. In this case, your Perception skill bonus is +4.

If your total Perception skill check is 12 or higher, turn to **Entry #19**.
If your total skill check is less than 12, turn to **Entry #7**.

11

You lift the iron key from the hook. It looks like it might fit the lock on the farm boy's cage. You're his only chance to escape the dungeon.

If you wake up the boy and talk to him, turn to **Entry #22**.
If you ignore the boy and leave the room, turn to **Entry #14**.

12

This large chamber is mostly empty, except for the cobwebs hanging from the ceiling. Across the room you can see a gruesome stone sculpture of a devil perched above an open doorway. Scattered across the floor are a few gold coins. Through the doorway, you can see a flight of stairs going down deeper into the dungeon.

Seeing no monsters in the room, you make your way toward the stairs, stopping to pick up the coins along the way. Halfway through the chamber, your foot catches on a hidden tripwire. Suddenly a blast of flame shoots out of the stone devil's mouth, coming right toward you!

You have encountered a **trap**, a common danger in dungeons. A trap makes an attack against your character. In this case, the trap shoots a cone of fire at you. This fire fills the entire room and automatically hits you, dealing 6 points of damage. Your only hope is to try to leap back out of the room and thus take less damage. This attempt is represented by a **saving throw**. To attempt a saving throw against this trap, roll a d20 and add 2. If your total is greater than the **difficulty class** (or **DC**) of the trap, you take only half damage. The DC of this trap is 11, so if your saving throw total is 11 or greater, your saving throw is successful, and you take only 3 points of damage. After this initial gout of flame, the trap is sprung and is no longer a threat.

Write your new hit point total on your scratch paper, then turn to the next page to see what your options are.

If the fire reduces your hit points to 0 or fewer, the trap kills you. Turn to **Entry #17**.

If you still have at least 1 hit point, you survive the trap. Turn to **Entry #21**.

13

With a final, desperate lunge, you slide past the goblin's guard and send your blade plunging into its chest. The goblin snarls one last time in pain and frustration, then its bulbous eyes close and it slumps to the ground, dead. Taking a look through a filthy pouch on its belt, you find 7 gold pieces and a small glass vial filled with red liquid. Written on the cap is the word "heal." This must be a *potion of healing*!

Any damage the goblin caused you remains. Make sure to note your current hit point total on the scratch paper. You can drink the potion at any time during this adventure to regain 8 hit points. Note that you cannot exceed your maximum number of hit points (12 hp in your case). If you choose to use it during combat, however, you must drink it instead of taking an attack (which means the monster will get to attack you twice in a row). Write "potion of healing +8 hp" on your scratch paper and cross it out when you use it. You can only drink the potion once.

Looking around, you see that the rest of the chamber is empty, but there are two corridors leaving this room that lead deeper into the dungeon.

The east corridor is full of cobwebs and looks like it has not been used in a long time. If you go east, turn to **Entry #18**.

The west corridor smells of hay and mold, but is clear of webs. If you go west, turn to **Entry #4**.

14

Turning from the room, you head back up the corridor to the chamber with the dead goblin. The only way left to go is to the east, down the cobweb-filled corridor.

To make your way down the eastern corridor, turn to **Entry #18**.

15

Remembering the farm boy's warning, you leave your longsword in its sheath and grab the mace from your pack. It's time to teach this skeleton a lesson.

Your Attack Bonus	+6
Mace Damage	1d8+3
Your AC	16
Your Hit Points	check your scrap paper

Skeleton's Attack Bonus	+4
Longsword Damage	1d8
Skeleton's AC	17
Skeleton's Hit Points	14

If you were **sickened** by the yellow mold in the previous cavern, you take a –2 penalty on your attack rolls for the first three attacks you make during this combat. This penalty reduces your attack bonus to +4 (instead of +6).

You are in **combat**. Each round, you and the skeleton each get to make one attack. You go first in each round. Roll a d20 and add your attack bonus (+6, or +4 if you were sickened) to the result. If the total is greater than the skeleton's AC (17), you hit. Your mace shatters bone easily and deals 1d8+3 points of damage to the skeleton on each hit. After each of your attacks, the skeleton attacks you. Roll a d20 for the skeleton and add the skeleton's attack bonus (+4) to the result. If the total is greater than your AC (16), the skeleton hits you and you take 1d8 points of damage. Continue alternating attacks until either you or the skeleton is reduced to 0 or fewer hit points. Note that you enter this battle with the same number of hit points you had left after both the goblin fight and the trap (but don't forget your *potion of healing* if you haven't used it yet).

If you defeat the skeleton, turn to **Entry #23**.

If you are defeated by the skeleton, turn to **Entry #17**.

16

You return to the prison chamber with the iron cage(which you first saw in **Entry #4**).

If you freed the prisoner, there is nothing more to do here. Turn to **Entry #14**.
If you want wake up the farm boy in the cage, turn to **Entry #22**.
If you want to take the key, turn to **Entry #11**.
If you want to leave, turn to **Entry #14**.

17

You have succumbed to your wounds. As the world slowly fades to black, your last thought is of your friends and family back in town. You regret that you were unable to protect them...

Although you have died, the people of Sandpoint still need your help. You can start this adventure over by turning to **Entry #1** and beginning from scratch. Your hit points are fully restored, but anything you found is lost, and everything in the dungeon is reset and must be discovered and overcome again.

When you are ready to try again, turn to **Entry #1**.

18

Using your torch to burn away the webs, you carefully make your way down the eastern corridor. After about 30 feet, the corridor turns to the south and proceeds for another 20 feet before opening up into a large chamber.

If this is your first time here, turn to **Entry #12**.
If you have explored this way before, turn to **Entry #8**.

19

Suddenly you realize what's been bothering you and freeze in mid-step. Right where you were about to place your boot, a patch of yellow fungus clings to the stone floor. You've heard stories about such things before: yellow-colored molds that grow in dark caverns and seem harmless until they're disturbed, at which point they release millions of poisonous spores that choke and sicken hapless wanderers. You draw back your foot and circle around, careful to give the mold a wide berth. Disaster averted, you make your way to the crack in the back of the room and find that it is indeed a passageway. From further along it comes flickering light and the rattle of dry bones. If you are wounded, this might be a good time to drink your *potion of healing*.

To make your way down the passageway, turn to **Entry #5**.

20

Gripping your father's longsword, you advance on the skeleton, ready for battle.

Your Attack Bonus	+5
Longsword Damage	1d8–3
Your AC	16
Your Hit Points	check your scrap paper

Skeleton's Attack Bonus	+4
Warhammer Damage	1d8
Skeleton's AC	17
Skeleton's Hit Points	14

If you were **sickened** by the yellow mold in the previous cavern, you take a –2 penalty on your attack rolls for the first three attacks you make during this combat. This penalty reduces your attack bonus to +3 (instead of +5).

You are in **combat**. Each round, you and the skeleton each make one attack. You go first in each round. Roll 1d20 and add your attack bonus (+5, or just +3 if you're sickened) to the result. If the total is greater than the skeleton's AC (17) you hit. Your longsword is made for stabbing and cutting through flesh, and is not a very effective weapon against the dry bones and armor of the skeleton, so it only deals 1d8–3 points of damage on a hit. If the total amount of damage dealt by an attack is less than 1, you do not deal any damage, even though you hit. After each of your attacks, the skeleton attacks you. Roll 1d20 for the skeleton and add the skeleton's attack bonus (+4) to the result. If the total is greater than your AC (16), the skeleton hits you and you take 1d8 points of damage. Continue alternating attacks until either you or the skeleton is reduced to 0 or fewer hit points. Note that you enter this battle with the same number of hit points you had left after both the goblin fight and the trap (but don't forget your *potion of healing* if you haven't used it yet).

If you defeat the skeleton, turn to **Entry #23**.
If you are defeated by the skeleton, turn to **Entry #17**.

21

The fire burned you a bit, but you managed to survive. You finish collecting the coins, 9 gold pieces in total. All that remains is the scorched statue and the staircase leading down. You've heard that dungeons get more dangerous the deeper you venture. Are you ready to explore the deeper level?

If you want to head deeper into the dungeon, turn to **Entry #10**.
If you want to go back and check the other passageway, turn to **Entry #2**.

22 You call out to the boy and his eyes slowly open. "Thank the gods!" he croaks through cracked and bloodied lips. "I was out working the fields when that goblin ambushed me. I think he's going to eat me. Please let me out of here! I just want to go home."

What do you do?

If you use the key to free the boy, turn to **Entry #6**.
If you ignore his plea and leave the room, turn to **Entry #14**.

23 With one last swing of your mighty weapon, the skeleton's bones crack and crumble. Bones and armor fall to the floor like a puppet with its strings cut, and as you watch, the ancient corpse begins crumbling to dust and rust until only the softly glowing longsword remains. You have defeated the undead lord of the dungeon!

Looking around the skeleton king's throne room, you decide to take its magical longsword, and you pry 4 diamonds and 6 rubies from the throne before leaving the dungeon for good and heading back to town.

Townsfolk cheer as you stride through the streets with the skeleton's glowing longsword slung at your hip. From the front steps of the town hall, you regale the mayor and the townspeople with the tale of your victory, after which she presents you with your reward: a bulging sack containing 100 gold pieces—more money than you've seen in your entire life. What's more, a local merchant who's heard your story offers to buy the diamonds for 100 gold pieces each, and the rubies for 50 gold pieces each. You also find out that the magical longsword is a *+1 longsword*, which gives you a +1 bonus on all of your attack and damage rolls made with it.

With the gold from the mayor's reward and selling your gems, you have more than enough money to buy better armor, and perhaps even a magic potion or two. Already you're starting to think that maybe the life of a heroic adventurer might hold a lot of promise...

YOU HAVE COMPLETED YOUR FIRST ROLEPLAYING GAME ADVENTURE AND ARE READY TO MAKE YOUR OWN CHARACTER.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game (RPG) is a tabletop fantasy game in which you and other players take on the roles of heroes who form a group (also called a "party") to set out on dangerous adventures. Helping them tell the story is the Game Master (GM), who decides what threats the heroes (also called "player characters," or PCs) face and what rewards they earn for succeeding at their quest. Think of it as a cooperative storytelling game where the players play the heroes and the Game Master is the narrator, controlling the rest of the world. You, the player, decide what your character does, what his or her personality is, and why he or she is an adventuring hero.

EXAMPLE OF PLAY

The Game Master (GM) is running an adventure for four players. The characters are Kyra (a human cleric), Valeros (a human fighter), Merisiel (an elf rogue), and Ezren (a human wizard). The adventurers have reached an old stone bridge over a river. After describing the scene, the GM asks the players what they want to do.

Ezren: Let's keep moving. I don't like the look of this place.

Valeros: Agreed. I draw my warhammer.

Merisiel: I'd like to keep a lookout, just to make sure there are no monsters nearby.

The GM consults his notes about this part of the adventure and realizes that there are some skeletons nearby, and that the PCs have walked into their trap.

GM: Merisiel, roll a Perception check!

Merisiel rolls a d20 and gets a 12. She checks her character sheet to find her Perception skill Total, which is +6. She adds the +6 to her die roll.

Merisiel: I got an 18. What do I see?

GM: You notice four skeletons moving up behind you. They're wearing rusted armor and waving ancient swords. I need everyone to roll initiative.

To determine the order of combat, each of the players rolls a d20 and adds the initiative bonus on his or her character sheet. The GM rolls once for the skeletons. Kyra gets an 18, Valeros a 16, Ezren a 12, and Merisiel a 5. The skeletons get an 11.

GM: Kyra, you have the highest initiative. It's your turn.

Kyra: I cast a *bless* spell so we all get +1 on attack rolls. Then I draw my scimitar.

GM: Valeros, it's your turn.

Valeros: I attack the nearest skeleton!

Valeros rolls a d20 and gets a 17. He adds his +3 warhammer attack bonus and +1 for Kyra's *bless*, for a total of 21. The GM sees the skeleton's Armor Class is only a 14.

GM: That's a hit. Roll for damage.

Valeros rolls damage for his warhammer and gets a total of 9.

GM: Your warhammer crushes the skeleton's skull, and the monster collapses into a pile of bones. Ezren, it's your turn.

Ezren: I cast a *magic missile* spell at the skeleton that's closest to me.

Magic missile creates a blast of magic energy that always hits. Ezren rolls damage and gets a total of 5. This causes another skeleton to fall.

GM: There are only two skeletons left, and it's their turn. One of them charges up to Valeros and takes a swing at him, while the other moves up to Kyra and attacks.

The GM rolls a d20 for the attack on Valeros and gets an 8, which is not equal to or higher than Valeros's Armor Class of 18. The GM rolls again for the attack against Kyra and gets a 17, which beats her Armor Class of 16. The GM rolls damage for the skeleton's attack.

GM: The skeleton hits you, Kyra, leaving a nasty cut on your upper arm. Take 6 points of damage.

Kyra: Ouch! I only have 2 hit points left!

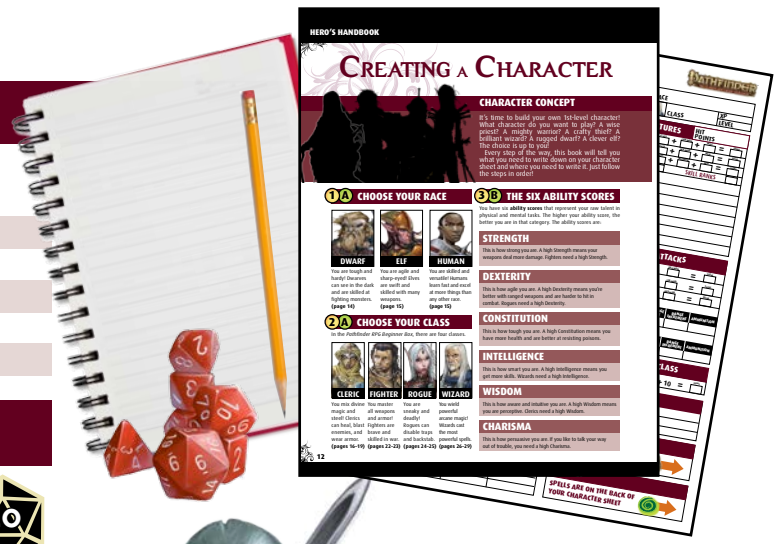
GM: Merisiel, it's your turn.

Merisiel: I move around to flank one of the skeletons so I can make a sneak attack!

Merisiel makes her attack. As she is the last to take a turn, the combat continues, starting with Kyra and going in the same order as before, with everyone getting a turn, and repeating until one side or the other is defeated. If the adventurers survive the fight, they can cross the bridge and continue their quest for glory.

Getting Started

This book teaches you how to play the Pathfinder Roleplaying Game. This first section walks you through creating a character.



What You Will Need

To create a character (also called "rolling up" a character), you'll need:

- The *Hero's Handbook* (the book you're holding)
- A copy of the Blank Character Sheet
- The dice from the *Beginner Box*
- A pencil
- A notepad or scratch paper

Dice

d4 **d6** **d8** **d10** **d12** **d20**

The game uses six different kinds of dice. The name of a die uses the letter "d" and the number of sides the die has. For example, a regular cubic six-sided die is a d6. The *Pathfinder RPG Beginner Box* includes a **d4**, a **d6**, a **d8**, two different **d10s**, **d12**, and a **d20**. Take a look at the icons above to help figure out which die is which.

The pyramid-shaped **d4** is an unusual die because it doesn't have a flat top. The number you rolled is on the bottom edge of the die—it's the same no matter what side you look at.

Rolling Dice

When the game needs you to roll multiple dice, it puts a number in front of the die name, like this: **3d6**. The number in front of the "d" tells you how many dice of that type to roll. So if you see 1d20, that means roll a d20 once. If you see 3d6, that means roll a d6 three times and add them together. Depending on what you're doing, sometimes you'll add a number to the total from your die roll, like 2d8+3, and sometimes you'll subtract, like 1d20–2.

Rounding Numbers

If you multiply or divide a number and you have a fraction left over, you usually round down to the closest whole number (even if that would be 0). For example, if you roll a 7 and have to divide by 2, round down the 3–1/2 to just 3.

Reading Dice

The **d10**, **d12**, and **d20** have a little line or dot under the 6 and the 9 so you can tell those two numbers apart.

The *Beginner Box* includes two different d10s. Use these together to roll from 1 to 100, called **d100** or **d%**. Roll both dice, then read the two-digit die first as the "tens" and the other as the "ones." For example, if the dice roll 50 and 7, that's **57**. If they roll 00 and 5, that's **05**. If they roll 00 and 0, that's **100**.

GAME RULES

As you create a character, you'll see game terms like "saving throw" and "hit points." For now, don't worry about those game terms—this book explains them to you later.

If you're curious, you can look up that game term in the index (page 64) or glossary on the inside back cover of this book, but you really don't need to know most of these terms until later.

THE BASIC RULE

Usually, when your character tries to do something, whether it's making an attack, trying to resist a spell, or use a skill, you're going to make a roll:

1d20 + modifiers

The action you're taking will tell you what your modifiers are. The higher you roll, the more likely you are to succeed.

THAT SIMPLE ROLL IS YOUR DOORWAY TO LIMITLESS FANTASY ADVENTURE!

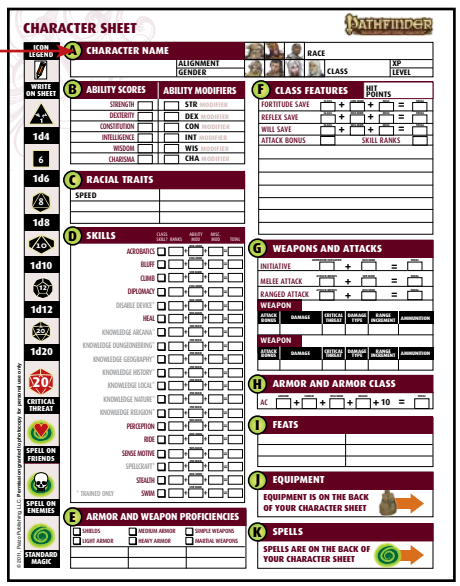
ITALICS ARE MAGIC

If you see text in *italics*, that means it's talking about a spell or magic item, like *lightning bolt* or a *flaming sword*.

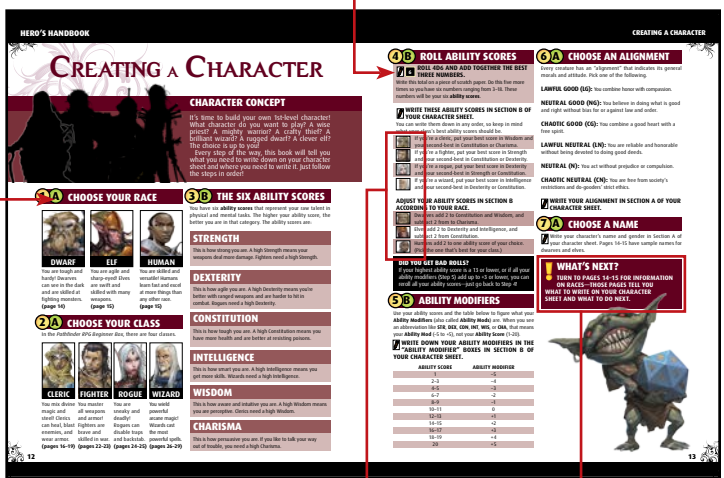
HOW TO USE THIS BOOK

The Creating a Character section (starting on page 12) gives you numbered, step-by-step instructions on how to create a character. Just follow the yellow numbered steps in order. The green letters refer to sections of the blank Character Sheet—this book tells you when to write down information on the character sheet and what section to write it in.

As you go through the steps of creating a character, you'll write information on the blank Character Sheet. When you see this pencil icon, that means there's something for you to write down on your character sheet.



There are matching green letters in this book and on your character sheet. These letters are here to help you get familiar with each section and to let you know where you will write information.



This book uses these pictures to represent the races and classes. If you see one of these pictures elsewhere in this book, and that picture matches your character's race or class, you should pay special attention to that section.

An exclamation point means "stop, you're done with this section; it's time to turn to another part of the book!"

Creating a Character

Character Concept

It's time to build your own 1st-level character! What character do you want to play? A wise priest? A mighty warrior? A crafty thief? A brilliant wizard? A rugged dwarf? A clever elf? A versatile human? The choice is up to you!

Every step of the way, this book will tell you what you need to write down on your character sheet and where you need to write it. Just follow the steps in order!

1A Choose Your Race

DWARF

You are tough and hardy! Dwarves can see in the dark and are skilled at fighting monsters. **(page 14)**

ELF

You are agile and sharp-eyed! Elves are swift and skilled with many weapons. **(page 15)**

HUMAN

You are skilled and versatile! Humans learn fast and excel at more things than any other race. **(page 15)**

2A Choose Your Class

In the *Pathfinder RPG Beginner Box*, there are four classes.

CLERIC

You mix divine magic and steel! Clerics can heal, blast enemies, and wear armor. **(pages 16–19)**

FIGHTER

You master all weapons and armor! Fighters are brave and skilled in war. **(pages 22–23)**

ROGUE

You are sneaky and deadly! Rogues can disable traps and backstab. **(pages 24–25)**

WIZARD

You wield powerful arcane magic! Wizards cast the most powerful spells. **(pages 26–29)**

3B The Six Ability Scores

You have six **ability scores** that represent your raw talent in physical and mental tasks. The higher your ability score, the better you are in that category. The ability scores are:

Strength

This is how strong you are. A high Strength means your weapons deal more damage. Fighters need a high Strength.

Dexterity

This is how agile you are. A high Dexterity means you're better with ranged weapons and are harder to hit in combat. Rogues need a high Dexterity.

Constitution

This is how tough you are. A high Constitution means you have more health and are better at resisting poisons.

Intelligence

This is how smart you are. A high Intelligence means you get more skills. Wizards need a high Intelligence.

Wisdom

This is how aware and intuitive you are. A high Wisdom means you are perceptive. Clerics need a high Wisdom.

Charisma

This is how persuasive you are. If you like to talk your way out of trouble, you need a high Charisma.

4B ROLL ABILITY SCORES

6 ROLL 4D6 AND ADD TOGETHER THE BEST THREE NUMBERS.

Write this total on a piece of scratch paper. Do this five more times so you have six numbers ranging from 3–18. These numbers will be your six **Ability Scores**.

WRITE THESE ABILITY SCORES IN SECTION B OF YOUR CHARACTER SHEET.

You can write them down in any order, so keep in mind what your class's best ability scores should be.

If you're a cleric, put your best score in Wisdom and your second-best in Constitution or Charisma.

If you're a fighter, put your best score in Strength and your second-best in Constitution or Dexterity.

If you're a rogue, put your best score in Dexterity and your second-best in Strength or Constitution.

If you're a wizard, put your best score in Intelligence and your second-best in Dexterity or Constitution.

ADJUST YOUR ABILITY SCORES IN SECTION B ACCORDING TO YOUR RACE.

Dwarves add 2 to Constitution and Wisdom, and subtract 2 from to Charisma.

Elves add 2 to Dexterity and Intelligence, and subtract 2 from Constitution.

Humans add 2 to one ability score of your choice. (Pick the one that's best for your class.)

DID YOU GET BAD ROLLS?

If your highest ability score is a 13 or lower, or if all your ability modifiers (Step 5) add up to +3 or lower, you can reroll all your ability scores—just go back to Step 4!

5B ABILITY MODIFIERS

Use your ability scores and the table below to figure what your **Ability Modifiers** (also called **Ability Mods**) are. When you see an abbreviation like **STR**, **DEX**, **CON**, **INT**, **WIS**, or **CHA**, that means your **Ability Mod** (–5 to +5), not your **Ability Score** (1–20).

WRITE DOWN YOUR ABILITY MODIFIERS IN THE "ABILITY MODIFIER" BOXES IN SECTION B OF YOUR CHARACTER SHEET.

ABILITY SCORE	ABILITY MODIFIER
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20	+5

6A CHOOSE AN ALIGNMENT

Every creature has an "alignment" that indicates its general morals and attitude. Pick one of the following.

LAWFUL GOOD (LG): You combine honor with compassion.

NEUTRAL GOOD (NG): You believe in doing what is good and right without bias for or against law and order.

CHAOTIC GOOD (CG): You combine a good heart with a free spirit.

LAWFUL NEUTRAL (LN): You are reliable and honorable without being devoted to doing good deeds.

NEUTRAL (N): You act without prejudice or compulsion.

CHAOTIC NEUTRAL (CN): You are free from society's restrictions and do-gooders' strict ethics.

WRITE YOUR ALIGNMENT IN SECTION A OF YOUR CHARACTER SHEET.

