



PATHFINDER
ROLEPLAYING GAME™

BEGINNER BOX

**PATHFINDER SOCIETY
CHARACTER CREATION
GUIDE**



BEGINNER BOX

CHARACTER CREATION GUIDE

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Event organizers may print additional copies of this guide to provide to new players at their events. Please do not distribute this document digitally; instead ask players to download their own free copy of the document at paizo.com/pathfindersociety. That way Pathfinder Society Organized Play campaign staff can contact players directly to inform them of updates to this document.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Beginner Box*, and the *Pathfinder RPG Beginner Box Player Pack*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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PATHFINDER SOCIETY BEGINNER BOX CHARACTER CREATION GUIDE

You've already experienced the *Beginner Box* and want more—welcome to Pathfinder Society Organized Play!

The Pathfinder Society Organized Play system is a worldwide fantasy roleplaying campaign, set in the same vast, virtually unlimited campaign setting that the *Beginner Box* introduces you to. Each player is an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and monsters.

You can find Pathfinder Society games to play at a variety of locations, such as game stores, local libraries, conventions and the like. It allows you to show up as a single player or take a group of friends to experience a shared adventure together. You can use the *Beginner Box* rules and this document to create new 1st-level characters ready for play in Pathfinder Society scenarios, 4–5 hour adventures that take characters to different lands, exploring ancient sites and fighting deadly creatures.

In Pathfinder Society games, you may see other characters built using the *Pathfinder RPG Core Rulebook* that might have skills, spells, or other combat options that aren't described in the *Beginner Box*. Don't worry—you'll learn more about these new choices as you play the game.

In order to play in Pathfinder Society, there are a few new rules you'll need to learn for creating your character and for additional options you can use in your game. This document looks at the *Hero's Handbook* page by page to explain what's different for Pathfinder Society characters. If this document doesn't list anything for a particular page of the *Hero's Handbook*, then the rules on that page are exactly the same.

Some game mechanics in the *Core Rulebook* are more complex than those found in the *Hero's Handbook* and *Player Pack*. You may want to consider holding off on the more complicated rules mechanics until you are more comfortable with the game. If the GM or other players have the *Core Rulebook*, they can guide you through these mechanics. Otherwise, you can simply use the *Beginner Box* rules you are already familiar with until you have access to the *Core Rulebook*.

PAGE 13: STEP 4, ROLL ABILITY SCORES

Instead of determining your ability scores by rolling dice, Pathfinder Society uses a point system. This means every character is created equal, and nobody has to worry about starting with a weak character.

Use one of the four following sets of numbers for your ability scores. Write these ability scores in section B of your character sheet. You can write them in any order.

WHAT'S NEXT?

In Pathfinder Society Organized Play, you play a member of the Pathfinder Society seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the 10 competing factions, all with their own motivations and secret agendas.

Visit paizo.com and register for a free account. Then head over to paizo.com/pathfindersociety, join the Pathfinder Society, and receive a Pathfinder Society ID number by following the registration steps.

Once you have your number, download the *Guide to Pathfinder Society Organized Play*. That guide presents everything you need to know to participate in this exciting, dynamic campaign. After reading through the guide, you can then search for games in your local area by using the search feature at paizo.com/pathfindersociety. Thousands of other gamers gather in their homes, in game stores, at conventions, and even online to play, report on their adventures, and influence the fate of the Pathfinder world.

Finally, Pathfinder Society has its own messageboards where fans can advertise future games and events, talk about their characters, discuss the campaign scenarios and rules, and ask questions about the campaign from other fans, GMs and even Paizo staff.

16, 14, 13, 12