7A CHOOSE A NAME

Write your character's name and gender in Section A of your character sheet. Pages 14–15 have sample names for dwarves and elves.

WHAT'S NEXT?

TURN TO PAGES 14–15 FOR INFORMATION ON RACES—THOSE PAGES TELL YOU WHAT TO WRITE ON YOUR CHARACTER SHEET AND WHAT TO DO NEXT.

Races

Characters may be stout dwarves, agile elves, or gifted humans. Each race has special abilities that help heroes explore a fantastic world filled with magic and danger.

RACIAL TRAITS

Each race has different racial traits that gives heroes advantages when adventuring. Your race doesn't limit what class you can be—you can be a dwarf wizard, an elf cleric, or any combination. Some of these racial traits talk about game concepts that are explained later. For now, just write down your racial traits in Section C of your character sheet.

DWARF

Dwarves are a stoic and stern race that builds cities out of the hearts of mountains and battles against orcs and goblins. Dwarves are short and stocky, and stand about a foot shorter than most humans. Many dwarves think elves are too flighty to be worthy of proper respect, but dwarves enjoy the human interest in building and exploration. Dwarves are driven by honor and tradition. They have a strong sense of friendship and justice. Dwarves often adventure to find glory and wealth.

Male Dwarf Names: Dolgrin, Grunyar, Harsk, Kazmuk, Morgrym, Rogar.

Female Dwarf Names: Agna, Bodill, Ingra, Kotri, Rusilka, Yangrit.

You're tough and durable like stone! You love the sound of clanging metal, the taste of ale, and a good joke.

C IF YOU'RE A DWARF, WRITE DOWN THE NAMES OF THESE FIVE DWARF RACIAL TRAITS IN SECTION C OF YOUR CHARACTER SHEET.

SPEED 20 FEET (4 SQUARES)

Your speed is only 20 feet, but your armor and gear never slow you down.

DARKVISION 60 FEET

You can see in the dark up to 60 feet. This works like normal vision, but it's only in shades of gray.

HATRED: +1 VS. GOBLINS AND ORCS

You get a +1 bonus on attack rolls against goblins and orcs because of your special training.

HARDY: +2 VS. POISON AND SPELLS

You get a +2 bonus on saving throws to resist poison, spells, and monster abilities that imitate spells.

WEAPON FAMILIARITY

You know how to use battleaxes and warhammers, no matter what your class is.

ELF

Elves love the natural world. They value privacy and traditions. Although generally taller than humans, elves possess a graceful, fragile physique accentuated by long, pointed ears. Elves often consider humans rash and impulsive, and dwarves stubborn and dour. Many elves embark on adventures out of a desire to explore the world, leaving their secluded forest realms to reclaim forgotten magic or search out lost kingdoms.

Male Elf Names: Caladrel, Heldalel, Lanliss, Meirdrarel, Seldlon, Talathel, Variel, Zordlon.

Female Elf Names: Amrunelara, Dardlara, Faunra, Jathal, Merisiel, Oparal, Soumral, Tessara, Yalandlara.

You're graceful like a deer and as sharp as a blade. You love the woods and other natural lands, as well as magic.

C IF YOU'RE AN ELF, WRITE DOWN THE NAMES OF THESE FIVE ELF RACIAL TRAITS IN SECTION C OF YOUR CHARACTER SHEET.

SPEED 30 FEET (6 SQUARES)

Your normal speed is 30 feet. When wearing medium or heavy armor, your speed is reduced to just 20 feet (4 squares).

LOW-LIGHT VISION

You can see twice as far in dim light as a dwarf or a human.

ELVEN SLEEP IMMUNITY

You are immune to magic sleep attacks (like *sleep* spells).

KEEN SENSES

Elves are good at spotting details. In Section D of your character sheet, write **+2** in the Misc Mod box for the Perception skill.

WEAPON FAMILIARITY

You know how to use longbows, longswords, rapiers, and shortbows, no matter what your class is.

HUMAN

Humans are currently the dominant race in the world. Their empires and nations are vast, sprawling things. Humans carve names for themselves with the strength of their sword arms and the power of their spells. Physically, humans range from dark to pale, thin to fat, and tall to short, in any combination. Humans are known for their flexibility, ingenuity, and ambition, and they tend to be accepting of both dwarves and elves. Humans have a wide range of gods and religions. Ambition drives countless humans to adventure, whether for wealth, acclaim, social status, arcane knowledge, or just the thrill of danger. Human names have countless variations based on culture, history, and heroes.

You are driven to succeed at whatever you do. Humans like you have built empires and become legendary heroes.

C IF YOU'RE A HUMAN, WRITE DOWN THE NAMES OF THESE THREE HUMAN RACIAL TRAITS IN SECTION C OF YOUR CHARACTER SHEET.

SPEED 30 FEET (6 SQUARES)

Your normal speed is 30 feet. When wearing medium or heavy armor, your speed is reduced to just 20 feet (4 squares).

BONUS FEAT

Humans have a knack for learning special tricks called feats. You start the game with an extra feat! You'll learn more about feats later.

BONUS SKILL RANKS

Humans learn things easily. You get an extra skill rank at every level. You'll learn more about skills later.

! YOU ARE DONE WITH RACES! GO TO PAGE 16 FOR CLERIC, 22 FOR FIGHTER, 24 FOR ROGUE, OR 26 FOR WIZARD!

Cleric

You are a warrior-priest, blasting your enemies with the power of your god and healing your allies in the middle of battle!

1st Level Cleric Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	8
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

- ☒ Diplomacy
- ☒ Heal
- ☒ Knowledge Arcana
- ☒ Knowledge History
- ☒ Knowledge Religion
- ☒ Sense Motive
- ☒ Spellcraft

E Armor and Weapons

In Section E of your character sheet, check **shields**, **light armor**, **medium armor**, and **simple weapons**. For more information about armor and weapons, see pages 44–47.

K Spells

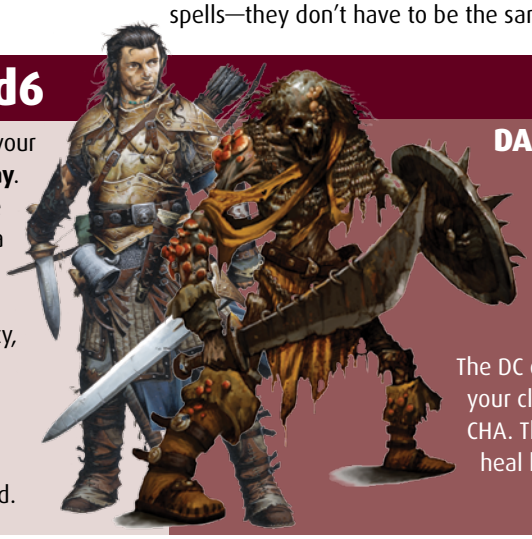
You can cast cleric spells (see page 18). Every morning, you spend an hour praying for the spells you want to cast that day. This is called "preparing your spells." When you cast a spell, mark it off from today's list of prepared spells. Each day you can pick different spells—they don't have to be the same ones each time.

F Channel Energy 1d6

Write **channel energy 1d6** in Section F of your character sheet. Next to that, write **3 + CHA per day**.

When you use this, you release a blast of divine power through your holy symbol. You can do this a number of times per day equal to 3 + your CHA Mod. This blast is centered on you and reaches 30 feet in every direction. Each time you use this ability, you can either **heal the living** or **damage undead**.

HEAL THE LIVING: All living creatures (including you) within 30 feet heal 1d6 hit points. This blast does not hurt or heal undead.



DAMAGE UNDEAD: Undead creatures within 30 feet take 1d6 hit points of damage. If they make a Will saving throw to resist, they take only half damage. The DC of this save is 10 + 1/2 your cleric level (minimum 0) + CHA. This blast does not hurt or heal living creatures.

F CHOOSE YOUR GOD

Pick a god from pages 17–18. Write your god's name and the two special powers from your god in Section F of your character sheet. Write your god's holy weapon in Section E.

DESNA

Desna is the goddess of travelers, stars, and luck. Her clerics are wanderers, fortune-tellers, or artists, and they fight against evil things in the darkness.

HOLY WEAPON: STARKNIFE

Desna's holy weapon is the **starknife**, which you can use in melee or throw at an enemy.

AGILE FEET — **3 + WIS PER DAY**

You can use agile feet a number of times per day equal to 3 + WIS. When you activate agile feet, for 1 round you can move through obstacles that slow your movement (like bushes, stairs, or rubble) at your normal speed. Activating agile feet is a free action.

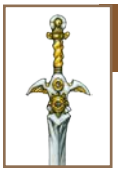
BIT OF LUCK — **3 + WIS PER DAY**

You can use bit of luck a number of times per day equal to 3 + WIS. When you use bit of luck, touch an ally or yourself. For the next round, any time that ally rolls a d20, he or she can roll twice and use the better number. Activating bit of luck is a free action.

GODDESS OF TRAVELERS, STARS, AND LUCK

GORUM

Gorum is the god of strength and battle. His clerics are mercenaries, gladiators, or mighty heroes who love to fight. They believe his spirit is in every piece of iron.



HOLY WEAPON: LONGSWORD

Gorum's holy weapon is the **longsword**, which is a melee weapon used by soldiers, city guards, and many adventurers.

BATTLE RAGE — **3 + WIS PER DAY**

You can use battle rage a number of times per day equal to 3 + WIS. When you use this ability, touch an ally or yourself. For 1 round, the creature you touched gets a bonus on melee damage rolls equal to 1/2 your cleric level (minimum +1). Activating battle rage is a standard action.

STRENGTH SURGE — **3 + WIS PER DAY**

You can use strength surge a number of times per day equal to 3 + WIS. When you use strength surge, touch an ally or yourself. For 1 round, the creature you touched gets a bonus to STR checks and STR skill checks equal to 1/2 your cleric level (minimum +1). Using strength surge is a standard action.

GOD OF STRENGTH AND BATTLE

SARENRAE

Sarenrae is the goddess of the sun and healing. Her clerics are healers, masters of the scimitar, and destroyers of undead monsters and abominations.

HOLY WEAPON: SCIMITAR

Sarenrae's holy weapon is the **scimitar**, a long, curved melee weapon capable of deadly strikes.

REBUKE DEATH — **3 + WIS PER DAY**

You can use rebuke death a number of times per day equal to 3 + WIS. When you use rebuke death, touch a dying ally (at –1 hit points or lower). You heal the ally 1d4 hit points plus 1/2 your cleric level (minimum +1). Activating rebuke death is a standard action.

SUN'S BLESSING

Whenever you use your channel energy class feature to damage undead, add your cleric level to the damage rolled.

GODDESS OF THE SUN AND HEALING

K CLERIC SPELLS

ORISONS

Write **orisons** in Section K. Orisons are a weak type of cleric spell that you can use over and over again as much as you want, up to once per round. You don't have to prepare orisons—you always have them available.

DETECT MAGIC

RANGE 60 feet	**DURATION** 1 minute/cleric level

You detect magic items and spells, or identify a magic item. On the round you cast it, you sense if any are in range. On round 2, you know how many there are. On round 3, you know exactly which things are magic. If cast on a magic item, you learn its powers.

READ MAGIC

RANGE personal	**DURATION** 10 minutes/cleric level

You can read magic scrolls and other magic writing. If you use this on a magic scroll, and the scroll has a cleric spell on it, you can cast the spell from the scroll just like it was one of your prepared spells. The Game Master has more information on magic scrolls.

LIGHT

RANGE touch	**DURATION** 10 minutes/cleric level

You make any object (like a sword or coin) shine like a torch, but with no heat. It gives off light to a range of 20 feet. You can only have one *light* spell active at a time—if you cast a second one, the first one goes out.

STABILIZE

RANGE 30 feet	**DURATION** instantaneous

You make a dying creature (one at –1 hit points or lower) stop dying and become stable (see page 60 for more information on dying creatures). If someone hits the creature again, it starts dying again.

1ST LEVEL CLERIC SPELLS

You can prepare one **1st-level cleric spell** per day from the list of spells on this page. If your Wisdom ability score is 12 or higher, you can prepare an extra 1st-level cleric spell each day! Write this number of 1st-level spells per day in Section K.

You can always swap a prepared 1st-level spell for a *cure light wounds* spell—just cross off the prepared spell from your list that day and cast *cure light wounds*!

If a spell says you can cast it on an ally, you can instead cast it on yourself—you don't have to cast it on someone else.

BLESS

RANGE 50 feet	**DURATION** 1 minute/cleric level

You and all of your allies within range get a +1 bonus on attack rolls. You and they also get a +1 bonus on saving throws to resist fear attacks (like a *cause fear* spell).

CAUSE FEAR

RANGE 30 feet	**DURATION** 1d4 rounds

You cast this on an enemy, who gets to make a Will save to resist the spell (DC 11 + your WIS). If it doesn't resist, it runs away from you for the duration of the spell. You can't cast this on mindless creatures, level 6+ characters, or CR 4+ monsters.

CURE LIGHT WOUNDS

RANGE touch	**DURATION** instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your cleric level (this can't heal it above its maximum hit points).

Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your cleric level. The undead gets a Will save for half damage (DC 11 + your WIS).

DETECT EVIL

RANGE 60 feet	**DURATION** 10 minutes/cleric level

You can sense evil creatures in range. On the round you cast this spell, you sense if there are any evil creatures in range. On the second round, you know how many there are. On the third round, you know exactly what creatures are evil.

DOOM

RANGE 100 feet	**DURATION** 1 minute/cleric level

You cast this on an enemy, who gets to make a Will save to resist (DC 11 + your WIS Mod). If it doesn't resist, it becomes afraid and takes a –2 penalty on all attack rolls, saving throws, and skill checks. This is a fear attack. You can't cast this spell on mindless enemies.

DIVINE FAVOR

RANGE personal	**DURATION** 1 minute

You get a +1 bonus on attack rolls and on damage rolls with weapons. You don't get this bonus on spell damage or channel energy damage.

PROTECTION FROM EVIL

RANGE touch	**DURATION** 1 minute/cleric level

Your touched ally gains a +2 bonus to Armor Class and a +2 bonus on all saving throws. The ally only gets this bonus against attacks and abilities of evil creatures (the spell doesn't give a bonus against good or neutral creatures).

REMOVE FEAR

RANGE 30 feet	**DURATION** 10 minutes

You give one ally a +4 bonus on saves to resist fear attacks. If the ally is already affected by a fear attack, this spell removes the fear, and the ally is able to act normally.

SANCTUARY

RANGE touch	**DURATION** 1 round/cleric level

Your touched ally is protected from enemies. An enemy attacking this ally must make a Will saving throw (DC 11 + your WIS) to resist the spell. If the enemy doesn't resist the spell, the attack against this ally automatically fails. If this ally attacks anyone, this spell ends.

SHIELD OF FAITH

RANGE touch	**DURATION** 1 minute/cleric level

Your touched ally gains a +2 bonus to Armor Class.

YOU ARE DONE WITH 1ST-LEVEL CLERIC. TO CONTINUE, GO TO PAGE 32.

2ND LEVEL CLERIC

LEVEL UP

HIT POINTS ADD +1d8+CON

You can prepare another **1st-level cleric spell** each day!

ATTACK BONUS	ADD +1
FORT SAVE	ADD +1
REFLEX SAVE	NO CHANGE
WILL SAVE	ADD +1

3RD LEVEL CLERIC

LEVEL UP

HIT POINTS ADD +1d8+CON

Your channel energy ability increases by +1d6!
You can prepare one **2nd-level cleric spell** per day from the spells on this page! If your Wisdom ability score is 14 or higher, you can prepare an extra 2nd-level cleric spell each day!
Just as you can always swap a prepared 1st-level spell for *cure light wounds*, you can always swap a prepared 2nd-level spell for *cure moderate wounds*!

ATTACK BONUS	ADD +1
FORT SAVE	NO CHANGE
REFLEX SAVE	ADD +1
WILL SAVE	NO CHANGE

AID

RANGE touch | **DURATION** 1 minute/cleric level

Your touched ally gains a +1 bonus on attack rolls and a +1 bonus on saving throws against fear. The ally also gets temporary hit points equal to 1d8 + your cleric level. If any of these temporary hit points are left when the spell runs out, they go away.

AUGURY

RANGE personal | **DURATION** instantaneous

You ask your god about an upcoming action (like opening a door) to find out if it's a good idea or not. There's a 70% your god answers (d%, 31+ is a success). If so, the Game Master tells you whether or not the action is a good idea, bad idea, or neither.

BULL'S STRENGTH

RANGE touch | **DURATION** 1 minute/cleric level

Your touched ally gets stronger. The ally gets a +2 bonus on melee attack rolls, melee damage rolls, Strength checks, Climb checks, and Swim checks.

CURE MODERATE WOUNDS

RANGE touch | **DURATION** instantaneous

You touch a living creature and heal it an amount of hit points equal to 2d8 + your cleric level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 2d8 + your cleric level. The undead gets a Will save for half damage (DC 12 + your WIS).

DARKNESS

RANGE touch | **DURATION** 1 minute/cleric level

You make an object radiate magical darkness in a 20-foot radius. Torches, lanterns, *light* spells, and most other lights do not work in this darkness. A creature with darkvision (like a dwarf) can see in the magical darkness.

DELAY POISON

RANGE touch | **DURATION** 1 hour/cleric level

Your touched ally ignores the effects of poison until the spell runs out. When this spell ends, any poison delayed by this spell takes effect. This spell does not cure poison effects that have already happened, it just prevents more poison effects for a while.

HOLD PERSON

RANGE 100 feet | **DURATION** 1 round/cleric level

You cast this on a humanoid enemy, who gets to make a Will save to resist (DC 12 + your WIS). If it doesn't resist, it is paralyzed. Once per round at the end of its turn it can try another Will save to end the spell. This spell has no effect on mindless creatures.

RESIST ENERGY

RANGE touch | **DURATION** 10 minutes/cleric level

You protect an ally from acid, cold, electricity, or fire (pick one type when you cast). Any time the target takes damage from that kind of energy, subtract 10 from the damage. (If the attack had a saving throw for half damage, subtract 10 points after the damage is halved).

SOUND BURST

RANGE 30 feet | **DURATION** instantaneous

You create a loud thunderclap in a 10-foot-radius burst. Creatures in the area take 1d8 sonic energy damage and must make a Fort save (DC 12 + your WIS). Failing the save means the creature is stunned for 1 round and can't take any actions.

SPIRITUAL WEAPON

RANGE 100 feet | **DURATION** 1 round/cleric level

You create a weapon made of glowing force that floats in the air and makes one melee attack per round. You make the attack rolls for the weapon (1d20 + WIS + attack bonus). It deals 1d8+1 damage if it hits. You can change its target by spending a move action.

4TH LEVEL CLERIC

LEVEL UP

HIT POINTS ADD +1d8+CON

You can prepare another **1st-level cleric spell** each day!
You can prepare another **2nd-level cleric spell** each day!
Add +1 to your channel energy DC to harm undead!

ATTACK BONUS	ADD +1
FORT SAVE	ADD +1
REFLEX SAVE	NO CHANGE
WILL SAVE	ADD +1

5TH LEVEL CLERIC

LEVEL UP

HIT POINTS ADD +1d8+CON

Your channel energy ability increases by +1d6!
You can prepare one **3rd-level cleric spell** per day from the spells on this page! If your Wisdom ability score is 16 or higher, you can prepare an extra 3rd-level cleric spell each day! Just as you can always swap a prepared 1st-level spell for *cure light wounds*, you can always swap a prepared 3rd-level spell for *cure serious wounds*!

ATTACK BONUS	NO CHANGE
FORT SAVE	NO CHANGE
REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE

CURE SERIOUS WOUNDS

RANGE touch | **DURATION** instantaneous

This spell works like *cure moderate wounds*, except if used to heal a living creature it heals 3d8 + your cleric level. If used against an undead creature, it deals damage equal to 3d8 + your cleric level. An undead target gets a Will save for half damage (DC 13 + your WIS).

DAYLIGHT

RANGE touch | **DURATION** 10 minutes/cleric level

You make an object (like a sword or coin) shine with light as bright as sunlight, but with no heat. It gives off light to a range of 60 feet. Creatures sensitive to light take penalties on their attack rolls in this light. This spell cancels a *darkness* spell.

DISPEL MAGIC

RANGE 100 feet | **DURATION** instantaneous

You can cancel a spell on a creature or object. Roll 1d20 + your cleric level against a DC of 11 + the cleric level or wizard level of the creature who cast the spell. If you succeed, that spell ends. You can't use this spell on a spell with an "instantaneous" duration.

INVISIBILITY PURGE

RANGE 30 feet | **DURATION** 1 minute/cleric level

Invisible creatures within 30 feet of you automatically become visible. They automatically become invisible again if they get more than 30 feet from you. This doesn't help you find creatures hiding without magic (such as those using the Stealth skill).

PRAYER

RANGE 40 feet | **DURATION** 1 round/cleric level

You and all of your allies within range get a +1 bonus on attack rolls, weapon damage rolls, and skill checks. Enemies within range take a –1 penalty on attack rolls, weapon damage rolls, and skill checks. This lasts even if they move out of range.

REMOVE CURSE

RANGE touch | **DURATION** instantaneous

You touch an ally and attempt to remove a curse on him or her. Roll 1d20 + your cleric level. If your roll equals the DC of the curse, you break the curse.

REMOVE DISEASE

RANGE touch | **DURATION** instantaneous

You touch an ally and attempt to cure a disease on that ally. Roll 1d20 + your cleric level. If your roll equals the DC of the disease, you cure the disease. This does not prevent the ally from catching the disease again at a later time.

SEARING LIGHT

RANGE 100 feet | **DURATION** 1 round/cleric level

You shoot a ray of holy light from your hand, which can hit one enemy. Make a ranged touch attack (see page 58). If you hit, the enemy takes 2d8 points of damage. If the enemy is an undead, it instead takes 5d6 points of damage.

SPEAK WITH DEAD

RANGE touch | **DURATION** instantaneous

You can ask one dead body up to three questions. It only knows what it knew when it was alive. You have to use a language it knew when it was alive. If it had a different alignment than you, it gets a Will save to resist the spell (DC 13 + your WIS).

WATER BREATHING

RANGE touch | **DURATION** 2 hours/cleric level

You touch one or more allies and give them the ability to breathe water. The creatures are still able to breathe air. You divide the duration evenly among all the creatures you cast the spell on (for example, 10 hours divided among 5 allies means 2 hours each).

Fighter

You have been hardened by the forge of war. You are a lord of the battlefield, studying the art of combat to shape yourself into a living weapon!

1st Level Fighter Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+2	Hit Points	10
Reflex Save	+0	Attack Bonus	+1
Will Save	+0	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

- ☒ Climb
- ☒ Ride
- ☒ Knowledge Dungeoneering
- ☒ Swim

E Armor and Weapons

Fighters know how to use the best weapons and armor! In Section E of your character sheet, check **shields**, **light armor**, **medium armor**, **heavy armor**, **simple weapons**, and **martial weapons**. You'll learn more about armor and weapons later.

I Weapon Focus

Choose one type of weapon from the list below. Write **weapon focus** and **the name of your chosen weapon** in Section I of your character sheet. When you make an attack roll with that type of weapon, add +1 to your Attack Bonus (Section G).

Battleaxe

A battleaxe can be used one-handed or two-handed for devastating critical hits.

Longsword

A longsword is a reliable weapon used by adventurers, soldiers, and city guards.

Warhammer

A sturdy warhammer is great for crushing skulls or smashing skeletons.

Shortbow

A shortbow is quick and deadly, and small enough that you can use it on horseback.

Other Weapons

If you don't want to pick one of the weapons shown here, check out the other weapons on pages 45–46!

YOU ARE DONE WITH 1ST-LEVEL FIGHTER. TO CONTINUE, GO TO PAGE 32.

2ND LEVEL FIGHTER

LEVEL UP

HIT POINTS ADD +1d10+CON

BRAVERY: Write **Bravery** in Section F. You get a +1 bonus on all fear saves!

COMBAT FEAT: You gain one feat from this list: Cleave, Combat Expertise, Deadly Aim, Dodge, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Shield Focus, Weapon Finesse, Weapon Focus. You must meet any prerequisites for the feat you choose. Write this feat in Section I.

ATTACK BONUS	ADD +1
FORT SAVE	ADD +1
REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE

3RD LEVEL FIGHTER

LEVEL UP

HIT POINTS ADD +1d10+CON

WRITE THE FOLLOWING NEW CLASS FEATURE IN SECTION F OF YOUR CHARACTER SHEET.

ARMOR TRAINING: Fighters can hustle! You can move at full speed in medium armor (like chainmail, hide armor, and scale mail). Heavy armor still slows you down, though!

ATTACK BONUS	ADD +1
FORT SAVE	NO CHANGE
REFLEX SAVE	ADD +1
WILL SAVE	ADD +1

4TH LEVEL FIGHTER

LEVEL UP

HIT POINTS ADD +1d10+CON

WRITE THE FOLLOWING NEW CLASS FEATURE IN SECTION F OF YOUR CHARACTER SHEET.

WEAPON SPECIALIZATION: Fighters can deal extra damage with their chosen weapon! You add +2 damage whenever you make a damage roll with the Weapon Focus weapon you chose at 1st level! In Section G, add +2 to that weapon's Damage.

ATTACK BONUS	ADD +1
FORT SAVE	ADD +1
REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE

5TH LEVEL FIGHTER

LEVEL UP

HIT POINTS ADD +1d10+CON

WRITE THE FOLLOWING NEW CLASS FEATURE IN SECTION F OF YOUR CHARACTER SHEET.

WEAPON TRAINING: Fighters improve their skill with similar kinds of weapons. Pick one group of weapon from the Weapon Groups below. You get a +1 bonus on attack and damage rolls with all weapons in that group! Remember to update your Attack Bonus and Damage for these weapons in Section G of your character sheet.

ATTACK BONUS	ADD +1
FORT SAVE	NO CHANGE
REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE

WEAPON GROUPS (This is not a complete list of weapons in each group.)

Axes	Battleaxe, greataxe, throwing axe	**Heavy Blades**	Greatsword, longsword, scimitar
Bows	Longbow, shortbow	**Light Blades**	Dagger, rapier, short sword
Crossbows	Heavy crossbow, light crossbow	**Spears**	Javelin, shortspear, spear
Hammers	Club, hammer, mace	**Thrown**	Dart, javelin, light hammer, throwing axe

Rogue

You are stealthy, quick, good with traps, and deadly with sneak attacks! You're always one step ahead of danger.

1st Level Rogue Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+0	Hit Points	8
Reflex Save	+2	Attack Bonus	+0
Will Save	+0	Skill Ranks	8

D Mark these class skills in Section D of your character sheet:

☒ Acrobatics	☒ Knowledge Local
☒ Bluff	☒ Perception
☒ Climb	☒ Sense Motive
☒ Diplomacy	☒ Stealth
☒ Disable Device	☒ Swim
☒ Knowledge Dungeoneering	

F SNEAK ATTACK +1d6

Write **sneak attack +1d6** in Section F of your character sheet. When you make a sneak attack, add +1d6 damage to your normal weapon damage. You can make a sneak attack if:

- Your opponent hasn't acted yet in combat (see page 54).
- You are **flanking** the opponent with an ally (see page 59).
- The opponent is **helpless** (see page 60).

Sneak attack bonus damage is not multiplied on a critical hit. You can make a sneak attack with a melee weapon or a ranged weapon. If you use a ranged weapon, your opponent must be within 30 feet of you to count as a sneak attack.

E ARMOR AND WEAPONS

Rogues like quick, sneaky weapons and flexible armor. In Section E of your character sheet, check **light armor** and **simple weapons**. Then write **rapier**, **shortbow**, and **short sword** in Section E. You'll learn more about armor and weapons later.

F TRAPFINDING +1

Write **trapfinding +1** in Section F of your character sheet. You get a +1 bonus on Perception skill checks to find traps, and a +1 bonus on Disable Device skill checks. Rogues can use the Disable Device skill to disable magical traps (other classes can notice magical traps, but can't disable them).

YOU ARE DONE WITH 1ST-LEVEL ROGUE. TO CONTINUE, GO TO PAGE 32.

2ND LEVEL ROGUE

LEVEL UP

HIT POINTS ADD +1d8+CON

WRITE THE FOLLOWING NEW CLASS FEATURES IN SECTION F OF YOUR CHARACTER SHEET.

EVASION: Some spells and monster abilities let you attempt a Reflex save to take half damage. If you succeed at the Reflex save, you take **0** damage instead!

ROGUE TALENT: Pick one rogue talent from the list below!

ATTACK BONUS	ADD +1
FORT SAVE	NO CHANGE
REFLEX SAVE	ADD +1
WILL SAVE	NO CHANGE

FAST STEALTH

When you use the Stealth skill, you move at your normal speed. (Normally, using Stealth means you move at half speed.)

FINESSE ROGUE

You gain the Weapon Finesse feat, which lets you use your DEX instead of your STR on attack rolls. (See page 43.)

LEDGE WALKER

You can move across narrow surfaces (such as ropes and ledges) at full speed. (Without this, you can only move at half speed.)

QUICK DISABLE

Whenever you use the Disable Device skill to disarm a trap, it takes you half the normal time (1d4 rounds instead of 2d4).

TRAP SPOTTER

Whenever you come within 10 feet of a trap, you get a free Perception skill check to notice it. The GM makes this check in secret.

WEAPON FOCUS

You gain the Weapon Focus feat, which gives you a +1 bonus on attack rolls with one type of weapon. (See page 43.)

3RD LEVEL ROGUE

LEVEL UP

HIT POINTS ADD +1d8+CON

Your sneak attack increases by +1d6!

WRITE THE FOLLOWING NEW CLASS FEATURE IN SECTION F OF YOUR CHARACTER SHEET.

TRAP SENSE: You get a +1 on Reflex saves against traps and a +1 bonus to your Armor Class against traps!

ATTACK BONUS	ADD +1
FORT SAVE	ADD +1
REFLEX SAVE	NO CHANGE
WILL SAVE	ADD +1

4TH LEVEL ROGUE

LEVEL UP

HIT POINTS ADD +1d8+CON

Your trapfinding ability increases to +2!

WRITE THE FOLLOWING NEW CLASS FEATURES IN SECTION F OF YOUR CHARACTER SHEET.

ROGUE TALENT: Pick one rogue talent from the list above!
UNCANNY DODGE: Your enemies no longer get an attack roll bonus when flanking you! Other rogues can't sneak attack you when they flank you!

ATTACK BONUS	ADD +1
FORT SAVE	NO CHANGE
REFLEX SAVE	ADD +1
WILL SAVE	NO CHANGE

5TH LEVEL ROGUE

LEVEL UP

HIT POINTS ADD +1d8+CON

Your sneak attack increases by +1d6!

ATTACK BONUS	NO CHANGE
FORT SAVE	NO CHANGE
REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE

Wizard

You are a master of magic, bending strange energy to destroy your enemies! Your spellbook is your best weapon, armor, and more!

1st Level Wizard Class Features

F Write these numbers in the Class boxes of Section F:

Fortitude Save	+0	Hit Points	6
Reflex Save	+0	Attack Bonus	+0
Will Save	+2	Skill Ranks	2

D Mark these class skills in Section D of your character sheet:

☒ Knowledge Arcana	☒ Knowledge Local
☒ Knowledge Dungeoneering	☒ Knowledge Nature
☒ Knowledge Geography	☒ Knowledge Religion
☒ Knowledge History	☒ Spellcraft

E Armor and Weapons

Wizards can't wear armor. In Section E of your character sheet, don't check any boxes, and write: **club**, **dagger**, **heavy crossbow**, **light crossbow**, and **quarterstaff**.

Spells

You can cast wizard spells (see page 28)! Every morning, you spend an hour studying your spellbook to decide the spells you want to cast that day. This is called "preparing your spells." When you cast a spell, mark it off from today's list of prepared spells. Each day you can pick different spells from your spellbook—they don't have to be the same ones each day.

F Arcane Bond

Choose one of these items: **masterwork dagger**, **masterwork quarterstaff**, **ring**, or **wand**. Write **arcane bond** and this item in Section F of your character sheet. You get this item for free. Once per day, you can use it to cast any one spell in your spellbook. You don't have to prepare this spell ahead of time—using the bonded item is like an emergency backup spell that isn't written down on your list of prepared spells. Replacing a lost or destroyed bonded item costs 200 gold pieces.

K Wizard's Spellbook

Every spell you know is written in your spellbook. You start knowing only a few spells, but you learn more as you become more powerful. You can also copy spells from scrolls or from another wizard's spellbook. If you lose your spellbook, you can't prepare any spells from it until you get it back or get a replacement!

F CHOOSE YOUR ARCANE SCHOOL

As part of your training, you learn about all kinds of spells and choose a type (or "school") of magic that's really interesting to you. The schools are Universalist, Evocation, and Illusion.

In Section F, write your school name and the names of your school power or powers. If you have restricted spells, write them at the bottom of your spellbook in Section K.

UNIVERSALIST SCHOOL

Universalist wizards learn a little bit about every kind of magic. You can learn to cast any spell.

HAND OF THE APPRENTICE 3 + INT PER DAY

You can magically throw your melee weapon at an enemy up to 30 feet away. Your attack roll is 1d20 + attack bonus + INT. The weapon deals normal damage + STR, and instantly returns to you. You can do this a number of times per day equal to 3 + INT.

EVOCATION SCHOOL

Evocation magic is all about creating and controlling energy. Many evokers focus on attack spells rather than defense or trickery.

BURNING HANDS 1 PER DAY

You can cast the *burning hands* spell (see page 29) once per day without having to prepare it.

FORCE MISSILE 3 + INT PER DAY

You blast one opponent within 30 feet, dealing 1d4+1 points of damage. Using this ability is a standard action. You can do this a number of times per day equal to 3 + INT.

RESTRICTED SPELLS

You can never learn or cast *acid arrow*, *disguise self*, *displacement*, *invisibility*, *mage armor*, *stinking cloud*, or *web*.

ILLUSION SCHOOL

Illusions can make things disappear or change their appearance. Illusionists are good at fooling people, but have a hard time with some spells that move or alter physical objects.

BLINDING RAY 3 + INT PER DAY

You can create a blinding ray of light. Make a ranged touch attack roll against an enemy. If you hit, you automatically blind the enemy for 1 round. You can do this a number of times per day equal to 3 + INT.

DISGUISE SELF 1 PER DAY

You can cast the *disguise self* spell (see page 29) once per day without having to prepare it.

RESTRICTED SPELLS

You can never learn or cast *cause fear*, *false life*, *feather fall*, *fly*, *haste*, *knock*, *levitate*, or *vampiric touch*.

WIZARD SPELLS

CANTRIPS

Cantrips are a weak type of wizard spell that you can use over and over again as much as you want, up to once per round. You don't have to prepare them like other wizard spells—you always have access to these four cantrips in addition to your better spells.

DETECT MAGIC

RANGE 60 feet	**DURATION** 1 minute/wizard level

You detect magic items and spells, or identify a magic item. On the round you cast it, you sense if any are in range. On round 2, you know how many there are. On round 3, you know exactly which things are magic. If cast on a magic item, you learn its powers.

MAGE HAND

RANGE 30 feet	**DURATION** concentration

You can lift and move an object from a distance by pointing your finger. You can move the object 15 feet as a move action. If you move it out of range, the spell ends. You cannot use this to move an item held or worn by another creature.

RAY OF FROST

RANGE 30 feet	**DURATION** instantaneous

You fire a ray of freezing ice from your finger. Make a ranged touch attack (see page 58). If you hit, the creature takes 1d3 cold damage (roll 1d6; 1–2 means you do 1 damage, 3–4 is 2 damage, 5–6 is 3 damage).

READ MAGIC

RANGE personal	**DURATION** 10 minutes/wizard level

You can read magic scrolls and other magic writing. If you use this on a magic scroll, and the scroll has a wizard spell on it, you can cast the spell from the scroll just like it was one of your prepared spells. The Game Master has more information on magic scrolls.

1ST LEVEL WIZARD SPELLS

Pick a number of spells from this page equal to 3 + INT. These are the spells in your spellbook. Write these spell names in the Wizard's Spellbook area of Section K on your character sheet.

You can prepare one **1st-level wizard spell** per day from the list of spells in your spellbook. If your Intelligence ability score is 12 or higher, you can prepare an extra 1st-level wizard spell each day! Write this number of 1st-level spells per day in Section K.

If a spell says you can cast it on an ally, you can instead cast it on yourself—you don't have to cast it on someone else.

ALARM

RANGE 30 feet | **DURATION** 2 hours/wizard level

Pick a 20-foot-radius area, like a campsite. If any creature other than you or your allies enters that area, a loud ringing noise starts, which wakes up everyone. Invisible or sneaking creatures can set off the alarm.

BURNING HANDS

RANGE 15 feet | **DURATION** instantaneous

You create a 15-foot-long cone of fire from your hands. Creatures in the cone take 1d4 fire damage per wizard level. Each creature can make a Reflex saving throw to take only half damage (DC 11 + your INT Mod).

CAUSE FEAR

RANGE 30 feet | **DURATION** 1d4 rounds

You cast this on an enemy, who gets to make a Will save to resist the spell (DC 11 + your INT Mod). If it doesn't resist, it runs away from you for the duration of the spell. You can't cast this on mindless creatures, or creatures with 6 or more class levels or Hit Dice.

CHARM PERSON

RANGE 30 feet | **DURATION** 1 hour/wizard level

You make a humanoid enemy think you are its friend (though this doesn't mean you can give it orders). It can make a Will save to resist (DC 11 + your INT Mod). If you or your allies are attacking it, it gets a +5 on this save. You can't cast this on mindless creatures.

DETECT SECRET DOORS

RANGE 60 feet | **DURATION** 10 minutes/wizard level

You can sense secret doors and hidden passages. On the round you cast it, you sense if there are any in range. On the second round, you know how many there are. On the third round, you know exactly where they are and how to open them.

DISGUISE SELF

RANGE personal | **DURATION** 10 minutes/wizard level

You use illusion to disguise your appearance (including clothing, armor, weapons, and equipment). You can seem 1 foot shorter or taller, and anywhere from slim to bulky. You can look like a different race (dwarf, elf, goblin, human, orc, and so on) but not something really different (like a giant spider or dragon).

FEATHER FALL

RANGE 30 feet | **DURATION** until targets land

You choose a number of allies equal to your wizard level, who fall slowly (60 feet per round) and don't take damage from falling, though they can still be hurt if they land on something dangerous, like spikes or lava. You can cast this spell as a free action.

MAGE ARMOR

RANGE touch | **DURATION** 1 hour/wizard level

Your touched ally gains a +4 bonus to its Armor Class. If the ally is wearing armor, use this bonus or the bonus from the armor, whichever is higher.

MAGIC MISSILE

RANGE 100 feet | **DURATION** instantaneous

You fire a blast of magical force that automatically hits an enemy and deals 1d4+1 points of damage. At 3rd level, you fire two missiles with each casting. At 5th level, you fire three missiles. You can fire the missiles at different targets.

SLEEP

RANGE 100 feet | **DURATION** 1 minute/wizard level

Living creatures in a 10-foot radius fall asleep. Choose up to 4 creatures in the area, ignoring creatures that are unconscious, mindless, constructs, level 5+, or CR 4+. Creatures can make a Will save (DC 11 + your INT) to resist. Waking a sleeping creature is a standard action. Noise isn't enough to wake them.

YOU ARE DONE WITH 1ST-LEVEL WIZARD. TO CONTINUE, GO TO PAGE 32.

2ND LEVEL WIZARD

LEVEL UP

Add **two new 1st-level wizard spells** to your spellbook!
You can prepare another **1st-level wizard spell** each day!

6 HIT POINTS	ADD +1d6+CON

ATTACK BONUS	ADD +1
FORT SAVE	NO CHANGE
REFLEX SAVE	NO CHANGE
WILL SAVE	ADD +1

3RD LEVEL WIZARD

LEVEL UP

Add **two new 1st- or 2nd-level wizard spells** to your spellbook!
You can prepare one **2nd-level wizard spell** (from the list on this page) per day from your spellbook! If your Intelligence ability score is 14 or higher, you can prepare an extra 2nd-level wizard spell each day! Evokers can cast *scorching ray* once per day without having to prepare it; illusionists can do this with *invisibility*.

6 HIT POINTS	ADD +1d6+CON

ATTACK BONUS	NO CHANGE
FORT SAVE	ADD +1
REFLEX SAVE	ADD +1
WILL SAVE	NO CHANGE

ACID ARROW

RANGE 400 feet | **DURATION** instantaneous

You create an arrow of acid that shoots toward an enemy. Make a ranged touch attack (see page 58). If you hit, the acid arrow deals 2d4 points of acid damage. The acid burns the enemy on your next turn, dealing another 2d4 acid damage.

FALSE LIFE

RANGE personal | **DURATION** 1 hour/level

You use the power of undeath to give yourself 1d10 temporary hit points plus 1 hit point per wizard level. If you take damage, you lose these temporary hit points first. If any of these temporary hit points are left when the spell runs out, they go away.

HIDEOUS LAUGHTER

RANGE 30 feet | **DURATION** 1 round/wizard level

You make an enemy start laughing uncontrollably. It must make a Will save (DC 12 + your INT) or it falls prone, taking no actions. On the second round of the spell, it can save again to end the laughing. You can't cast this on mindless creatures.

INVISIBILITY

RANGE touch | **DURATION** 1 minute/wizard level

You touch an ally and make it (and its gear) turn invisible. Objects it picks up disappear; objects it drops become visible. Attack rolls against the ally have a 50% miss chance (see page 59). If the ally attacks or casts a spell that harms someone, invisibility ends.

KNOCK

RANGE 100 feet | **DURATION** instantaneous

You choose one lock within range and the spell tries to unlock it. Roll 1d20 + your wizard level + 10. If the roll matches or beats the DC of the lock, it opens and remains open. If it doesn't, nothing happens.

LEVITATE

RANGE 30 feet | **DURATION** 1 minute/wizard level

You make an object or an ally float upward or downward. You can move the target up to 20 feet each round as a move action. The spell cannot move the target sideways. You can lift up to 100 pounds times your wizard level with this spell.

RESIST ENERGY

RANGE touch | **DURATION** 10 minutes/wizard level

You protect an ally from acid, cold, electricity, or fire (pick one when you cast the spell). Any time the target takes damage from that kind of energy, subtract 10 from the damage. (If the attack had a saving throw for half damage, subtract 10 points after the damage is halved).

SCORCHING RAY

RANGE 30 feet | **DURATION** instantaneous

You blast an enemy with a searing beam of fire. Make a ranged touch attack (see page 58). If you hit, the enemy takes 4d6 points of fire damage.

SEE INVISIBILITY

RANGE personal | **DURATION** 10 minutes/wizard level

Invisible creatures and objects become visible to you as transparent shapes. The spell doesn't help you see creatures that are just hiding, concealed, or hard to see—it only reveals magical invisibility.

WEB

RANGE 100 feet | **DURATION** 10 minutes/wizard level

You create a 20-foot burst of sticky webs. Creatures must make a Reflex save or be unable to move or take actions (DC = 12 + your INT). A stuck creature can spend a standard action to make another save. Moving through webs costs 2 squares of movement per square.

4TH LEVEL WIZARD

LEVEL UP

6 HIT POINTS	ADD +1d6+CON

Add **two new wizard spells** to your spellbook! These spells can be 1st-level wizard spells from page 29 or 2nd-level spells from page 30.
You can prepare another **1st-level wizard spell** each day
You can prepare another **2nd-level wizard spell** each day!

ATTACK BONUS	ADD +1
FORT SAVE	NO CHANGE
REFLEX SAVE	NO CHANGE
WILL SAVE	ADD +1

5TH LEVEL WIZARD

LEVEL UP

6 HIT POINTS	ADD +1d6+CON

Add **two new 1st-, 2nd-, or 3rd-level wizard spells** to your spellbook!
You can prepare one **3rd-level wizard spell** (from the list on this page) per day from your spellbook! If your Intelligence ability score is 16 or higher, you can prepare an extra 3rd-level wizard spell each day! Evokers can cast *fireball* once per day without having to prepare it; illusionists can do this with *displacement*.

ATTACK BONUS	NO CHANGE
FORT SAVE	NO CHANGE
REFLEX SAVE	NO CHANGE
WILL SAVE	NO CHANGE

CLAIRVOYANCE

RANGE 400 feet | **DURATION** 1 minute/wizard level

You create an invisible floating eye at a location of your choice within range of the spell. You can see through this eye as if you were there. The eye sees in all directions but cannot move.

DISPEL MAGIC

RANGE 100 feet | **DURATION** instantaneous

You can cancel a spell on a creature or object. Roll 1d20 + your wizard level against a DC of 11 + the cleric level, wizard level, or other caster level of the creature who cast the spell. If you succeed, that spell ends. You can't use this spell on a spell with an "instantaneous" duration.

DISPLACEMENT

RANGE touch | **DURATION** 1 round/level

Your touched ally becomes hard to target, as if his location is rapidly shifting around. Attack rolls against the ally have a 50% miss chance (see page 59). The spell does not interfere with the ally's attacks or other actions.

FIREBALL

RANGE 400 feet | **DURATION** instantaneous

You create a 20-foot-radius burst of fire. Creatures in the area take 1d6 points of fire damage per wizard level. Each creature can make a Reflex saving throw to take only half damage (DC 13 + your INT).

FLY

RANGE touch | **DURATION** 1 minute/wizard level

You touch an ally and give it the power to fly. The creature flies at a speed of 60 feet (or 40 feet if it is wearing medium or heavy armor). When the spell ends, the ally floats to the ground safely.

HASTE

RANGE 30 feet | **DURATION** 1 round/wizard level

You make one ally per wizard level move and act more quickly. They can spend a move action to make one extra attack per round using their normal attack bonus. Their speed increases by 30 feet.

LIGHTNING BOLT

RANGE 120 feet | **DURATION** instantaneous

You create a bolt of electricity from you to an enemy within range. Every creature (except you) in a straight line from you to that enemy (including that enemy) takes 1d6 points of electricity damage per wizard level. Each creature can make a Reflex saving throw to take only half damage (DC 13 + your INT).

STINKING CLOUD

RANGE 100 feet | **DURATION** 1 round/wizard level

You create a 20-foot-radius cloud of poisonous stinking vapor. Living creatures in the cloud must make a Fort save (DC 13 + your INT) or spend 1d4+1 rounds retching and taking no actions. Creatures must make this save every time they enter or end a turn in the cloud.

SUGGESTION

RANGE 30 feet | **DURATION** 1 hour/wizard level

You give an enemy one reasonable order or task that it must obey. It can resist with a Will save (DC 13 + your INT). The order cannot be dangerous or deadly. The enemy follows the order as best it can. If it completes the order or task, the spell ends.

VAMPIRIC TOUCH

RANGE touch | **DURATION** instantaneous

You touch an enemy and steal some of its life energy. Make a melee touch attack. If you hit, the enemy takes 2d6 damage. You gain temporary hit points equal to this damage. If any of these temporary hit points are left after an hour, they go away.

Finishing Your Character

WHAT'S NEXT?

Now that you've chosen your race and class, you're almost done! Just choose your **skills**, **feats**, and **equipment**, and you're ready to play!

IF YOU'RE IN A HURRY OR NEED HELP, skip ahead to the box about your class on the next page—it suggests good skills, feats, and equipment to finish your character.

IF YOU WANT TO CHOOSE SKILLS, FEATS, AND EQUIPMENT YOURSELF, skip ahead to the sections on this page about skills, feats, and equipment, and they'll tell you where to find that info in this book.

IT'S OKAY TO MIX AND MATCH—for instance, if you want to pick your own skills but use the suggested feats and equipment, go ahead! These suggestions are just ways to help you finish your character faster.

D SKILLS

Skills are things your character can do, like climbing, persuading people by talking, treating wounds, picking locks, riding a horse, being stealthy, or swimming. Some skills are things that anyone can do without practice (like climbing or swimming), and some require at least a little bit of training before you can do them (like picking a lock). For more on skills, turn to page 34. **WHEN DONE WITH SKILLS, COME BACK TO THIS PAGE!**

I FEATS

Feats are special abilities or tricks, like instinctively ducking when someone attacks you, knowing how to hit two enemies with one swing of your sword, or being resistant to mind control. Some feats improve or modify your class abilities like casting spells or channeling energy. For more on feats, turn to page 40. **WHEN DONE WITH FEATS, COME BACK TO THIS PAGE!**

J EQUIPMENT

Equipment is any sort of gear you use to make yourself a better adventurer, including weapons and armor. If your character has enough money, you can buy any of the equipment in this book—but you may not have the knowledge or training to use it. For more on equipment, turn to page 44. **WHEN DONE WITH EQUIPMENT, COME BACK TO THIS PAGE!**

FINISHING TOUCHES

Now you just have to apply some quick finishing touches.

1. Write your ability modifiers from Section B in the Ability Mod boxes in Section D, F, G, and H.
2. Add your CON Mod to your hit points in Section F.
3. If you don't have a rank in a skill listed in Section D, put 0 in the Ranks box for that skill.
4. If you have the Improved Initiative Feat, go to the Initiative line in Section G and write +4 in the Improved Initiative box.
5. Add your STR Mod to the Damage box for all of your melee weapons in Section G.
6. Add up your Skills (Section D), Saving Throws (Section F), Initiative (Section G), Melee Attack (Section G), Ranged Attack (Section G), and Armor Class (Section H).
7. Write your Melee Attack total (from Section G) in the Attack Bonus box for any melee weapons in Section G.
8. Write your Ranged Attack total (from Section G) in the Attack Bonus box for any ranged weapons in Section G.

CLERIC SUGGESTIONS

D SKILLS

Add your INT Mod to your Skill Ranks in Section F of your character sheet. Add +1 more if you're human. This number is how many skill ranks you get at 1st level.

Choose skills from this list, in order, until you've run out of ranks:

Heal, Knowledge Religion, Diplomacy, Spellcraft, Knowledge Arcana, Sense Motive, Knowledge History

For each skill you choose, write a **1** in the Ranks box for that skill and a **3** in the Misc Mod box.

I FEATS

Write **Extra Channel** in Section I of your character sheet. If you're human, also write **Improved Initiative**.

J EQUIPMENT: Write these in Section J:

scale mail	adventurer's kit
your deity's holy weapon	candles (10)
sling	wooden holy symbol
sling bullets (10)	60 gp

In Section G, write your weapon stats (see pages 45–46). In Section H, write **+5** in the Armor box.

FIGHTER SUGGESTIONS

D SKILLS

Add your INT Mod to your Skill Ranks in Section F of your character sheet. Add +1 more if you're human. This number is how many skill ranks you get at 1st level.

Choose skills from this list, in order, until you've run out of ranks:

Climb, Swim, Knowledge Dungeoneering, Ride

For each skill you choose, write a **1** in the Ranks box for that skill and a **3** in the Misc Mod box.

I FEATS

Write **Power Attack** in Section I of your character sheet. If you're human, also write **Improved Initiative**.

J EQUIPMENT: Write these in Section J.

scale mail	adventurer's kit
heavy steel shield	grappling hook
your Weapon Focus weapon	pitons (10)
shortbow	rope
arrows (20)	49 gp

In Section G, write your weapon stats (see pages 45–46). In Section H, write **+5** in the Armor box and **+2** in the Shield box.

ROGUE SUGGESTIONS

D SKILLS

Add your INT Mod to your Skill Ranks in Section F of your character sheet. Add +1 more if you're human. This number is how many skill ranks you get at 1st level.

Choose skills from this list, in order, until you've run out of ranks:

Perception, Stealth, Disable Device, Climb, Acrobatics, Sense Motive, Bluff, Swim, Knowledge Dungeoneering, Diplomacy, Knowledge Local

For each skill you choose, write a **1** in the Ranks box for that skill and a **3** in the Misc Mod box.

I FEATS

Write **Dodge** in Section I of your character sheet. If you're human, also write **Improved Initiative**.

J EQUIPMENT: Write these in Section J.

studded leather armor	adventurer's kit
light crossbow	chalk
crossbow bolts (10)	rope
dagger	thieves' tools
short sword	28 gp

In Section G, write your weapon stats (see pages 45–46). In Section H, write **+3** in the Armor box. Add **+1** to the Dex box.

WIZARD SUGGESTIONS

D SKILLS

Add your INT Mod to your Skill Ranks in Section F of your character sheet. Add +1 more if you're human. This number is how many skill ranks you get at 1st level.

Choose skills from this list, in order, until you've run out of ranks:

Knowledge Arcana, Spellcraft, Knowledge Dungeoneering, Knowledge Geography, Knowledge History, Knowledge Local, Knowledge Nature

For each skill you choose, write a **1** in the Ranks box for that skill and a **3** in the Misc Mod box.

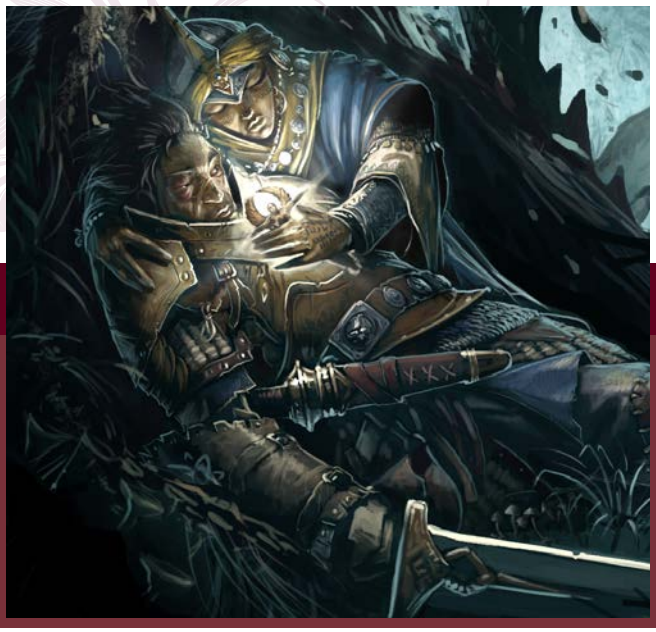
I FEATS

Write **Improved Initiative** in Section I on your character sheet. If you're human, also write **Toughness** and add +3 to your hit points in Section F.

J EQUIPMENT: Write these in Section J:

light crossbow	arcane bonded item
crossbow bolts (10)	candles (10)
dagger	spellbook
adventurer's kit	6 gp

In Section G, write your weapon stats (see pages 45–46). In Section H, write **+0** in the Armor box.



Skills

Skills represent the fundamental abilities your character has. As your character advances in level, he or she can gain new skills and improve his or her existing skills dramatically.

D SKILLS AT 1ST LEVEL

Your class tells you how many skill ranks you get at 1st level. This number is different for every class—clerics get 2 ranks, fighters get 2, rogues get 8, and wizards get 2. Add your INT to this number. Finally, if you are a human, you get +1 rank. For example, a human cleric with INT +1 gets 2 ranks from cleric, +1 rank from INT, and +1 rank for being human, for a total of 4.

CHOOSING YOUR SKILLS

Put **one** rank into each skill you want until you run out of ranks. You can't put more than one rank into a skill at 1st level.

Pick skills that match your idea for your character. For example, if your character likes living outdoors, you could put a rank in Climb and a rank in Swim. You can put a rank into any skill you want, even if it seems like an odd choice. For example, you can put a rank in Spellcraft even if you're a fighter—maybe your sister was a wizard, or maybe you flunked out of wizard school before deciding to become a fighter. Or, you could put a rank in Disable Device even if you're a cleric—maybe you were a burglar before becoming a priest.

Write your skill ranks in Section D of your character sheet.

ABILITY SCORE MODIFIERS

Every skill is linked to one of the Ability Modifiers—Acrobatics is a DEX skill, Climb is a STR skill, and so on. If you put a rank in a skill, you should write on your character sheet the linked Ability Modifier for that skill in the Ability Mod box for that skill. For example, if you put 1 rank in Climb and your STR Mod (from Section B) is +2, write down +2 in the Ability Mod box next to Climb.

CLASS SKILLS

Your class training means you are automatically better at some skills than others—clerics are good at Knowledge Religion, fighters are good at Climb, and so on. The skills you're good at are called class skills—they're the skills listed for your class on page 16, 22, 24, or 26. (Also, the pictures next to the skill names show which classes have that skill as a class skill.)

If you have at least 1 rank in a class skill, you get a +3 bonus on that skill—write that +3 in the Misc Mod box for that skill in Section D of your character sheet. The class skill bonus always stays +3.

ADDING IT UP

For every skill you have a rank in, add up the numbers and put the total in the Total box. The numbers should include your rank in that skill, your Ability Mod for that skill (if you have one), your class skill bonus (if you have one), and your race bonus (if you have one). Until you level up, the Total is the only number you need to worry about for the skill.

MAKING SKILL CHECKS

When you try to use a skill, roll **1d20 + the skill's Total**. Higher rolls are better than lower rolls. You compare your roll to the **Difficulty Class** (**DC**) of what you're trying to do. Higher DCs are harder than lower DCs. If your skill check roll is the same as or more than the DC, you succeed! If your skill check is lower than the DC, you fail—but you can usually try again on your next turn.

If you don't have any ranks in a skill, your Total for that skill is just your Ability Mod for that skill (if you have one) plus your racial modifier (if you have one).

OPPOSED SKILL CHECKS

Sometimes you have to attempt an opposed skill check. Instead of having a DC set by the Game Master, you roll against another character or a monster. For example, if you're trying to sneak up on a goblin, you attempt a Stealth check, the goblin attempts a Perception check, and the goblin's DC is what you rolled on your Stealth check. If the goblin's Perception check is the same as or higher than your Stealth check, it notices you.

TRAINED-ONLY SKILLS

If a skill has a gray bar instead of a black bar, you must have some training (at least 1 rank) in that skill to use that skill. If you don't have any ranks in it, you can't attempt the check at all.

ACROBATICS (DEX)

You use Acrobatics to jump, keep your balance, do flips, land safely after a fall, and do other physical things that require Dexterity. Using Acrobatics isn't its own action—it's part of whatever movement you're doing.

BALANCING

If you succeed at an Acrobatics check, you can move at half speed across a ledge (or even a rope) for 1 round. If you take damage while balancing, you have to succeed at another check or you fall.

SURFACE WIDTH	ACROBATICS DC
1 foot wide or greater	No check needed
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

JUMPING

You can use Acrobatics to jump horizontally or vertically. If you don't have at least 10 feet to make a running start, **multiply these DCs by ×2**! If you fail a jump across a pit by 4 or less, you can attempt a DC 20 Reflex saving throw to catch the side. If you fail by 5 or more, you fall. If you deliberately jump down, you can attempt a DC 15 Acrobatics check to treat the distance as 10 feet shorter, which reduces your falling damage.

LONG JUMP	ACROBATICS DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet

HIGH JUMP	ACROBATICS DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

MODIFIERS

Poor ground conditions add to the DC for using Acrobatics. These modifiers add together, but only use the worst of each modifier type (for example, if the ground is slightly obstructed from sand and severely obstructed from rubble, only add +5).

ACROBATICS MODIFIERS	DC MODIFIER
Slightly obstructed (gravel, sand)	+2
Severely obstructed (rough cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (less than 45°)	+2
Severely sloped (more than 45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10

BLUFF (CHA)

You use Bluff to tell lies successfully. If someone thinks you're lying, he can attempt a Sense Motive check. If your Bluff check beats his Sense Motive check, you convince him that what you're saying is true. Telling a lie takes as long as it takes to say the lie (usually 1 round or more). If the person doesn't believe you, you take a –10 penalty to Bluff him after that.

BELIEVABILITY

It's easier to fool people if they want to believe you, and harder if your lie is ridiculous.

CIRCUMSTANCES	BLUFF ROLL MODIFIER
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	–5
The lie is far-fetched	–10
The lie is impossible	–20

CLIMB (STR)

You use Climb to climb walls, cliffs, curtains, ropes, and so on. If you beat the Climb check's DC, you can climb 1/4 of your speed. Or, if you take a –5 penalty and then succeed at the check, you can climb at 1/2 your speed. You must attempt a check once per move action. If you fail by 4 or less, you don't move at all. If you fail by 5 or more, you fall.

You need 2 hands free to climb, but can hold on (without moving) using one hand and still use the other hand to cast a spell or take a one-handed action (like attacking with a weapon or taking something out of your belt pouch). If you take damage while climbing, you must succeed at another check or you fall.

DIFFICULTY

EXAMPLE SURFACE	CLIMB DC
A knotted rope against a wall	0
A rope against a wall or a knotted rope with nothing to brace against	5
The rigging of a ship or a rocky hillside	10
A rock wall, a tree, or a rope with nothing to brace against	15
A stone wall	20
A brick wall	25
A ceiling with handholds only	30
A perfectly smooth, vertical surface	unclimbable

HANDHOLDS

You can make your own handholds and footholds by pounding pitons (see page 49) into a wall. Doing so takes 1 minute per piton, and one piton is needed per 5 feet of distance. Climbing a wall with pitons is DC 15. You could use an axe in the same way to climb an ice wall or a tree.

CATCH YOURSELF WHILE FALLING

Trying to stop falling is nearly impossible. If you make a Climb check against the normal DC + 20, you succeed.

DIPLOMACY (CHA)

You use Diplomacy to persuade people to agree with you, to resolve differences, and to gather valuable information or rumors from people. If you succeed at the check, the target helps you in some way (determined by the GM). If you fail, it does not help you. If you fail by 5 or more, its attitude toward you and your friends gets worse—if it was already unfriendly, it may attack! You can't use Diplomacy against a creature that can't understand you, that has an Intelligence of 3 or lower, or that is planning to harm you in the immediate future. Diplomacy takes as long as it takes to talk to the creature (usually at least 1 round).

INFLUENCE PEOPLE

The DC of the check depends on the creature's attitude and Charisma modifier.

STARTING ATTITUDE	DIPLOMACY DC
Hostile	25 + creature's CHA Mod
Unfriendly	20 + creature's CHA Mod
Indifferent	15 + creature's CHA Mod
Friendly	10 + creature's CHA Mod
Helpful	0 + creature's CHA Mod

DIFFICULTY

The DC of this check is also modified by the nature of the aid or advice. Some requests automatically fail if the request goes against the target creature's values or its nature (determined by the GM).

REQUEST	DC MODIFIER
Give simple advice or aid	–5
Give detailed advice or complex aid	+0
Reveal an unimportant secret or give lengthy aid	+5
Reveal an important secret or give dangerous aid	+10 or more
Additional requests	+5 per request

GATHER INFORMATION

If you spend several hours talking to people in town, you can use Diplomacy to gather information about a specific topic or person. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places. The DC of your Diplomacy check depends on how well-known the information is. The DC of earning common facts and rumors is 10, but for obscure or secret knowledge it's usually 20 or higher. The GM might rule that some topics are simply unknown to common folk.

TRYING AGAIN

You can influence the same creature once every 24 hours. You can always spend more time trying to gather information.

DISABLE DEVICE (DEX)

You use Disable Device to disarm traps, open locks, and sabotage simple mechanical devices (like catapults, wagon wheels, and doors). It's easier when you use thieves' tools.

DISABLE OR SABOTAGE

When disarming a trap, the GM rolls your Disable Device check for you so you don't know whether you made it or not. If you don't have thieves' tools, you take a –2 penalty. If you succeed, you disable the device. If you fail by 4 or less, you have failed, but you can try again. If you fail by 5 or more, something goes wrong—if the device is a trap, you trigger it, or if you're attempting some sort of sabotage, you think the device is disabled, but it still works normally. Disabling a simple device takes 1 round and is a full-round action. Disabling a tricky or difficult device requires 1d4 or 2d4 rounds.

DEVICE	TIME	DEVICE DC	EXAMPLE
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a simple trap, reset a simple trap
Extreme	2d4 rounds	25	Disarm a complex trap

OPEN A LOCK

The DC for opening a lock depends on its quality. If you aren't using thieves' tools (page 49), these DCs increase by 10. Attempting to open a lock requires you to spend a standard action and a move action.

LOCK QUALITY	DISABLE DEVICE DC
Simple	20
Average	25
Good	30
Superior	40

HEAL (WIS)

You use Heal to perform surgery, treat disease and poison, save the dying, and help injured people recover.

DIFFICULTY

The DC and effect of a Heal check depend on the type of healing you attempt.

TASK	DC
First aid	15
Long-term care	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

FIRST AID

You use first aid to save a dying character. If a character has negative hit points and is losing hit points, you can make her stable. A stable character regains no hit points but stops losing them. This is a standard action.

LONG-TERM CARE

You treat a wounded person for a day. If your Heal check is successful, the patient recovers 2 hit points per character level after resting for a full 8 hours, or 4 hit points per character level for a full day of complete rest. You cannot give long-term care to yourself.

You can treat up to six patients per day. Long-term care requires 8 hours of your day.

TREAT DEADLY WOUNDS

You perform surgery to heal an injured creature. This restores 1 hit point per character level of the creature. If you beat the DC by 5 or more, add your WIS Mod to this amount. The creature can only be healed like this once per day. This takes 1 hour.

TREAT POISON

You tend to one poisoned creature who is going to take more damage from the poison. Every time the creature attempts a saving throw against the poison, you attempt a Heal check. If your Heal check beats the DC of the poison, the creature gets a +4 bonus on that save. This is a standard action.

TREAT DISEASE

You tend to one diseased creature. Every time the creature attempts a saving throw against disease effects, you attempt a Heal check. If your Heal check beats the DC of the disease, the creature gets a +4 bonus on that save. This takes 10 minutes.

KNOWLEDGE (INT)

You use Knowledge to answer simple and complex questions. The Knowledge skill is actually seven different knowledge skills, but the rules for them all work the same way.

KNOWLEDGE SKILLS

You treat the Knowledge skills as different skills when putting ranks in them (for example, having a rank in Arcana doesn't give you a bonus on History). Check your class (page 16, 22, 24, or 26) to determine which ones are class skills for you.

KNOWLEDGE SKILL	TOPICS
Arcana	arcane symbols, constructs, dragons, magical beasts
Dungeoneering	aberrations, caverns, oozes, slimes
Geography	climate, lands, people, terrain
History	colonies, exploration, founding of cities, wars
Local	humanoids, laws, legends, personalities, traditions
Nature	animals, monstrous humanoids, plants, vermin, weather
Religion	gods and goddesses, holy symbols, mythic history, undead

DIFFICULTY

If you don't have ranks in a Knowledge skill, you can't answer questions with a DC higher than 10. If you fail a Knowledge check, you can't try again until you level up. A successful check can give you a clue about a monster's abilities or weaknesses.

QUESTION	KNOWLEDGE DC
Really easy	10
Basic	15
Tough	20
Really tough	30

PERCEPTION (WIS)

You use Perception to spot traps, notice someone is sneaking up on you, hear a faint sound, taste poison in food, and so on. You don't have to spend an action to use Perception unless you're actively searching for something—searching a 5-foot-square area is a move action.

DIFFICULTY

If a creature is sneaking up on you, you make an opposed Perception check against the DC of the creature's Stealth check. If you equal or exceed the DC, you notice the creature. If you fail, it can sneak past you or attack you. Here are some common Perception DCs.

DETAIL	PERCEPTION DC
Hear the sound of battle	–10
Detect the smell of smoke	0
Hear the details of a conversation	0
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average secret door	20
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap

MODIFIERS

Spotting an orc sneaking 100 feet away is a lot harder than spotting one from 10 feet away! Here are some common modifiers to Perception DCs.

PERCEPTION MODIFIERS	DC MODIFIER
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10
Creature making the check is asleep	+10

RIDE (DEX)

You use Ride to ride or control an animal you're riding, usually a horse.

DIFFICULTY

If you are riding a mount without a saddle, you take a –5 penalty on Ride checks.

TASK	RIDE DC
Guide with your knees	5
Soft fall	15
Leap	15
Fast mount or dismount	20

GUIDE WITH YOUR KNEES

You can guide your mount with your knees so you can use both hands in combat. Attempt your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount. This does not take an action.

SOFT FALL

Normally when you fall off a mount, you take 1d6 points of damage and are prone on the ground. If you succeed at this Ride check, you don't take any damage from the fall and you land on your feet. This use of the Ride skill does not take an action (you can even do it when it is not your turn).

LEAP

You can get your mount to leap obstacles as part of its movement. If you succeed at the DC 15 Ride check, you can attempt a check for the mount (using the Total bonus from your Ride skill or the Total bonus for the mount's Acrobatics skill, whichever is lower) to see how far it jumps. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This use of the Ride skill does not take an action but is part of the mount's movement.

FAST MOUNT OR DISMOUNT

Normally, mounting or dismounting is a move action. If you have a move action available on your turn, you can attempt a Ride check to mount or dismount as a free action. If you fail the Ride check, you must spend your move action to mount or dismount (but you still have your free action).

SENSE MOTIVE (WIS)

You use Sense Motive to detect whether someone is lying to you (with the Bluff skill), determine how trustworthy a person is, or sense whether something weird is going on with a person.

DIFFICULTY

If you think someone is trying to Bluff you, you can attempt a Sense Motive check. If your check equals or exceeds the other person's Bluff check, you sense he is lying. If he is not actually lying, then you think he is telling the truth, no matter how you roll.

You can use Sense Motive to get a gut feeling about the situation, like thinking the person you're talking to is an impostor or under a mind-control spell. The DC for this is 20. If you succeed, you realize something is odd about the person's behavior. You can also use this skill to get an idea of whether a sneaky sort of person is actually trustworthy. Getting a sense of someone takes about 1 minute.

SPELLCRAFT (INT)

You use Spellcraft to understand active magic effects and spells.

DIFFICULTY

The DC and effect of a Spellcraft check depend on the task.

TASK	DC
Identify potion, scroll, or wand	15 + caster level
Identify a spell an enemy is casting	15 + spell level
Identify other magic item	20

Note that the *detect magic* cantrip or orison can identify magic items without a Spellcraft check. See the *Game Master's Guide* (page 48) for more information.

STEALTH (DEX)

You use Stealth to keep other creatures from noticing you, allowing you to sneak past them or attack when they don't expect it. This skill covers hiding and moving silently.

DIFFICULTY

Your Stealth check is opposed by the Perception check of anyone who might notice you—if you beat the creature's DC, it doesn't notice you. Normally, the GM makes your Stealth check for you because you don't know exactly how stealthy you are.

If you're still or moving no more than 1/2 your speed, you can use Stealth without a penalty. If you move more than 1/2 your speed, you take a –5 penalty on your Stealth check. You can't use Stealth when attacking, running, or charging.

If a creature is watching you, you can't use Stealth. Most of the time, if you are around a corner or behind a large object (cover), or behind a curtain or some bushes (concealment), you can attempt a Stealth check against a creature. You can attempt a Bluff check opposed by the creature's Perception check to create a small distraction ("look behind you!"), which lets you quickly move out of sight and attempt a Stealth check at a –10 penalty.

SWIM (STR)

You use Swim to move through water, whether vertically or horizontally. If you make the Swim check DC, you can swim 1/4 of your speed as a move action or 1/2 your speed as a full-round action. You must attempt a check once per move action or full-round action. If you fail by 4 or less, you don't move (though the current may move you). If you fail by 5 or more, you sink underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to 2 × your Constitution ability score, but only if you do nothing but take move actions or free actions. If you take a standard action (such as making an attack), reduce the remaining time by 1 round (this means if you attack every round, you can only hold your breath for a number of rounds equal to your Constitution ability score instead of 2 × your Constitution ability score). Once your breath runs out, you have to attempt a Constitution ability check (**1d20 + your CON Mod**) every round, starting at DC 10 and increasing by +1 every round. If you fail the Constitution ability check, you begin to drown (see the suffocation rules in the *Game Master's Guide*, page 47).

DIFFICULTY

The DC for the Swim check depends on the water.

WATER	SWIM DC
Calm	10
Rough	15
Stormy	20

LEVELING UP SKILLS

Every time you level up, you get more skill ranks, equal to the number you got at 1st level. So, if your human cleric with 12 Intelligence got 4 ranks at first level (2 cleric + 1 Intelligence modifier + 1 human), you get 4 more at 2nd level.

You put ranks in skills just like you did at 1st level, except now you can put more than one rank into each skill. However, **you can't have more ranks in a skill than your has character levels**. For example, if you had 1 rank in Heal at 1st level, you can put another rank in Heal at 2nd level, for a total of 2 ranks. If you want to get to 3 ranks in Heal, you have to wait until your character level is 3 or higher.

You're allowed to put ranks into skills with zero ranks. For example, you can go from 0 ranks in Climb at 1st level to 2 ranks in Climb at 2nd level.

You don't have to be good at **every** skill. Adventurers travel in groups so together they're good at most things. For example, if your group of adventurers has a rogue with a good Disable Device skill (to deal with traps), the cleric and fighter can put ranks in skills the rogue may not be good at, like Heal and Ride.

YOU ARE DONE WITH SKILLS. GO TO PAGE 32 TO FINISH YOUR CHARACTER.

Feats

Feats are special tricks you know or talents for doing certain things better than others. They help make your character stand out from other adventurers.

I STARTING FEATS

A 1st-level character starts the game with one feat. If you're a human, you get an extra feat at 1st level. All characters get another feat at 3rd level and one more at 5th level.

The pictures next to the feat names show what classes that feat is good for—use them to help make your choice.

Write your feats in Section I of your character sheet.

PREREQUISITES

Some feats have special requirements called "prerequisites" that you must have before you can take the feat. For example, you need an Intelligence score of 13 or higher to take the Combat Expertise feat. If you don't have the prerequisite, you can't take that feat. Some feats have more than one prerequisite.

BENEFIT, PENALTY, POWER-UP

BENEFIT tells you what the feat does or how to use it. For most feats, you can choose them only once—if you can choose a feat more than once, the Benefit section tells you so.
PENALTY tells you any penalties for using the feat.
POWER-UP tells you what the feat does at higher levels.

ACROBATIC STEPS

PREREQUISITE	DEXTERITY 15	Nimble Moves feat

BENEFIT

You can move through up to 15 feet of difficult terrain per round as if it were normal terrain. This is in addition to the 5 feet allowed by the Nimble Moves feat, for a total of 20 feet of difficult terrain per round.

CLEAVE

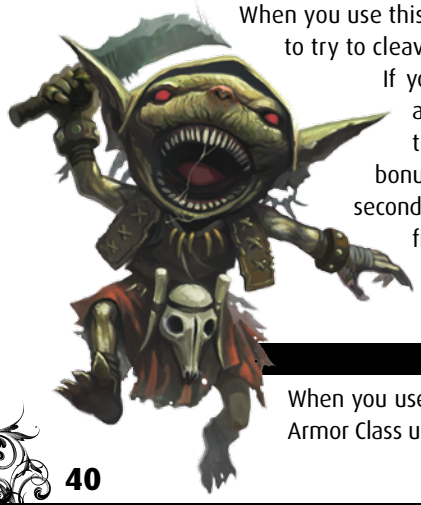
PREREQUISITE	STRENGTH 13	Power Attack feat	Attack Bonus +1

BENEFIT

When you use this feat, tell the GM that you're going to try to cleave. Then make a melee attack.

If you hit, you damage your opponent and get to make a free melee attack that round (using the same attack bonus) against a second creature. This second creature has to be adjacent to the first opponent and to you.

This feats only lets you make one extra attack per round.

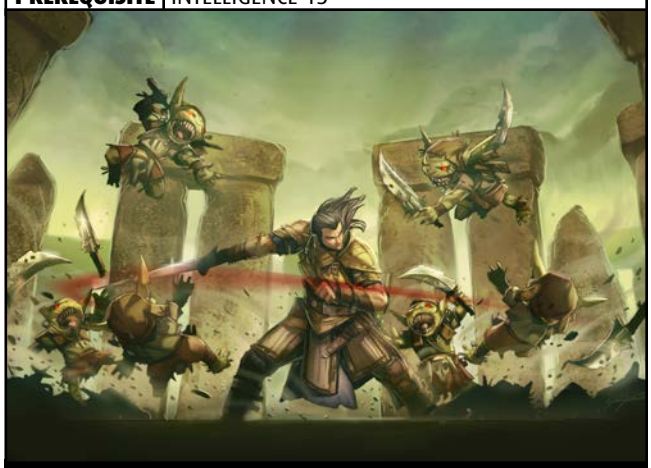


PENALTY

When you use this feat, take a –2 penalty to your Armor Class until your next turn.

COMBAT EXPERTISE

PREREQUISITE	INTELLIGENCE 13



BENEFIT

When you use this feat, you gain a +1 bonus to your Armor Class until the start of your next turn.

PENALTY

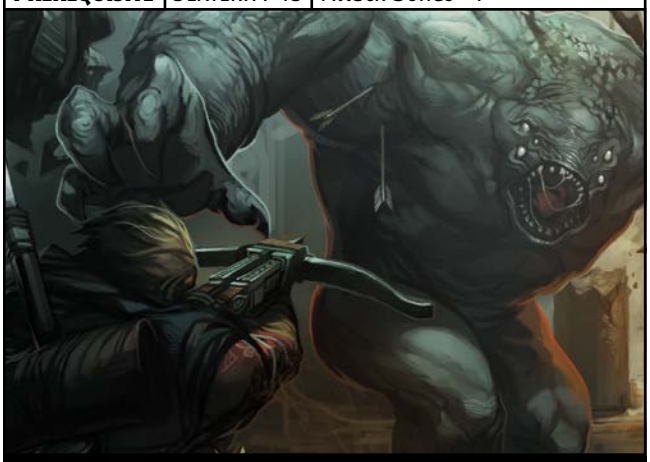
When you use this feat, you take a –1 penalty on melee attack rolls until the start of your next turn.

POWER-UP

If you're a 4th-level fighter, the AC bonus increases to +2 and the melee attack penalty increases to –2.

DEADLY AIM

PREREQUISITE DEXTERITY 13 | Attack Bonus +1



BENEFIT

When you use this feat, you gain a +2 bonus on your ranged damage rolls until the start of your next turn.

PENALTY

When you use this feat, take a –1 penalty on your ranged attack rolls until the start of your next turn.

POWER-UP

If you're a 4th-level fighter, the damage bonus increases to +4 and the ranged attack penalty increases to –2.

DODGE

PREREQUISITE DEXTERITY 13

BENEFIT

You gain a +1 bonus to your AC. If you lose your Dexterity bonus to AC (for example, if you are paralyzed or tied up), you lose the +1 AC bonus from this feat.

EXTRA CHANNEL

PREREQUISITES Cleric

BENEFIT

You can channel energy two additional times per day.

FLEET

PREREQUISITE None

BENEFIT

While you are wearing light or no armor, your base speed increases by 5 feet (1 square). You can choose this feat multiple times, which increases your speed 5 feet each time you choose the feat.

GREAT FORTITUDE

PREREQUISITE None

BENEFIT

You get a +2 bonus on all Fortitude saving throws.

IMPROVED CHANNEL

PREREQUISITE Cleric

BENEFIT

When you use your channel energy ability to damage undead creatures, increase the saving throw DC of that ability by +2.

This feat doesn't change the effect of using channel energy to heal living creatures.

IMPROVED GREAT FORTITUDE

PREREQUISITE Great Fortitude

BENEFIT

Once per day, when you roll a Fortitude saving throw and you think you're going to fail, you can decide to reroll and use the second roll instead of the first one.

You have to decide to use this feat before you know whether you made or failed the saving throw.

IMPROVED INITIATIVE

PREREQUISITE None

BENEFIT

You get a +4 bonus on initiative checks.

IMPROVED IRON WILL

PREREQUISITE Iron Will

BENEFIT

Once per day, when you roll a Will saving throw and you think you're going to fail, you can decide to reroll and use the second roll instead of the first one.

You have to decide to use this feat before you know whether you made or failed the saving throw.

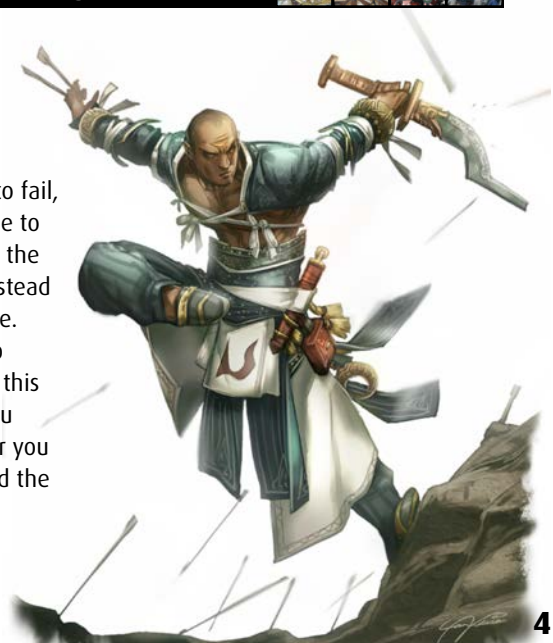
IMPROVED LIGHTNING REFLEXES

PREREQUISITE Lightning Reflexes

BENEFIT

Once per day, when you roll a Reflex saving throw and you think you're going to fail, you can decide to reroll and use the second roll instead of the first one.

You have to decide to use this feat before you know whether you made or failed the saving throw.



IMPROVED SPELL DIFFICULTY

PREREQUISITE Cleric or Wizard

BENEFIT

Pick one of your attack spells that has a saving throw. Add +2 to the saving throw Difficulty Class for that spell.

You can choose this feat multiple times, but you must pick a different spell each time you choose the feat.

IRON WILL

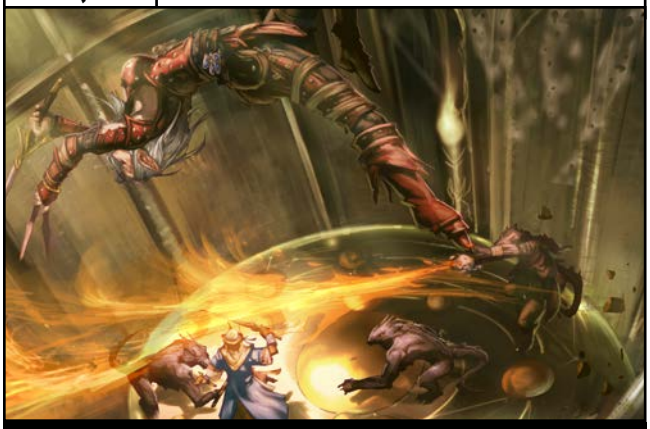
PREREQUISITE None

BENEFIT

You get a +2 bonus on all Will saving throws.

LIGHTNING REFLEXES

PREREQUISITE None



BENEFIT

You get a +2 bonus on all Reflex saving throws.

MARTIAL WEAPON PROFICIENCY

PREREQUISITE None

BENEFIT

Pick one martial weapon, like a battleaxe, longsword, shortbow short sword, or warhammer (see page 46). You are able to use this type of weapon in combat. (If you don't have proficiency in a weapon, you take a –4 penalty on your attack rolls with it.)

You can choose this feat multiple times, but you have to pick a different martial weapon each time that you choose the feat.

Fighters can't choose this feat because they can already use all martial weapons without a penalty.

NIMBLE MOVES

PREREQUISITE DEXTERITY 13

BENEFIT

Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This means that difficult terrain only costs you 5 feet of movement instead of 10 feet of movement.

POINT-BLANK SHOT

PREREQUISITE None

BENEFIT

You get a +1 bonus on ranged attack rolls and ranged damage rolls. You don't get this bonus if your target is more than 30 feet away.

POWER ATTACK

PREREQUISITE STRENGTH 13 | Attack bonus +1

BENEFIT

When you use this feat, you gain a +2 bonus on your melee damage rolls until the start of your next turn.

If you are using a weapon two-handed, this bonus is +3 instead of +2.

PENALTY

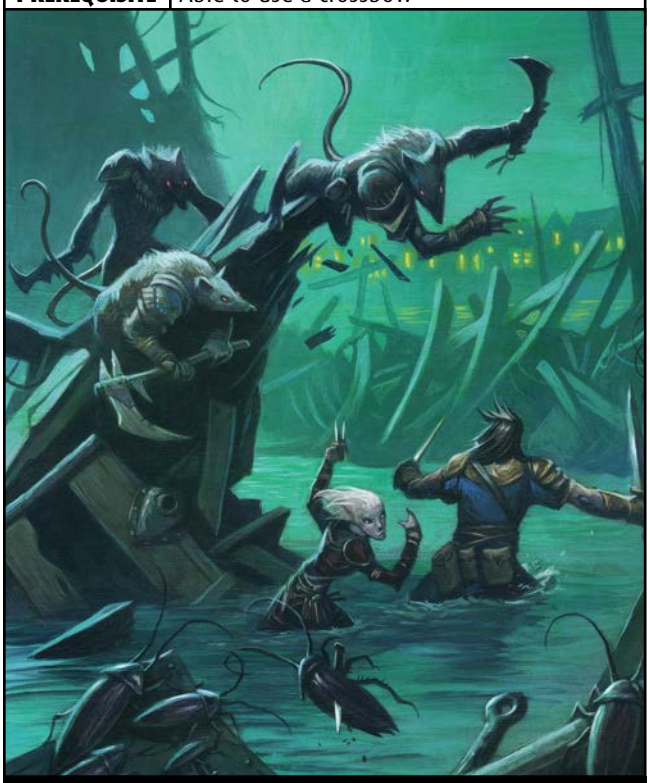
When you use this feat, take a –1 penalty on your melee attack rolls until the start of your next turn.

POWER-UP

If you're a 4th-level fighter, the damage bonus increases to +4 (or +6 if you are using a weapon two-handed) and the attack penalty increases to –2.

PRECISE SHOT

PREREQUISITE Able to use a crossbow



BENEFIT

If you shoot or throw a ranged weapon into melee combat, you do not take the normal –4 penalty for shooting into a melee (see page 56).

QUICK DRAW

PREREQUISITE Attack Bonus +1

BENEFIT

You can draw a melee or ranged weapon as a free action instead of as a move action.

RAPID RELOAD

PREREQUISITE Proficiency with the crossbow type chosen

BENEFIT

Pick either heavy crossbow or light crossbow. If you picked heavy crossbow, you can reload it as a move action. If you picked light crossbow, you can reload it as a free action.

You can choose this feat multiple times, but you have to pick a different type of crossbow each time you choose the feat.

SELECTIVE CHANNELING

PREREQUISITE CHARISMA 13 | Cleric

BENEFIT

When you use your channel energy ability, choose a number of creatures equal to your CHA Mod. These creatures are not affected by that use of channel energy (this lets you heal allies without healing nearby enemies).

SHIELD FOCUS

PREREQUISITE Able to use a shield

BENEFIT

Increase the AC bonus granted by any shield you are using by +1.

SIMPLE WEAPON PROFICIENCY

PREREQUISITE None

BENEFIT

You are able to use all simple weapons in combat. Only wizards can take this feat. (If you don't have proficiency in a weapon, you take a –4 penalty on your attack rolls with it.)

SKILL FOCUS

PREREQUISITE None

BENEFIT

Pick one skill. You get a +3 bonus on skill checks with that skill. You can choose this feat multiple times, but you have to pick a different skill each time you choose the feat.

TOUGHNESS

PREREQUISITE None

BENEFIT

Your total number of hit points increases by +3.

POWER-UP

At 4th level and 5th level,increase your hit points by +1.

WEAPON FINESSE

PREREQUISITE None

BENEFIT

When making a melee attack with a light weapon or rapier, you may use your DEX Mod instead of your STR Mod on the attack roll.

WEAPON FOCUS

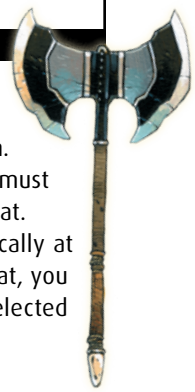
PREREQUISITE Attack Bonus +1

BENEFIT

Pick one weapon you can use, such as battleaxe, heavy crossbow, light mace, or longsword. You gain a +1 bonus on your attack rolls with that type of weapon.

You can choose this feat multiple times, but you must pick a different weapon each time you choose the feat.

Fighters get this feat as a class feature automatically at 1st level. If you are a fighter and you choose this feat, you must choose a different weapon than the one you selected with your 1st-level fighter Weapon Focus.



YOU ARE DONE WITH FEATS. GO TO PAGE 32 TO FINISH YOUR CHARACTER.

Equipment

A smart adventurer knows to bring the right equipment to the dungeon. This section details weapons, armor, and other useful adventuring items.

WEALTH AND MONEY (GP)

You begin play with a number of gold pieces that you can spend on weapons, armor, and other equipment, as follows:

Cleric	140 GP	Rogue	140 GP
Fighter	175 GP	Wizard	70 GP

COINS

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). You may also find treasures like gold statues or gems that are worth gp, and can use them like money—that's easier than carrying a lot of coins.

WEAPONS

Weapons come in a wide variety of shapes and sizes. All weapons deal hit point damage. When you hit a creature with a weapon, the creature subtracts that damage from its current hit points.

CRITICAL HITS

Every weapon has a chance to make a critical hit for extra damage. Critical hits are explained on page 59, in the Playing the Game section.

SIMPLE AND MARTIAL WEAPONS

Simple weapons are easy to use. Clerics, fighters, and rogues can use any simple weapon. Martial weapons require more training than simple weapons. Only fighters can use any martial weapon without penalty. Some feats let you learn how to use other weapons. Simple weapons are on page 45. Martial weapons are on page 46.

AMMUNITION

Bows, crossbows, and slings use ammunition—arrows for bows, bolts for crossbows, and sling bullets for slings. Once you fire an arrow, bolt, or sling bullet, it's destroyed, whether or not you hit.

ONE- OR TWO-HANDED?

Every weapon has a Hands box that tells you how many hands you hold it with when you use it in combat. If a weapon is a **light** weapon, you can wield it in one hand but can't use it two-handed. If a weapon is a **one-handed** weapon, you can use it either one-handed or two-handed (for extra damage). If a weapon is a **two-handed** weapon, you must use both hands to wield it.

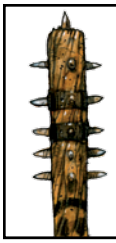
If you wield a melee weapon one-handed, add your STR Mod to melee damage when you attack with it. If you wield it two-handed, add 1-1/2 times your STR Mod to melee damage instead. When wielding a weapon with two hands, you can't use your second hand for anything else (you can *carry* the weapon in one hand, but you must use both hands when *attacking* with it).

MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. You get a +1 bonus on attack rolls with a masterwork weapon (it doesn't give you a bonus on damage, just on the attack roll). A masterwork weapon costs 300 gp more than the normal cost of the weapon (so a masterwork dagger costs 302 gp). You cannot get masterwork ammunition.

SIMPLE WEAPONS

Simple weapons require very little training for you to use effectively. Clerics, fighters, and rogues are automatically proficient in all simple weapons. Wizards are only proficient with a few simple weapons (see page 26). If you are not proficient with a weapon, you take a –4 penalty on your attack roll with it.



CLUB

RANGE INCREMENT: MELEE

This is usually a wooden weapon, though some clubs have nails pounded into them to increase the weight.

PRICE	HANDS	TYPE	DAMAGE	CRIT
0 GP	1	Bludgeoning	1d6	×2

DAGGER

RANGE INCREMENT: 10 FEET

You can use this weapon in melee or as a thrown weapon.

PRICE	HANDS	TYPE	DAMAGE	CRIT
2 GP	Light	Piercing/slashing	1d4	19–20 ×2

DART

RANGE INCREMENT: 20 FEET

This is a thrown weapon, about 1–2 feet long.

PRICE	HANDS	TYPE	DAMAGE	CRIT
5 SP	Light	Piercing	1d4	×2

HEAVY CROSSBOW

RANGE INCREMENT: 120 FEET

Loading this weapon is a full-round action that takes two hands. 10 crossbow bolts cost 1 gp and come with a quiver.

PRICE	HANDS	TYPE	DAMAGE	CRIT
50 GP	2	Piercing	1d10	19–20 ×2

HEAVY MACE

RANGE INCREMENT: MELEE

This weapon has an ornate metal head attached to a simple wooden or metal shaft.

PRICE	HANDS	TYPE	DAMAGE	CRIT
12 GP	1	Bludgeoning	1d8	×2

JAVELIN

RANGE INCREMENT: 30 FEET

This is a thrown weapon. You can use it like a spear in melee, but if you do, you take a –4 penalty on your attack roll.

PRICE	HANDS	TYPE	DAMAGE	CRIT
1 GP	Light	Piercing	1d6	×2

LIGHT CROSSBOW

RANGE INCREMENT: 80 FEET

Loading this weapon is a move action that takes two hands. 10 crossbow bolts cost 1 gp and come with a quiver.

PRICE	HANDS	TYPE	DAMAGE	CRIT
35 GP	2	Piercing	1d8	19–20 ×2

LIGHT MACE

RANGE INCREMENT: MELEE

This weapon has an ornate metal head attached to a simple wooden or metal shaft.

PRICE	HANDS	TYPE	DAMAGE	CRIT
5 GP	Light	Bludgeoning	1d6	×2

QUARTERSTAFF

RANGE INCREMENT: MELEE

This weapon is a simple piece of wood, about 5 feet long.

PRICE	HANDS	TYPE	DAMAGE	CRIT
0 GP	2	Bludgeoning	1d6	×2

SHORTSPEAR

RANGE INCREMENT: 20 FEET

This spear is about 3 feet long. You can use it in melee or as a thrown weapon.

PRICE	HANDS	TYPE	DAMAGE	CRIT
1 GP	1	Piercing	1d6	×2

SLING

RANGE INCREMENT: 50 FEET

Loading a sling is a move action that requires two hands. 10 sling bullets cost 1 sp and come with a small pouch.

PRICE	HANDS	TYPE	DAMAGE	CRIT
0 GP	1	Bludgeoning	1d4	×2

SPEAR

RANGE INCREMENT: 20 FEET

This stabbing weapon is 5 feet long. You can use it in melee or as a thrown weapon.

PRICE	HANDS	TYPE	DAMAGE	CRIT
2 GP	2	Piercing	1d8	×3

UNARMED STRIKE

RANGE INCREMENT: MELEE

This attack is any sort of punch, kick, or unarmed attack you'd make in unarmed combat. All characters can use unarmed strikes.

PRICE	HANDS	TYPE	DAMAGE	CRIT
0 GP	Light	Bludgeoning	1d3	×2

MARTIAL WEAPONS

Martial weapons require some training to use effectively. Fighters are proficient in all martial weapons. A cleric can use the martial weapon of his or her deity. Rogues are proficient with a few martial weapons (see page 24). If you are not proficient with a weapon, you take a –4 penalty on your attack roll with it.

BATTLEAXE

RANGE INCREMENT: MELEE

This is a single-bladed axe. The blade may be straight or curved.

PRICE	HANDS	TYPE	DAMAGE	CRIT
10 GP	1	Slashing	1d8	×3

GREATAXE

RANGE INCREMENT: MELEE

This is a large, two-bladed axe.

PRICE	HANDS	TYPE	DAMAGE	CRIT
20 GP	2	Slashing	1d12	×3

GREATSWORD

RANGE INCREMENT: MELEE

This immense two-handed sword is about 5 feet long.

PRICE	HANDS	TYPE	DAMAGE	CRIT
50 GP	2	Slashing	2d6	×2

LIGHT HAMMER

RANGE INCREMENT: 20 FEET

You can use a light hammer in melee or as a thrown weapon.

PRICE	HANDS	TYPE	DAMAGE	CRIT
1 GP	Light	Bludgeoning	1d4	×2

LONGBOW

RANGE INCREMENT: 100 FEET

This bow is about 5 feet long. You can't use it while mounted. 20 arrows cost 1 gp and come with a quiver.

PRICE	HANDS	TYPE	DAMAGE	CRIT
75 GP	2	Piercing	1d8	×3

LONGSWORD

RANGE INCREMENT: MELEE

This sword is about 3–1/2 feet long.

PRICE	HANDS	TYPE	DAMAGE	CRIT
15 GP	1	Slashing	1d8	×2

RAPIER

RANGE INCREMENT: MELEE

This is a fencing sword. You can use Weapon Finesse with it. When you use it two-handed, you don't get the 1–1/2 STR Mod bonus to damage.

PRICE	HANDS	TYPE	DAMAGE	CRIT
20 GP	1	Piercing	1d6	×2

SCIMITAR

RANGE INCREMENT: MELEE

This is a curved, bladed weapon about the same size and weight as a longsword.

PRICE	HANDS	TYPE	DAMAGE	CRIT
15 GP	1	Slashing	1d6	×2

SHORT SWORD

RANGE INCREMENT: MELEE

This sword is about 2 feet long.

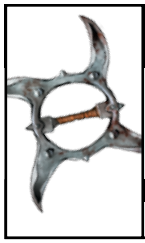
PRICE	HANDS	TYPE	DAMAGE	CRIT
10 GP	Light	Piercing	1d6	×2

SHORTBOW

RANGE INCREMENT: 60 FEET

This bow is about 3 feet long. You can use a shortbow while mounted. 20 arrows cost 1 gp and come with a quiver.

PRICE	HANDS	TYPE	DAMAGE	CRIT
30 GP	2	Piercing	1d6	×3



STARKNIFE

RANGE INCREMENT: 20 FEET

You can use a starknife in melee or as a thrown weapon.

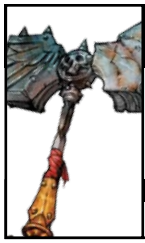
PRICE	HANDS	TYPE	DAMAGE	CRIT
24 GP	Light	Piercing	1d4	×3

THROWING AXE

RANGE INCREMENT: 10 FEET

This weapon is a small axe about the size of a hatchet. You can use it in melee or as a thrown weapon.

PRICE	HANDS	TYPE	DAMAGE	CRIT
8 GP	Light	Slashing	1d6	×2



WARHAMMER

RANGE INCREMENT: MELEE

This heavy, long-handled weapon is like a sledgehammer, but with a large metal head.

PRICE	HANDS	TYPE	DAMAGE	CRIT
12 GP	1	Bludgeoning	1d8	×3

ARMOR AND SHIELDS

All types of armor are either light, medium, or heavy. Light armor does not slow you down—you move at your normal speed. Medium and heavy armor slows humans and elves to 20 feet. Armor and shields give you a bonus to your Armor Class (listed in the upper right corner of the armor's box). If you wear armor and a shield, you add both of these numbers to your Armor Class. You can only wear one set of armor and one shield at a time.

WEARING ARMOR

You can strap on or remove a shield as a move action. You can put on or take off leather armor, studded leather, or a chain shirt in 1 minute. You can put on a breastplate, scale mail, chainmail, or splint mail in 4 minutes, or take it off in 1 minute (with help, this takes half the normal time). You can put on half-plate or full plate in 4 minutes, or remove it in 1d4+1 minutes (you must have help).

Armor is hard to sleep in. Light armor is barely comfortable enough to sleep in without giving you any penalties. If you sleep in medium or heavy armor, the next day you are fatigued (–1 penalty on any roll that uses your STR Mod or DEX Mod).

CHAIN SHIRT

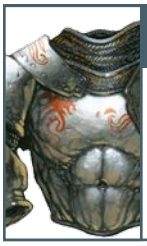
100 GP | +4 | LIGHT

Covering the torso, this shirt is made up of thousands of interlocking metal rings. A chain shirt is the best kind of armor that a rogue can wear—it provides good protection, yet is still light enough to be quiet.

CHAINMAIL

150 GP | +6 | MEDIUM

This suit of interlocking metal rings covers your torso, legs, and arms. The suit includes gauntlets. Chainmail is the best kind of armor that a cleric can wear—it provides good protection, but is a little bulky.



FULL PLATE

1,500 GP | +9 | HEAVY

This metal suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Full plate is the best kind of non-magical armor a character can get.

HALF-PLATE

600 GP | +8 | HEAVY

Combining elements of full plate and chainmail, half-plate includes gauntlets and a helm. Many fighters switch to half-plate as soon as they can afford it, and switch to full plate once they have enough money.

HEAVY STEEL SHIELD

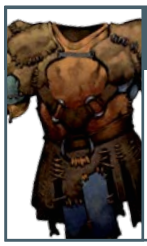
20 GP | +2 | SHIELD

You strap a heavy shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else—you can't carry anything with that hand and can't use two-handed weapons.

HIDE ARMOR

15 GP | +4 | MEDIUM

This armor is made of thick furs and animal hides. It is bulky, but inexpensive. Depending on where you get it, it might be bear skin, rhino hide, giant lizard, or something stranger. Primitive warriors and clerics often wear this.



LEATHER ARMOR

10 GP | +2 | LIGHT

Leather armor is made up of pieces of boiled leather carefully sewn together. Most rogues prefer studded leather for better protection. In poor settlements or hot lands, the town guard may wear leather armor instead of metal armor.

LIGHT STEEL SHIELD

9 GP | +1 | SHIELD

You strap a light shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand (like a torch or a lantern), although you can't use a weapon with that hand.

SCALE MAIL

50 GP | +5 | MEDIUM

Scale mail is made up of dozens of small overlapping metal plates. The suit includes gauntlets. It is much cheaper than chainmail and gives almost the same protection, so many new adventurers wear scale mail.

SPLINT MAIL

200 GP | +7 | HEAVY

Splint mail is made up of metal strips sewn to a hard leather undercoat. The suit includes gauntlets. Splint is the cheapest heavy armor you can get. Some fighters save money by wearing splint mail instead of half-plate.

STUDDED LEATHER

25 GP | +3 | LIGHT

Similar to leather armor, this suit is reinforced with small metal studs. It is much cheaper than a chain shirt, so most rogues start with a suit of studded leather, then upgrade to a chain shirt when they can afford it.

J ADVENTURING GEAR

Adventurers need special gear to survive daily battles and explore deadly dungeons. Whether you need rope to climb a cliff, holy water to repel a vampire, or a set of good lockpicks to open a treasure chest, make sure you have the tools you need to get the job done!

ADVENTURER'S KIT — 7 GP

This bundle of gear includes all of the basic equipment that most adventurers need: a backpack, a bedroll, a belt pouch, a sack, a set of clothes, torches (10), trail rations (5 days), and a waterskin.

ALCHEMIST'S FIRE — 20 GP

This is a thrown weapon. Make a ranged touch attack (see page 58). If you hit, the target takes 1d6 points of fire damage. The target must spend its next turn putting out the fire (Reflex DC 15 save) or take 1d6 fire damage (the fire then burns out).

ANTITOXIN — 50 GP

If you drink a vial of antitoxin (a standard action), you get a +5 bonus on Fortitude saving throws against poison for 1 hour.

BACKPACK — 2 GP

A backpack is made of leather and canvas. It has a flap at the top that closes with a buckle, and straps underneath to hold a bedroll. It can hold about 3 cubic feet of stuff. You can put on or take off a backpack as a move action.

BEDROLL — 1 SP

This is a heavy blanket for sleeping. It is wide enough that you can fold it in two, sleep on half of it, and pull the other half over you. You can roll it up tightly to carry it easily, or tie it under a backpack.

BELT POUCH — 1 GP

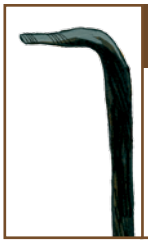
This is a leather container a little bigger than a clenched fist. It has a strap and a button to keep it closed. It can hold about 50 coins.

CANDLE — 1 CP

A candle dimly illuminates a small area, increasing the light level (see page 51) in a 5-foot radius by one category. A candle cannot increase the light level above normal light. A candle burns for 1 hour.

CHALK — 1 GP

Adventurers use chalk to mark the location of traps and secret doors and directions to the way out of a dungeon. A typical piece of chalk is about 3 inches long and lasts for about 300 words or 300 feet of lines.



CROWBAR — 2 GP

A crowbar gives you a +2 bonus on Strength checks made to force open a door or chest. You can use it like a club, but take a –4 penalty on your attack roll if you do.

FLINT AND STEEL — 1 GP

You strike flint against a piece of steel to make sparks so you can start a fire. Lighting a torch, campfire, or other combustible items with flint and steel is a full-round action.

GRAPPLING HOOK — 1 GP

You can use a grappling hook with a rope instead of tying the rope to a piton or outcropping. You can throw a grappling hook to catch onto an object by making a ranged attack roll against Armor Class 10.

HOLY SYMBOL — 1 GP/25 GP

A holy symbol focuses divine power. If you're a cleric, you must hold your holy symbol to use your channel energy ability. Each religion has its own holy symbol. A wooden holy symbol costs 1 gp, and a silver one costs 25 gp.

HOLY WATER — 25 GP

Holy water is a thrown weapon that burns undead like acid. Make a ranged touch attack (see page 58). If you hit, the undead takes 2d4 points of damage. Holy water does no damage to creatures that aren't undead.

HORSE — 75 GP

A horse is suitable as a mount for a human, dwarf, or elf. You can use one as a pack horse to carry equipment and treasure. Horses usually refuse to go indoors or underground.

SACK — 1 SP

This is a large canvas sack with a heavy drawstring to keep it closed. It holds about 2 cubic feet of stuff. You can tie a sack to your belt or to a backpack.

LANTERN — 7 GP

A lantern sheds normal light in a 30-foot radius and increases the light level (see page 51) by one category for 30 feet beyond that area. A lantern burns for 6 hours on 1 pint of oil. You can carry a lantern in one hand.

SPELLBOOK — 15 GP

A spellbook has 100 pages. Each spell takes up one page per spell level. If you are a wizard, you start the game with a spellbook containing all the spells you know, and you must have your spellbook to prepare your spells.

MIRROR — 10 GP

This polished steel mirror is useful for looking around corners without sticking your head out. A typical mirror is about 4 inches across.

THIEVES' TOOLS — 30 GP

You need this lockpicking kit to use the Disable Device skill. If you don't have thieves' tools, you must use improvised tools like a bent wire and a dagger, which gives you a –2 penalty on Disable Device checks.

OIL — 1 SP

This 1-pint flask of oil is used for lanterns. You can pour it on the ground to make a 5-foot-square slippery area. If lit, it burns for 2 rounds and does 1d3 points of fire damage each round. It doesn't explode if you try to throw it like alchemist's fire.

TORCH — 1 CP

A torch sheds normal light in a 20-foot radius and increases the light level (see page 51) by one category for 20 feet beyond that area. It burns for 1 hour. If you use a torch like a club, you have a –4 attack roll penalty (1d3 damage +1 fire damage).

PITON — 1 SP

Pitons are small iron spikes that you hammer into the floor or wall. You can use them to hold doors open or closed, tie ropes to them, or use them to hold tents in place.

TRAIL RATIONS — 5 SP

These rations provide a day's worth of food for an adult dwarf, elf, or human. It can be stored for a long time without spoiling. Trail rations typically consist of beef jerky, hard cheese, hard biscuits, and dried fruit.

POLE — 5 CP

This is a 10-foot-long wooden pole, useful for poking the ground ahead of you to check for traps or quicksand.

WATERSKIN — 1 GP

A waterskin is a sealed container that can hold a half gallon of water, ale, wine, or other liquid without leaking.

ROPE — 1 GP

This 50-foot length of rope is sturdy and durable. You can cut it by dealing 2 points of damage to it. If you are tied up, you can burst the rope with a DC 23 STR check.

YOU ARE DONE WITH EQUIPMENT. GO TO PAGE 32 TO FINISH YOUR CHARACTER.

Playing the Game

Now that you have a character, it's time to look at the rules for playing the game. Playing the game usually happens in one of two modes: exploration or combat.

EXPLORATION

Exploring the game world happens at a very different pace than combat. Entire days might pass in seconds of real time as you and your group of adventurers travel from one city to the next, but you may spend an hour in real time negotiating with the head of the thieves' guild to free a kidnapped prince. The pace of the game is decided by the Game Master, but it is also influenced by your decisions.

ENCOUNTERS

While playing your character, you'll have many encounters. Encounters are individual "scenes," decided by the Game Master and your actions. An encounter might be an argument with the owner of a local shop, a chase through a haunted forest, or an attempt to rescue a villager from a burning building. Encounters can be solved through skill checks, investigating clues, or combat (described later in this chapter). How an encounter is resolved often depends upon the decisions you make for your character.

For example, while you are traveling through the wilderness, the GM describes a crumbling tower ahead. You might decide to sneak up to the tower, in which case the GM will have you use the Stealth skill. Or you might spy on it to see if it is occupied, and the GM will have you use the Perception skill. Or you might walk right up to it, only to have a giant spider jump out, in which case the GM starts combat. All of these outcomes are very different from one another. Which one occurs depends upon your decisions and the skills of your character and your allies.

MAKING CHECKS

You use the dice to see if your character succeeds or fails at a task. Many of the rolls you'll have to attempt are called "checks." For example, the GM might say "attempt a Strength check" or "attempt a Climb check." Each of these checks works the same way. When the GM tells you to attempt a check, do this:

Roll 1d20 + character bonuses + modifiers from the GM

Add those numbers together. The higher the total, the better you did. Meanwhile, the GM secretly figures out a Difficulty Class (DC) for your check. If the result of your check is equal to or greater than the DC, then you succeed at the check. If the result is less than the DC, you fail.

The character bonuses depend on what type of check the GM wants you to do.

SKILL CHECK: When making a skill check, add your total number of ranks from the skill, the ability score modifier used by the skill (like your STR Mod for Climb), and any other associated bonuses your character has from feats, race, or class (add these up on your character sheet ahead of time). The DCs for common uses of skills are listed in the Skills section earlier in this book.

ABILITY CHECK: In an ability check, you just add one of your ability modifiers. You use ability checks when there's no skill that covers what you want to do. For example, you might be asked to attempt a STR check when attempting to break down a door.

OVERLAND MOVEMENT

Outside of combat, you can move about without having to worry too much about your speed. If how fast you move is important to the story, here's how fast you normally travel:

Unarmored human or elf	3 miles per hour
Human or elf in medium or heavy armor	2 miles per hour
Dwarf	2 miles per hour
Character riding a horse	5 miles per hour

You can move at these speeds for up to 8 hours each day. Moving more than 8 hours in this way tires you out and deals 1d6 points of damage to you for every hour after those first 8 hours. You can choose to "hustle" at double this speed, but only for one hour. After one hour of hustling, you take 1 point of damage and you're fatigued. Each hour after that, you take 2 points of damage.

These speeds are for moving down a road or well-worn path. Moving through the wilderness or swamps can reduce your speed by up to half. Your GM will tell you when the terrain reduces your speed.

Movement in combat works a little differently. See Move Actions on page 55 for more information.

LIGHT

Your adventures will often take you into crumbling caves, filthy sewers, and deadly dungeons, all of which are usually dark. Having a simple light, such as a torch or a *light* spell, can make all the difference. To keep things simple, there are four different light levels commonly used in the game.

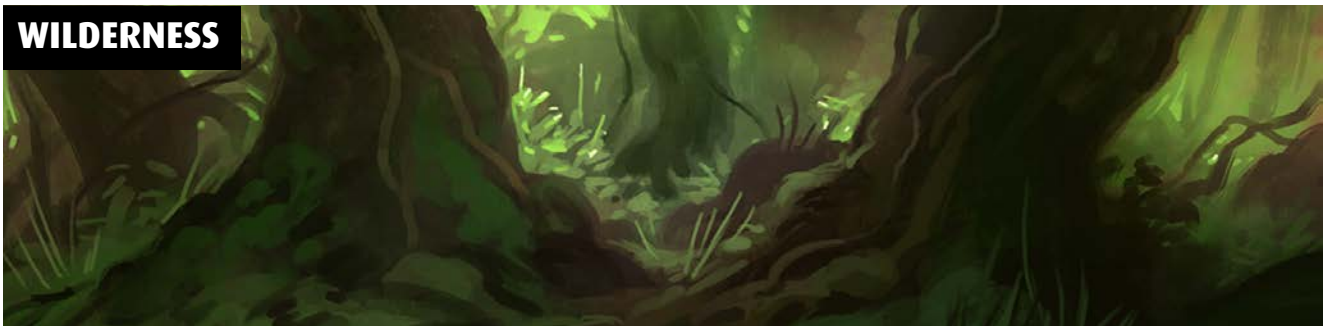
BRIGHT LIGHT: Everyone can see in this light. Creatures that are sensitive to light take penalties in areas this bright. Examples of bright light include direct sunlight and inside the area of a *daylight* spell.

NORMAL LIGHT: This is the average level of light. Everyone can see in this light. Examples of this light include sunlight under a tree, torches, lanterns, and the *light* spell.

DIM LIGHT: This is a gloomy sort of light. Dwarves and other creatures with darkvision can see normally in dim light. Other creatures can see, but not clearly; when they make attacks in dim light, there's a greater chance they'll miss (see Concealment, page 59). Examples include moonlight and candlelight.

DARKNESS: This is total darkness. Dwarves and other creatures with darkvision can see normally in darkness. Creatures without darkvision can't see at all. If you can't see in darkness, when you make an attack roll there is a 50% chance the attack misses (01–50 on d%), even if the attack roll would normally hit. Examples of darkness include dungeons, caves, and areas of magical darkness (like from a *darkness* spell).

LIGHT SOURCES: Light sources give off light in a specific radius. For example, a torch gives off normal light in a 20-foot radius. Each light source lists the range and light level that it provides. If you have low-light vision (as elves do) you can see as if this radius were doubled. For example, if you're an elf, you can see normally within 40 feet of a torch.



ENVIRONMENTS

When exploring, there are many kinds of environments you are likely to encounter, from haunted forests to deadly dungeons and crowded cities. Each environment comes with its own unique challenges and encounters. Your Game Master has most of the details about these environments, but here are the basics that you should know.

DUNGEON: A "dungeon" is any series of rooms or chambers, such as a sewer, cave, crypt, temple, or even an actual dungeon. When exploring a dungeon, you may encounter traps. Traps are mechanical or magical devices that activate when you come near and do damage or cause some other effect. For example, the most common trap is a pit trap. If you walk on a pit trap, it opens and you fall to the pit's bottom, taking damage. You can use the Perception skill to find traps and the Disable Device skill to disarm them before they are triggered. You may discover hazards like locked doors, water-filled chambers, and deadly fungi while exploring dungeons, as well as combat encounters with the monsters that live there.

WILDERNESS: The wilderness is all the other parts of the world—forests, deserts, mountains, oceans, and so on. You travel through the wilderness while making your way to the next adventure. Many kinds of monsters live in the wilderness, from hungry werewolves to giant spiders. The wilderness also contains natural hazards like quicksand, freezing cold, and the scorching sun. It's safer to follow the road when traveling through the wilderness, but some places have no roads, and heroes don't always play it safe.

CITY: Cities are places where people live, ranging from tiny communities of just a few houses to vast, walled towns. In cities you can buy new gear, sell treasure, and rest from your previous adventures. Cities are not without danger. Thieves lurk in the shadows, and sometimes the sewers are filled with monsters. Evil clerics hide in ancient vaults, worshiping vile gods, while cruel wizards plot and scheme. Despite these dangers, the city is a safe place for the most part, but you never know where adventure might be found.

TIME PASSES

You don't have to be in combat to use your character's abilities. If you want to cast one of your prepared spells, you can at any time—many spells have long durations because you probably cast them long before combat starts. If you want to draw a weapon, or use your channel energy ability to heal someone, eat dinner, search for a trap, you can do it in exploration mode—you don't have to be in combat mode.

COMBAT

In parts of the world where monsters are common, a sharp sword and sturdy shield are a far more effective means of communication than words. Combat is a common part of the game, and it runs quite a bit differently than exploration. Instead of everyone acting whenever they want, you take turns, and there are rules for what you can and can't do on your turn. This section of the book describes combat, including how to attack, cast spells, and move during combat.

COMBAT OVERVIEW

Combat in the game occurs whenever two or more creatures decide to attack one another using weapons, claws, spells, or other abilities. When this happens, everyone attempts an initiative check to see who goes first, second, and so on.

Time in combat is measured in **rounds**. Each round is 6 seconds long—enough time to move a bit and either swing a weapon or cast a spell. Ten rounds is 1 minute (60 seconds) of game time. The Game Master counts down from the highest initiative roll to the lowest, and when your initiative is called it is your **turn**. On your turn you get to take all of your actions, and when you're done the GM counts down to the next creature. Once everyone has had a turn, a new round starts and the GM starts the countdown again. This repeats until the combat is over—usually when all creatures on one side have died, run away, or surrendered.

MAP SQUARES

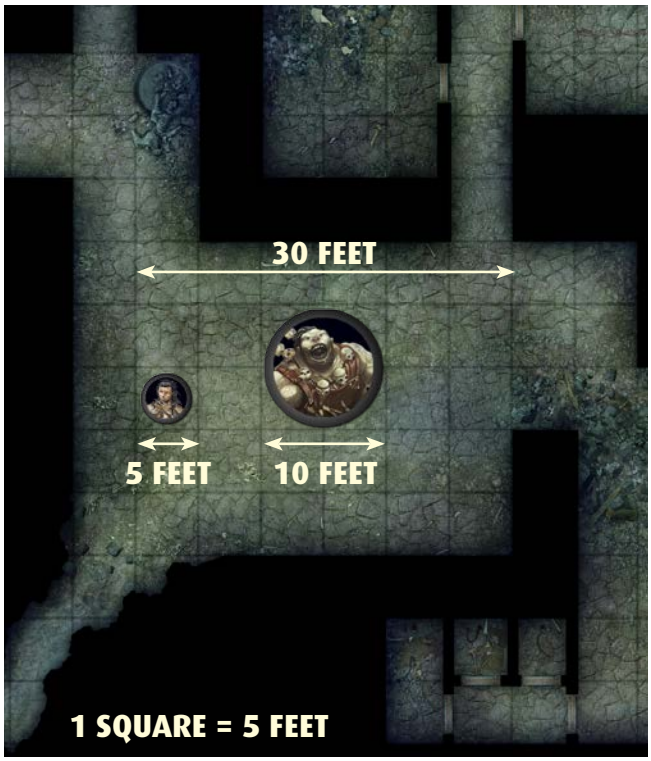
When combat starts, it is helpful to use a map of the area with a square grid, such as the laminated Flip-Mat included in the box (you can use the blank side with the grid to draw your own maps with a dry-erase or wet-erase marker). The grid is measured in 5-foot squares, so you can use the grid to count out distance. For example, 30 feet is 6 squares on the map (30 divided by 5 = 6).

A dwarf, elf, or human takes up exactly 1 square—not that the character is completely filling that square, but it represents the physical space of the character and how much area they can control, sort of like their "personal space." Most monsters take up only 1 square, just like a human. Some larger ones (such as ogres) take up 4 squares (a 10-foot-by-10-foot area).

You don't have to keep track of what direction you're facing or looking—assume that a typical adventurer or monster is always expecting danger and is constantly looking around for trouble, especially in the middle of combat!

A creature can attack an enemy in any adjacent square. Some monsters have the ability to reach more than 1 square away; the Game Master has information on how this works.

The *Pathfinder RPG Beginner Box* includes dozens of cardboard pawns you can use to represent characters and monsters in a combat encounter. Having these pawns on a combat grid helps keep track of where your character is, how far your character can reach, which monsters are still alive, how far you can move on your turn, and so on. Combat encounters can get very tactical, and knowing what square you're in can be very important. Choose a pawn that



resembles your idea of what your character looks like (if you can't find one that matches what you look like, you can use any pawn as a generic marker for your character).

INITIATIVE

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check:

Initiative = 1d20 + DEX Mod

If you have the Improved Initiative feat (see page 41), you get a +4 bonus on the roll (this is already on your character sheet). The GM writes all of the initiatives in order on a piece of scratch paper, from highest to lowest. If there is a tie, all creatures in the tie should roll 1d20 to determine which goes first.

Your initiative check doesn't change during the combat, even if you don't take an action on your turn or you fall unconscious.

Initiative is like a clock—when you get to the lowest initiative number, it loops back to the highest number and starts all over again, and the creature with the highest initiative goes first.

SURPRISE

Sometimes combat begins with one side being surprised by the other—you surprised the monsters or the monsters surprised you. This usually happens with an ambush, or when one group sneaks up on the other group. When this happens, the GM has each sneaky creature attempt a Stealth check and the other group attempts Perception checks to notice the sneaky creatures (this is an opposed skill check; see page 34). Anyone who fails the Perception check is **surprised** for the first round, which is called the "surprise round."

If anyone is surprised in a combat, two special things happen in the surprise round. One, anyone who is surprised can't take **any** actions. Two, anyone who isn't surprised can take only **one** action (a standard action or a move action). Once the first round is over, nobody is surprised, and everyone can take actions.

If nobody is surprised at the start of combat, there is no surprise round and everyone takes turns normally.

COMBAT ROUND SEQUENCE

1. Is anyone surprised?
2. Everyone roll initiative!
3. GM puts everyone in initiative order.
4. In initiative order, everyone takes a turn. Surprised creatures can't take actions on the first round.
5. End of round. Go to step 4.

TAKE TURNS

When going through the initiative order, each creature gets a turn. On your turn, you can take one or more actions. There are three kinds of actions.

FREE ACTIONS: A free action takes almost no time to accomplish or can be done during other actions. As a free action you can talk, drop a held item, fall prone (flat on the ground), and so on.

MOVE ACTIONS: A move action takes up a small amount of time in a turn. As a move action you can move up to your speed, draw a weapon, pick up an item from the ground, stand up from prone, get on or off a horse, buckle on a shield, and so on.

STANDARD ACTIONS: A standard action takes up most of your turn. As a standard action you can make a melee attack or a ranged attack, cast a spell, activate a magic item, or use a class feature like channel energy. You can also use a standard action to take a move action, even if you used your move action.

You can take one action of each type on your turn. For example, you could drop your crossbow as a free action, draw your sword as a move action, and attack a goblin as a standard action. You don't have to take all three types of actions on your turn. For example, if you were already holding your sword, you could just attack the goblin with your standard action and not use your move action or free action. You can take your actions in any order—attacking and then moving away or moving to an enemy then attacking are both allowed. You can't "save up" actions from one turn to use them on your next turn. Sometimes (like in a surprise round) you won't be able to use all of your actions in a turn.

Full-Round Actions (Special): Some slow or complex things require you to spend a "full-round action" to do them, like lifting a heavy gate or disabling a trap. When you spend a full-round action, you use your standard action and your move action for that turn, but you can still take your free action.

More info on the three kinds of actions is next.

FREE ACTIONS

Free actions take hardly any time at all. You can usually only do one free action each turn, though the GM may allow you to do more than one on your turn. For example, you could shout a warning to a friend and drop your crossbow at the same time. Some skills, feats, and spells may let you do other types of free actions.

DROP AN ITEM: You can drop an item you're holding into your square or an adjacent square.

DROP PRONE: You can drop prone in your square.

5-FOOT STEP: You can move 5 feet (1 square) in any direction, but only if you don't use your move action or standard action to move (in other words, you can't use this to get another 5 feet of movement on your turn). If you take this action, it is the only movement you can do this round. You cannot take a 5-foot step if your movement is slowed or you are moving into terrain that slows you down (like mud or bushes).

SPEAK: In general, speaking is a free action. Speaking more than a few sentences is generally beyond the limit of a free action—after all, a round is only 6 seconds, so you can't talk more than that long on your turn. Sometimes you have to talk as part of using a skill (like Diplomacy) or casting a spell, but that's included in the action for using the skill.

MOVE ACTIONS

Move actions take a little bit of time—slightly less than half your turn.

MOVE: You can spend a move action to move around on the map. Moving includes climbing with the Climb skill and swimming with the Swim skill. On a map with a grid, 1 square is 5 feet.

Humans and elves normally move at a speed of 30 feet (6 squares). Medium or heavy armor slows humans and elves down to 20 feet (4 squares). Dwarves always move at a speed of 20 feet (4 squares), even in medium or heavy armor. Because you can use a standard action to take a move action, you can move up to twice your speed on your turn (once as your move action, once as your standard action); this is called a "double move."

MOVING THROUGH CREATURES: You can move through an ally's square, but you can't end your movement there. You can't move through or end your movement in an enemy's square. If a creature is helpless (unconscious, paralyzed, and so on) you can move through or end your turn in its square, whether it is an ally or an enemy.

DIAGONALS: You can move diagonally on a square grid. The first diagonal counts as 5 feet, the second counts as 10 feet, the third as 5 feet, the fourth as 10 feet, and so on. You can't move diagonally around a corner or through a doorway (you have to move straight 1 square, then to the side 1 square). You can move diagonally past a creature. You can move diagonally past other obstacles such as pits.

DIFFICULT TERRAIN: Difficult terrain is something that slows down your movement, such as heavy undergrowth, broken ground, or steep stairs. Each square of difficult terrain counts as 10 feet (2 squares) of movement. Every diagonal move into a difficult terrain square counts as 15 feet (3 squares) of movement. If you are flying, difficult terrain doesn't slow you down.

ACCIDENTALLY ENDING MOVEMENT IN AN ILLEGAL SPACE: Rarely, you may accidentally end your movement in a space where you're not allowed to stop. When that happens, you actually end in either the most recent allowed square you were in, or the closest allowed square (if that's closer to where you tried to stop).

MINIMUM MOVEMENT: Even if you're slowed down, you can spend a full round (your move plus your standard action) to move 5 feet (1 square) in any direction, even diagonally. Obviously, this doesn't let you walk through walls or to a square you couldn't actually reach (like diagonally around a corner). Basically, unless you're completely unable to move, your minimum movement for a move action is always 5 feet.

DRAW/SHEATHE A WEAPON: You can draw a weapon from its sheath and be ready to fight with it as a move action. You can put a weapon away as a move action. You can use this action for other objects you're carrying that are in easy reach, like a magic wand, a potion, or a scroll. If the weapon or object is in your backpack or hard to reach, you have to use the Use an Item action (see page 56).

If your attack bonus is +1 or higher, when you use the move action to move, you also can draw a weapon as a free action.

Drawing arrows, crossbow bolts, or sling bullets isn't an action at all—you can do it automatically as part of using your standard action to attack with a bow, crossbow, or sling.

USE AN ITEM: Moving or manipulating an item is usually a move action. This includes opening or closing a door, getting something out of your backpack, reloading a light crossbow, knocking over a table or chair, and so on.

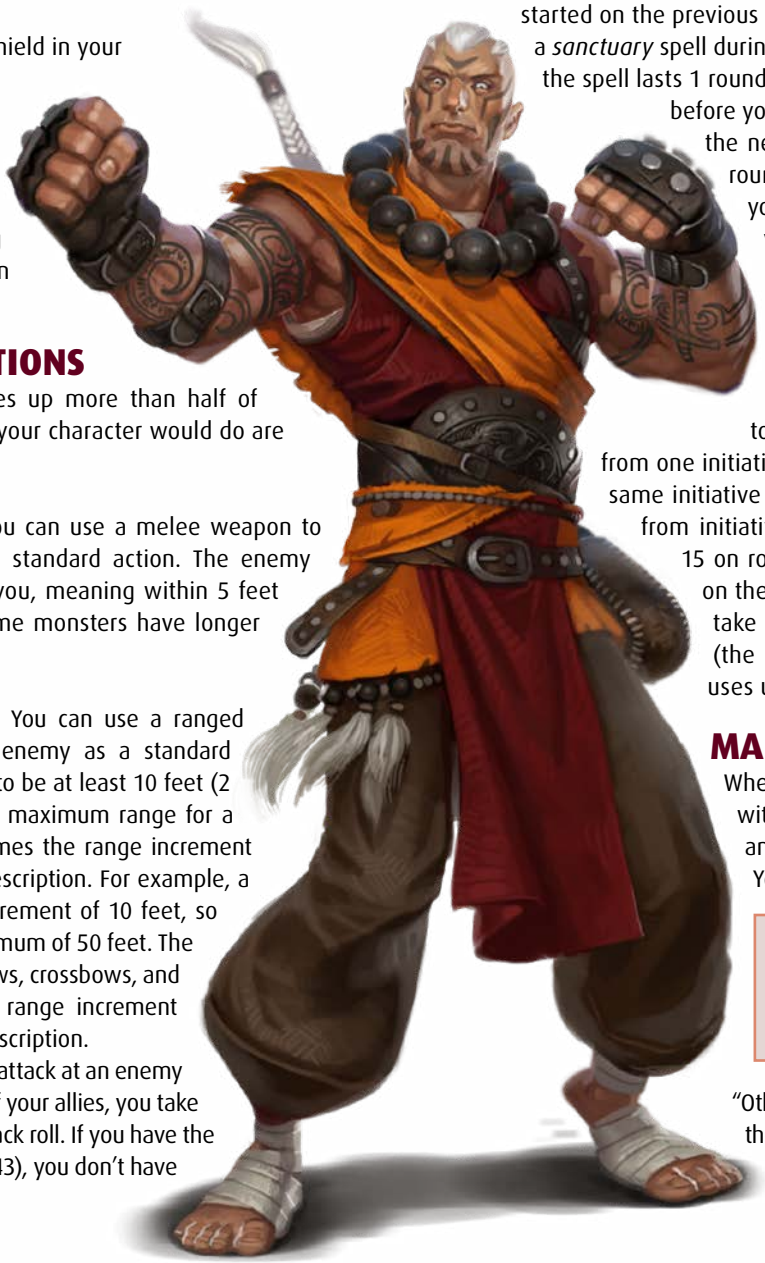
MOUNT/DISMOUNT A HORSE: Mounting or dismounting a horse is a move action.

READYING OR REMOVING A SHIELD: Strapping a shield to your arm to gain its shield bonus to your AC is a move action. Removing a shield you're wearing is a move action.

If your attack bonus is +1 or higher, when you use the move action to move you can also ready or remove a shield as a free action.

If you're carrying a shield in your hand (not wearing it strapped to your armor), you can drop it as a free action.

STAND UP: Standing up from a prone position is a move action.



STANDARD ACTIONS

A standard action takes up more than half of your turn. Most things your character would do are standard actions.

MELEE ATTACK: You can use a melee weapon to attack an enemy as a standard action. The enemy has to be adjacent to you, meaning within 5 feet (1 square) of you. (Some monsters have longer reach than this.)

RANGED ATTACK: You can use a ranged weapon to attack an enemy as a standard action. The enemy has to be at least 10 feet (2 squares) from you. The maximum range for a thrown weapon is 5 times the range increment listed in the weapon description. For example, a dagger has a range increment of 10 feet, so you can throw it a maximum of 50 feet. The maximum range for bows, crossbows, and slings is 10 times the range increment listed in the weapon description.

If you make a ranged attack at an enemy that is adjacent to one of your allies, you take a –4 penalty on your attack roll. If you have the Precise Shot feat (page 43), you don't have this penalty.

CAST A SPELL: You can cast one of your prepared spells as a standard action. For more info on casting spells in combat, go to Casting Spells (page 61).

USE MAGIC ITEM: You can use a magic item like a scroll, potion, or elixir as a standard action. Many magic items work automatically and you don't have to spend an action to activate them. For example, a magic cloak that helps you sneak, a magic sword that adds to attack rolls and damage, and a magic belt that makes you stronger work all the time.

USE SPECIAL ABILITY: Some class features, like a cleric's channel energy or an illusion-school wizard's blinding ray ability, are a standard action. Monsters may have special abilities (like breathing fire) that are a standard action to use.

COMBAT TIME

Sometimes the rules say something lasts for "1 round." That means it ends just before the same initiative number that it started on the previous round. For example, if you cast a *sanctuary* spell during your turn on initiative 15 and the spell lasts 1 round, it doesn't end until an instant before your turn starts on initiative 15 of the next round. If the spell lasted 2 rounds, it would end just before your initiative 15 two rounds after you cast it. Just remember that round-based durations always end just before the initiative number they started in.

Sometimes the rules say something takes a "full round" to activate. That means it takes from one initiative number on one turn to that same initiative number on the next turn (like from initiative 15 on round 1 to initiative 15 on round 2). This uses up your turn on the first round, but you still get to take actions on the second round (the "full round" of actions only uses up one round, not two).

MAKING AN ATTACK

When you try to attack an enemy with a melee weapon, you make an attack roll to see if you hit it. Your attack roll is:

Melee: 1d20 + attack bonus + STR Mod + other modifiers

"Other modifiers" may be a +1 from the Weapon Focus feat, a *bless* spell, or some other thing that's giving you an advantage to hit.

COVER

"Cover" is any sort of solid obstacle between you and an enemy that makes it harder for the enemy to hit you, like a table, tree, or another creature. To figure out if you have cover, pick any corner of the square you're in and draw an imaginary line from you to any corner of your enemy's square. If this line passes through a solid object or a creature, you get cover against that enemy's attacks. As long as least one imaginary line from you to the enemy gives you cover, you get cover. Cover gives you a +4 to your AC against that enemy's attacks.

LOW OBSTACLES AND COVER: A low obstacle (such as a wall no higher than half your height) may not be enough to give you cover. If your enemy is closer to the obstacle than you are, the obstacle doesn't give you cover.

TOTAL COVER: If you are completely hidden behind a wall or other obstacle, enemies can't attack you. If every imaginary line you can draw from your corner to the enemy's corner goes through the cover, you have total cover from that enemy and you can't attack each other.

It's okay if your numbers add up to more than 20! Higher numbers are better.

Making an attack with a ranged weapon works the same way, except you use your DEX Mod instead of your STR Mod, like this:

Ranged: 1d20 + attack bonus + DEX Mod + other modifiers

Whether you're making a melee attack or a ranged attack, if your total attack roll is equal to or higher than your enemy's **Armor Class**, you hit it and get to make a damage roll.

RANGE INCREMENTS: All ranged weapons have a range increment, such as "60 feet." If you attack from that distance or closer, you make your attack roll normally. If you attack from farther away than that, you take an attack roll penalty because it's harder to hit. You take a –2 penalty for every range increment (or part of a range increment) after the first (closest) range increment. For example, a shortbow's range increment is 60 feet. You attack normally up to 60 feet away, but from 65–120 feet you have a –2 penalty on your attack, from 125–180 feet you have a –4, and so on.

MINIMUM AND MAXIMUM RANGE: You can't attack a creature with a ranged weapon unless you are at least 10 feet away from all enemies. You can throw a weapon up to 5 range increments. Bows and crossbows can shoot up to 10 range increments.

SPECIAL ACTION: CHARGE

Charging spends your move action and your standard action. When you charge, you move up to twice your speed and then make one attack at the end of your movement.

MOVEMENT DURING A CHARGE: You must move before your attack, not after. You must move at least 10 feet (2 squares), but not more than double your speed. You must move in a straight line toward one enemy—you don't have to follow the straight lines of the grid, but you can't turn when you charge.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain). You must move to the closest space from which you can attack the enemy.

ATTACKING ON A CHARGE: After moving, you may make a single melee attack against the enemy. You get a +2 bonus on the attack roll and take a –2 penalty to your AC until the start of your next turn.

AUTOMATIC SUCCESS AND FAILURE

If you roll a 1 on a 1d20, that's called a **natural 1**. If you roll a 20 on a d20, that's called a **natural 20**. It's only a natural 1 or natural 20 if that's what number comes up on the 1d20. For example, if you roll a 19 on the die and you have a +1 bonus, that's not a "natural" 20.

ATTACKS AND SAVES: If you roll a natural 20 on an attack roll or saving throw, you automatically succeed. If you roll a natural 1, you automatically fail.

SKILL CHECKS: For skill checks and ability checks, there is no auto-success on a natural 20 or auto-fail on a natural 1. This means that you can't automatically succeed at an impossible task (like jumping over the moon) or automatically fail at a trivially easy task (like jumping 1 foot off the ground).

CRITICAL THREATS

If you roll a natural 20 on your attack roll, not only do you automatically hit, but it's also a **critical threat**, which means there's a chance you can turn the attack into a **critical hit** (or **crit**) for extra damage. If your attack is a critical threat, make your attack roll again with the same bonuses you had on the original attack roll. If the second attack roll is enough to hit your enemy's AC, your attack is a **critical hit** (this is called **confirming the critical**). If that second attack roll misses, then the attack was just a normal hit and does normal damage.

Rolling to confirm a crit doesn't take any time and doesn't use any extra actions.

Some weapons (like crossbows and longswords) get a critical threat on a natural 19 or 20, not just a natural 20, A rapier or scimitar gets a critical threat on a natural 18, 19, or 20. For these weapons, the extra critical threat numbers aren't automatic hits like a 20 is. For example, if rolling a 19 + bonuses doesn't hit, it's not a critical threat. The "Crit" box for a weapon (pages 45–46) tells you what number on the d20 is a critical threat.

See Critical Hits on page 59 for information on crit damage.

ARMOR CLASS

Your **Armor Class** (**AC**) represents how hard it is for enemies to make a damaging hit on you. Here's how you figure out your AC:

10 + armor bonus + shield bonus + DEX Mod + other modifiers

"Other modifiers" may be a +1 from the Dodge feat, a *protection from evil* spell, or some other defensive bonus. The higher your AC, the harder it is for enemies to hit you.

LOSING YOUR DEX MOD: Sometimes you aren't able to react to an enemy's attack, like if you're surprised or paralyzed. This is called being **flat-footed**. When you're flat-footed, you don't get to add your DEX Mod to your AC. However, if your DEX Mod is a negative number, your AC doesn't change when you're flat-footed (it's always bad to have a low DEX Mod).

TOUCH ATTACKS: Some special attacks ignore armor and shields—you only need to touch your enemy with the attack for it to work. These are called **touch attacks**. When you make a touch attack, the enemy doesn't get to add its armor bonus

and shield bonus to its Armor Class, so you have an easier time hitting it. A touch attack is either a **melee touch attack** or a **ranged touch attack**, and you add your bonuses like a regular melee or ranged attack.

DAMAGE

If your attack hits, you deal damage. Your weapon's damage listing in the Equipment chapter tells you how much damage it does. Damage reduces the enemy's hit points.

STRENGTH MOD: When you hit with a melee weapon, thrown weapon, or sling, add your STR Mod to the damage roll. If your STR Mod is a negative number, add it to all weapons except heavy crossbows and light crossbows.

If you are wielding a one-handed or two-handed weapon with both hands, you add 1-1/2 times your STR Mod (but only if it's positive—you don't multiply a negative STR Mod).

MINIMUM DAMAGE: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage. This usually only happens if you have a low STR Mod.

CRITICAL HITS

If your attack is a **critical hit** (also called a **crit**), you deal extra damage. Most weapons have a **critical multiplier** of ×2, which means a crit deals double damage: roll your damage dice twice and add in your damage bonus twice, as if you had hit your enemy twice. Some weapons have a critical multiplier of ×3, so they do triple damage: roll your damage dice three times and add your damage bonus three times. The "Crit" box for a weapon (pages 45–46) tells you what the weapon's crit multiplier is.

WHAT NOT TO MULTIPLY: There are two special kinds of damage that don't get multiplied if you get a crit. The first kind is rogue sneak attack damage. If you get a critical hit when you make a sneak attack, you add in the extra sneak attack damage only once (not twice for a ×2 crit or three times for a ×3 crit).

The other kind of special damage is magical energy damage from special magic weapons like a *flaming sword*—these weapons add their damage to each attack, but the extra damage is added only once on a critical hit.

SPELLS AND CRITICAL HITS: If you cast a spell that has you make an attack roll, your spell can get a critical threat or critical hit just like a weapon. A spell's critical threat range is 20 and its damage multiplier is ×2.

CONCEALMENT

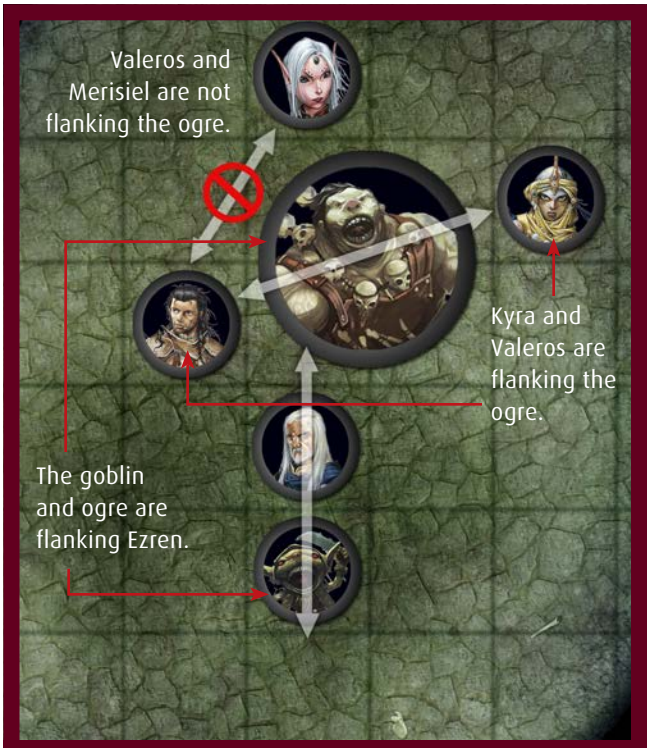
Concealment is something that makes it harder for enemies to see you, but isn't solid enough to physically block their attacks, like bushes, fog, or dim light. You have concealment if one of these three things is true:

- You're entirely inside an area that gives concealment (such as a large bush or a cloud of fog).
- There's an area between you and the enemy that gives concealment.
- You're in dim light and your enemy can't see well in dim light.

Some magical effects give you concealment even if there isn't anything nearby that makes it harder to see you.

Instead of giving you a bonus to your Armor Class, concealment gives your enemies an extra chance to miss you, no matter how good their attack roll is. This is called a **concealment miss chance**. Multiple sources of concealment don't add together, you just use the strongest one.

CONCEALMENT MISS CHANCE: Having concealment means the enemy has a 20% chance to miss you. If you have concealment and an enemy attacks you, the enemy has to roll d%. If the attacker rolls 21–100 on its d%, it gets to make its attack roll normally, but if it rolls 01–20, it misses automatically and doesn't get to make its attack roll.



FLANKING

Flanking is when you and an ally are on opposite sides or opposite corners of an enemy. The enemy is distracted by having to defend both sides, so you and your ally get a +2 bonus on melee attack rolls against that enemy. You and your ally have to be using melee weapons to get a flanking bonus—for example, if your ally is using a bow, neither of you gets the bonus. See the flanking diagram (above) for examples of flanking.

Rogues like flanking because if they're flanking an enemy, their attacks against that enemy are sneak attacks (see page 24).

TOTAL CONCEALMENT: If an enemy can't see you, such as if the room is completely dark (and the enemy doesn't have darkvision), the enemy is blinded, or you are invisible, you have total concealment against that enemy. An enemy can't attack you if you have total concealment against it, but it can attack into the square it thinks you're in. If it does this, it has a 50% miss chance instead of the normal 20% miss chance from concealment—the enemy rolls d% for its attack, and if it rolls 51–100 on its d%, it gets to make its attack roll normally, but if it rolls 01–50, it misses automatically and doesn't get to make its attack roll. (See the blinded and invisible conditions in the *Game Master's Guide*, pages 94–95.)

IGNORING CONCEALMENT: Concealment isn't always effective. If you have darkvision, you can see just fine in dim light or darkness. If you have low-light vision, you can see farther with a torch or other light source than can someone without low-light vision. Magic like *see invisibility* helps you see invisible creatures.

HELPLESS DEFENDERS

A helpless opponent is a creature that is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy. A helpless creature has a –4 penalty to its AC against melee attacks and is treated as if it had a Dexterity of 0 against all attacks (for a total of –9 to AC against melee and –5 to AC against ranged). If you're a rogue, you get your sneak attack damage against a helpless creature.

HIT POINTS

When your hit points reach 0, you're disabled and what you can do on your turn is limited. When your hit points reach –1 or lower, you're unconscious and dying. When your hit points get to a negative number equal to your Constitution score (for example, –10 if your Constitution is 10), you're dead. See the Injury and Death section (below), for more information about being disabled, dying, or dead.

INJURY AND DEATH

Hit points (**hp**) represent how hard you are to kill.

TAKING DAMAGE

The most common way that your character gets hurt is by taking damage and losing hit points.

WHAT HIT POINTS REPRESENT: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to lessen a blow.

EFFECTS OF HIT POINT DAMAGE: As long as you still have at least 1 hit point, being wounded doesn't give you penalties to any of your actions. Once your current hit points reach 0, you're **disabled** (see below).

Once your hit points reach –1 or lower, you fall unconscious and are **dying**.

When your negative hit point total is equal to or greater than your Constitution ability score (not your CON Mod), you're **dead** (for example, –10 if your Constitution is 10).

DISABLED (0 HIT POINTS)

If you have exactly 0 hit points, you are **disabled**, and on your turn you can only take a move action or a standard action (not both), plus a free action. If you take a standard action, you lose 1 hit point after completing the action, unless that action heals you. If losing this 1 hit point puts you at –1 or lower, you fall unconscious and are **dying**.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

DYING (NEGATIVE HIT POINTS)

If your hit point total is negative, but not equal to or greater than your Constitution ability score, you're **dying**.

If you are dying, you fall unconscious and can take no actions. Every round, you must attempt a DC 10 CON check (1d20 + CON Mod) or lose 1 hit point. You take a penalty on this check equal to your negative hit point total (so at –5 hit points you take a –5 penalty on your check). If you succeed at the check, you are still unconscious, but you become stable and don't lose any additional hit points unless you take damage again. A natural 20 on this roll is an automatic success.

Other characters can use the Heal skill to stabilize you with a DC 15 Heal skill check.

Any amount of magic healing automatically stabilizes you, even if the healing doesn't bring you above 0 hit points.

Once you are stable, natural or magical healing can get you back on your feet. At 0 hit points or more, you regain consciousness.

DEAD

When your character's current hit points drop to or below a negative number equal to your Constitution ability score or lower (like –10 if your Constitution is 10), the character is dead. Only powerful magic can restore your dead character to life.

HEALING

After taking damage, you can recover hit points through natural healing or magical healing.

NATURAL HEALING: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per class level (so 2 points for a 2nd-level fighter, and so on). Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover hit points equal to twice your class level.

MAGICAL HEALING: Various abilities and spells can restore hit points.

HEALING LIMITS: You can never recover more hit points than you lost. Healing won't raise your current hit points higher than your full normal hit point total.

CASTING SPELLS

To cast a spell you spend 1 standard action.

MAGIC WORDS: To cast a spell, you have to be able to speak in a firm voice, as loud as a normal conversation (no whispering).

MAGIC GESTURES: To cast a spell, you have to have one hand free (not holding anything and with no shield strapped to that arm) so you can make magical gestures and point at the target of your spell.

HOLY SYMBOL: If you're a cleric, you have to wear or carry your holy symbol to cast your spells (you don't have to hold it).

CONCENTRATION: You have to be able to concentrate to cast a spell. If you are adjacent to an enemy, that enemy distracts you enough that you can't cast a spell. The exception is a spell that has you make a melee touch attack—you are able to cast that spell next to an enemy.

TOUCH SPELLS: If a spell has a range of "touch," you cast it and then touch the target as a free action that round. Casting it on yourself or on an ally doesn't require an attack roll. If you want to cast the spell on an enemy, you have to make a **melee touch attack**. If you don't touch someone with a melee touch attack spell in the round when you cast it, you can try again later as a standard action. This is called **holding the charge**. If you cast another spell while holding the charge, you lose the original spell. You can cancel the held charge by spending a standard action.

SAVING THROWS

Adventurers have to deal with traps, fire-breathing monsters, and other strange and deadly threats. If you're attacked by something like that, you may get to attempt a **saving throw** (or **save**) to resist, avoid, or reduce the effect of what attacked you. There are three kinds of saving throws.

FORTITUDE SAVE: You attempt this save, which is also called a **Fort save**, to resist physical punishment like poison, disease, or a monster special attack that turns you to stone.

REFLEX SAVE: You attempt this save, which is also called a **Ref save**, to resist explosions, falling into pits, and some kinds of traps.

WILL SAVE: You attempt this save to resist fear, mind control, and many spells.

Here's how you attempt a saving throw:

Roll 1d20 + class save bonus + Ability Mod + other mods

Your base save bonus is from your class. For example, a 1st-level cleric has a +2 class bonus on Fort and Will saves.

The ability score modifier for your save depends on what kind of save you're making. You add your CON Mod to your Fort save, your DEX Mod to your Ref save, and your WIS Mod to your Will save.

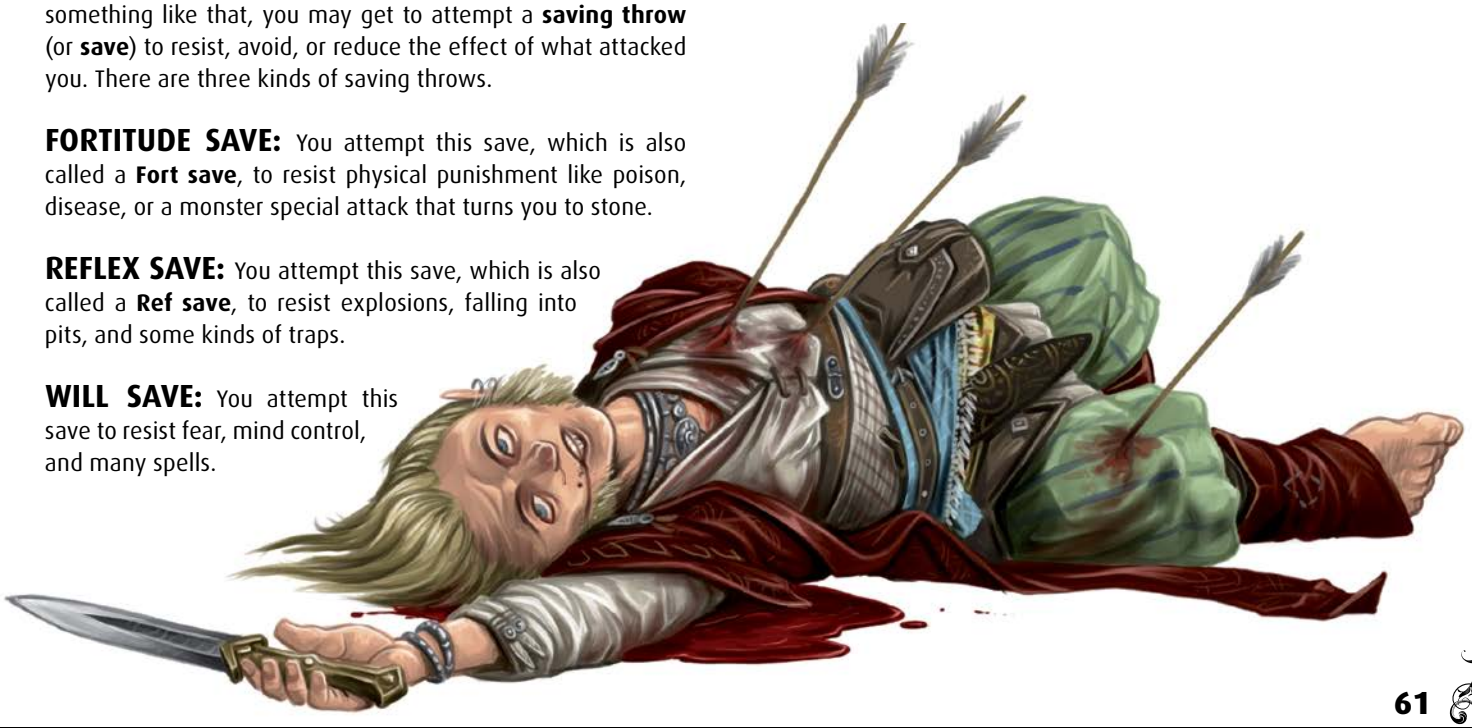
"Other mods" are any racial traits, class features, or magic that gives you a bonus on the save, like a dwarf's bonus against poison and spells, or the +4 bonus against fear attacks from a *remove fear* cleric spell.

SAVING THROW DIFFICULTY CLASS: Every special attack has a **difficulty class** (or **DC**) that tells you how hard it is to resist it. If you roll that number or higher for your saving throw, you succeed at the save and resist, avoid, or reduce the effect of the attack. The DC of the special attack is listed in the attack's description. DCs from powerful monsters are usually higher than DCs from weaker monsters.

MOUNTED COMBAT

You can fight while riding on a horse, but there are some special rules to keep in mind.

MOUNTS IN COMBAT: A horse with a rider cannot attack. Your mount acts on your initiative count, and you direct how and where the horse moves. You move at the horse's speed, but this uses the mount's move action, not yours. Horses take up a 10-foot-square area (2 squares by 2 squares). Assume that you take up this space as well (so creatures can attack you if they can reach any of those squares).



COMBAT WHILE MOUNTED: Guiding a mount takes one hand to hold the reins. As a free action you can attempt a DC 5 Ride check to guide your mount with your knees, which lets you use both hands that round. If your mount only uses one of its actions to move, you can make a melee or ranged attack on your turn.

If your horse charges, you and the horse take the AC penalty for charging. If you make an attack at the end of the charge, you get the melee attack bonus from the charge.

If you have the horse make a double move (using both its move action and standard action to move its speed), you can't make a melee attack on your turn, but you can make a ranged attack on your turn with a –4 penalty on your attack roll. You make the ranged attack when your mount has completed half its movement.

IF YOUR MOUNT FALLS IN BATTLE: If your mount falls, you take 1d6 falling damage. If you succeed at a DC 15 Ride check, you instead make a soft fall and take no damage.

IF YOU ARE KNOCKED OUT: If you are knocked unconscious, you have a 50% chance to stay in the saddle. Otherwise you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

READING A SPELL DESCRIPTION

This section explains the game rules for spells and how to read the description of a spell. For info on casting spells, see Casting Spells (page 61).

RANGE: This is how far from you the spell can reach when you cast it.

You create a 15-foot-long cone of fire from your hands. Creatures in the cone take 1d4 fire damage per wizard level. Each creature can make a Reflex saving throw to take only half damage (DC 11 + your INT Mod).

DURATION: This is how long a spell remains in effect. The duration is usually a number of rounds, minutes, or hours. Some spells have a duration of "instantaneous," which means they happen right when you cast them and then the magic stops, like the burst of flame from a *burning hands* spell.

EFFECT: This is the long description of what the spell does, who it targets, and how it interacts with other rules. If the spell allows creatures to resist it with a saving throw, the spell description says so here, and tells you what kind of save (Fort, Ref, or Will), as well as how to figure out what the saving throw DC for the spell is.

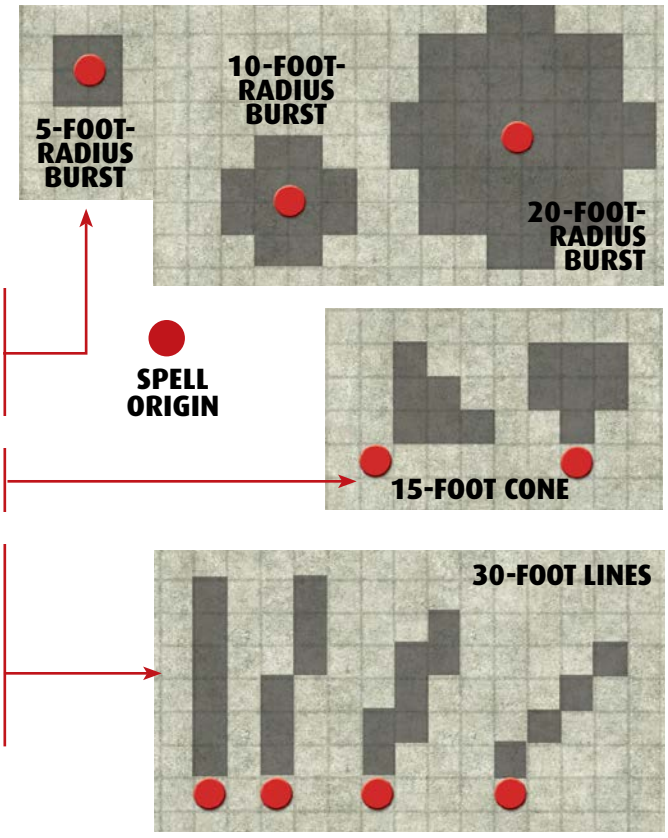
Some spells affect a burst, a cone, or a line. See the diagram for examples of how to draw these on a map grid.

SPELL AREAS

BURST: A burst is a sphere, but you draw it on the map as a rough circle. When you cast a burst effect, choose the corner of a square on the map to be the center of the burst. Any creature in the area is affected, and creatures outside the area are safe.

CONE: A cone spell is like a burst, except it only makes a quarter-circle pointing away from you.

LINE: A line-shaped spell shoots away from you in a straight line in the direction chosen by you. Choose a corner of your square and draw a line from there to the limit of the spell range or until it strikes a solid barrier. Line spells aren't blocked by creatures, so you can hit multiple creatures with a line spell (like *lightning bolt*). If the line passes through a square, it affects creatures in that square.



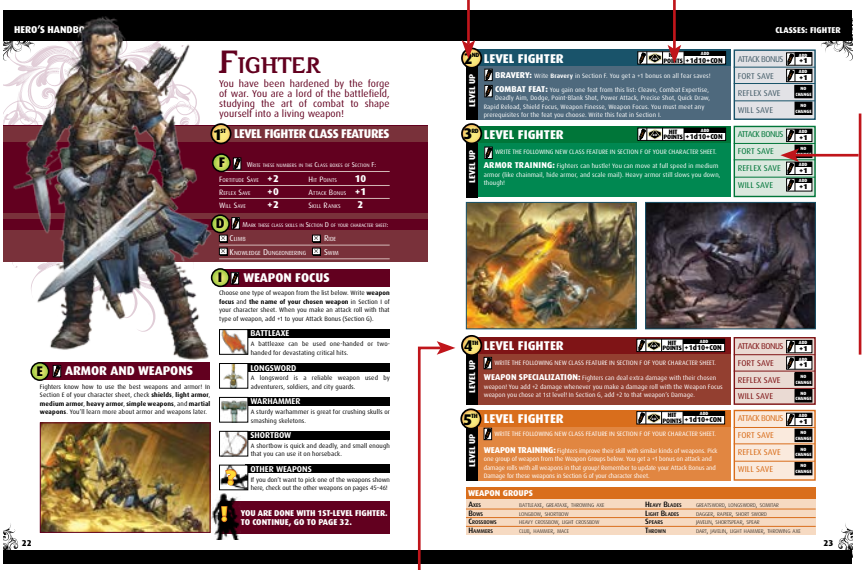
LEVEL UP!

As you go on adventures and defeat monsters, you gain **experience points** (also called **XP**). Over time these XP add up, and when you get enough, you gain a level in your class. The table to the right tells you how many XP you need to level up. The numbers in the table are the total amount of XP you need to get to that level, not how much you need between levels.

TOTAL XP	YOUR LEVEL
2,000 XP	2nd
5,000 XP	3rd
9,000 XP	4th
15,000 XP	5th

WHEN YOU LEVEL UP, DO THESE THINGS IN ORDER:

1 Write your new level on your character sheet.



2 Increase your hit points by the amount in your class level-up bar for your new class level. For example, if your level-up bar says 1d10+CON, roll 1d10 and add that roll and your CON Mod to your maximum hit points. You gain a minimum of 1 additional hit point at each level.

3 Increase your attack bonus and saving throws as shown in your class level-up bar. For example, if your level-up bar says Attack Bonus +1, increase your Attack Bonus by +1 in Section F and Section G. If your level-up bar says Fort Save +1, increase your Fortitude Save by +1 in Section F.

4 You gain skill ranks equal to the amount listed in Section F of your character sheet. You can put these new ranks in new skills, or add ranks to a skill you have (see Leveling Up Skills on page 39).

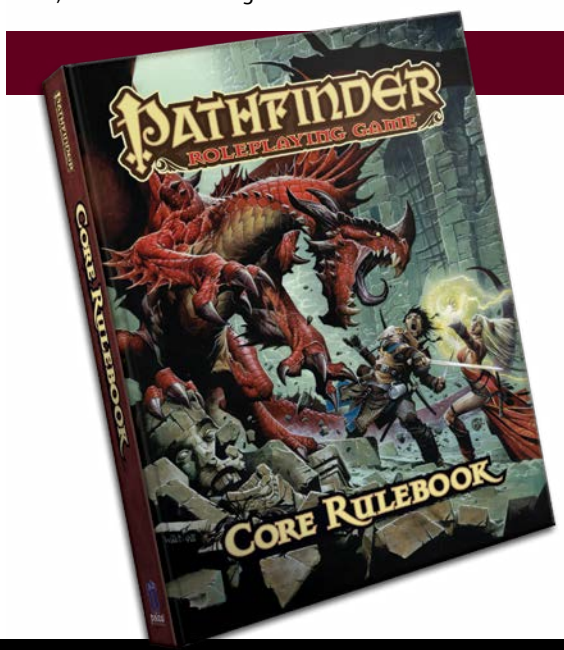
5 If you are now 4th level, you can permanently increase one of your Ability Scores by +1. If this changes that Ability Score from an odd number to an even number, this also changes the Ability Modifier (see page 13), and you should update your character sheet for this change. For example, if your STR increases, that affects your melee attacks; if your DEX increases, that affects your ranged attacks, initiative, Armor Class, and Reflex saving throw.

6 If you are now 3rd level, you can choose another feat.

7 If you are now 5th level, you can choose another feat.

8 Write down any other new class features from your level-up bar.

BEYOND 5TH LEVEL



When you reach the end of 5th level, that doesn't mean you have to start over! Check out an additional class—the devastating barbarian—and even more options for your game, all available for free at **paizo.com/beginnerbox**.

Ready to take the next step into a wider world of adventure? It's waiting for you in the *Pathfinder Roleplaying Game Core Rulebook*! Let your heroes reach their full potential with 20 class levels, new classes like the paladin and sorcerer, new races like the half-orc and gnome, and much more! The *Transition Guide* in the *Beginner Box* will get you started. You can find the *Pathfinder Roleplaying Game Core Rulebook* at bookstores and game stores, and online at **paizo.com**.

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GLOSSARY OF COMMON TERMS

ABILITY MODIFIER (ABILITY MOD): A number you add to your die rolls based on how good your ability scores are. The Ability Mods are STR Mod, DEX Mod, CON Mod, INT Mod, WIS Mod, and CHA Mod. Ability Mods go from –5 to +5. Higher is better. You figure out your Ability Mods on page 13.

ABILITY SCORE: The six numbers that represent your raw physical and mental talent—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Ability scores go from 1 to 20. Higher is better. Once you roll your ability scores, you can figure out your Ability Modifiers (after that, you almost never use your ability scores for anything).

ACTIONS: On your turn, you can take up to three actions—a standard action, a move action, and a free action. Explanations and examples for all three types of actions start on page 54.

ADJACENT: Right next to each other. On the game map, a creature is adjacent to you if its square's edge touches your square's edge or its corner touches your square's corner.

ALIGNMENT: Your character's general morals and attitude. You may believe in following all the rules, breaking the rules when you feel like it, or something in between (see page 13).

ARMOR CLASS: A number representing how hard it is to hit and hurt you with an attack. Higher numbers are better. An average unarmored person is AC 10.

ATTACK: A d20 roll to try and hit your opponent (see pages 56–57). Attacks may be melee (up close) or ranged (10 or more feet away). Higher rolls are better.

CHECK: A d20 roll you make when using a skill (called a "skill check") or natural talent (called an "ability check"). Higher rolls are better.

CLASS: A player character's heroic profession—cleric (a priest with magical powers), fighter (someone skilled at war, weapons, and armor), rogue (a sneaky, skillful person), or wizard (a student of magical knowledge).

CLASS LEVEL: How powerful a character is in his or her class. All new adventurers start at class level 1, and as you complete quests and slay monsters you gain experience points and become more powerful.

DIFFICULTY CLASS (DC): A number representing how hard a task is. When you roll to attack, resist a spell, or use a skill, you must roll equal to or higher than the difficulty class of that task. Easy tasks are DC 5, average tasks are DC 10, and hard tasks are DC 20 or higher.

EXPERIENCE POINTS (XP): A measure of how well you are doing as an adventurer. If you gain enough XP, you gain another class level (also called "leveling up").

FEAT: A special trick you know or a talent you have that makes you better at something than the average person, such as being a fast runner or resistant to mind control.

GAME MASTER (GM): The person controlling the monsters and describing the world you're adventuring in.

HIT POINTS (HP): The amount of damage your character can take before you go unconscious (see page 60).

MASTERWORK: A particularly finely crafted weapon (see page 44).

MELEE: A hand-to-hand attack (rather than a ranged attack like a bow or a thrown dagger). On the game map, you can only make a melee attack if you are adjacent to your opponent. The word is pronounced "MAY-lay."

NATURAL 1: When you roll 1d20 and it comes up a 1. It's only a "natural 1" if that's the number on the die—if you roll a 5 and you have a –4 penalty on your roll, it's just a 1, not a "natural 1." If you roll a natural 1 on an attack roll or saving throw, you automatically fail.

NATURAL 20: When you roll 1d20 and it comes up a 20. It's only a "natural 20" if that's the number on the die—if you roll a 16 and you have a +4 bonus on your roll, it's just a 20, not a "natural 20." If you roll a natural 20 on an attack roll or saving throw, you automatically succeed.

NON-PLAYER CHARACTER (NPC): Any character in the world controlled by the Game Master (innkeepers, goblins, and so on).

PLAYER: You and every other person playing the game who isn't the Game Master.

PLAYER CHARACTER (PC): A character (sometimes called a toon or avatar) in the game world controlled by a player.

RACE: A type of intelligent, civilized creature, such as a dwarf, elf, or human.

RANGED: An attack made at a distance, such as shooting a crossbow or throwing a dagger.

SAVING THROW (SAVE): A 1d20 roll you make to resist a spell or special attack. Fortitude saves are for things you can resist by being tough, like poison. Reflex saves are for things you can resist by being agile, like traps and explosions. Will saves are for things you can resist with the power of your mind, like fear and mind control. Higher rolls are better.

SKILL: Something you can learn to do and get better at over time, like climbing, picking locks, or swimming.

TOUCH ATTACK: A kind of attack where you only have to touch a creature for it to work, instead of having to hit the creature hard enough to get through its armor, shield, and magical protections. A touch attack could be a melee attack or a ranged attack, depending on what you're doing.

UNDEAD: A dead creature animated by a supernatural force, such as a zombie, vampire, or walking skeleton.

COMBAT REFERENCE GUIDE

COMBAT ROUND SEQUENCE

1. Is anyone surprised?

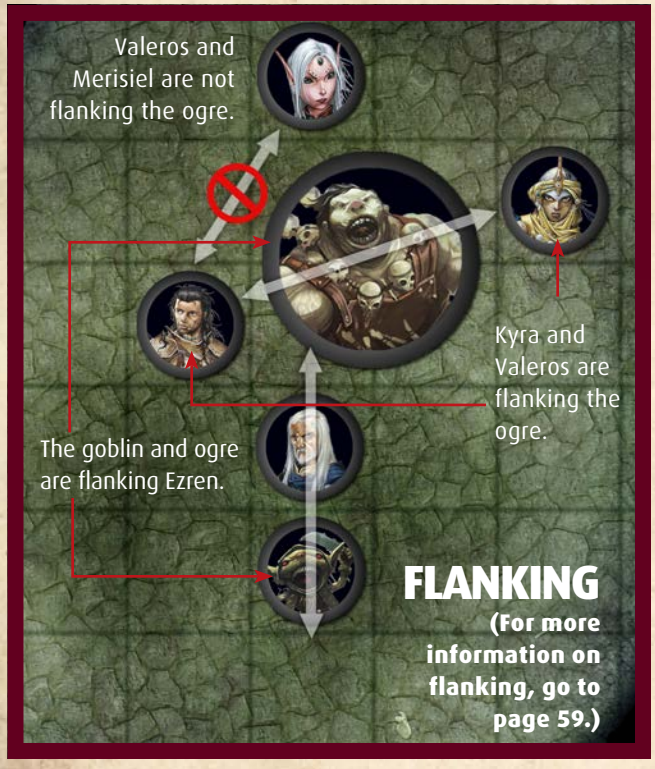
2. Everyone roll initiative! (1d20 + initiative Total)

3. GM puts everyone in initiative order.

4. In initiative order, everyone takes a turn. Surprised creatures can't take actions on the first round.

5. End of round. Go to step 4.

(For more information on combat, go to page 53.)



MELEE ATTACK

1d20 + attack bonus + STR Mod + other modifiers

RANGED ATTACK

1d20 + attack bonus + DEX Mod + other modifiers

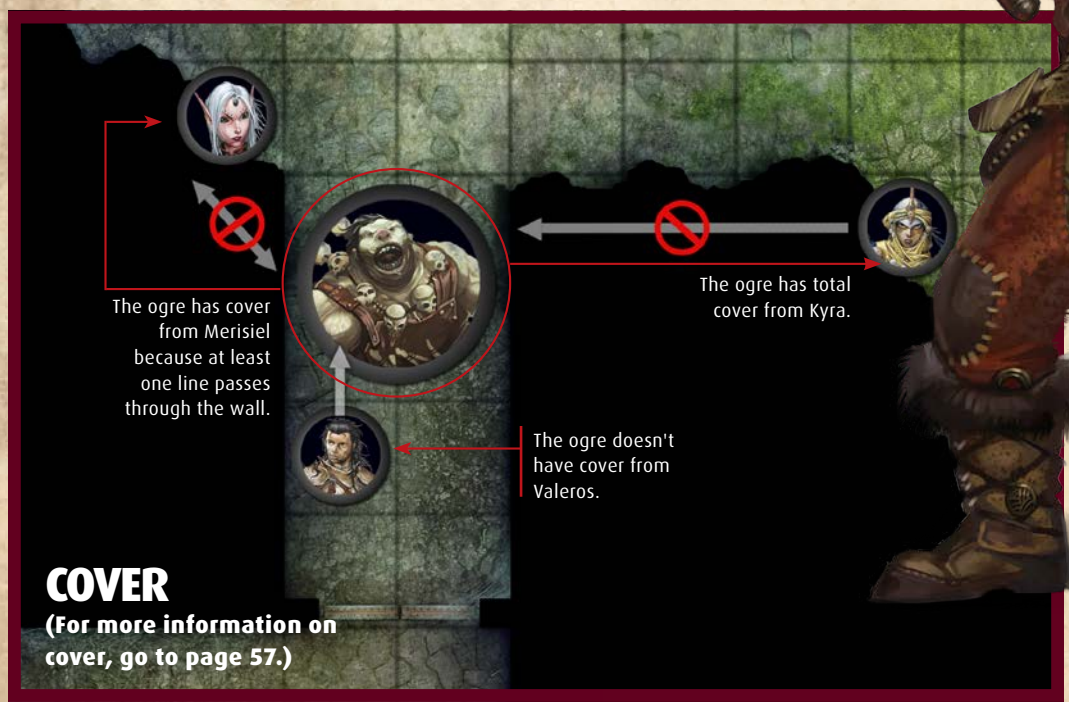
For both melee and ranged attacks, a natural 20 always hits, and a natural 1 always misses. (For more information on melee and ranged attacks, see page 56.)

SAVING THROW

1d20 + class save bonus + Ability Mod + other modifiers

A natural 20 always succeeds, and a natural 1 always fails. (For more information on making saving throws, see page 61.)

SKILL CHECK

1d20 + skill ranks + Ability Mod + other modifiers

(For more information on making skill checks, see page 34.)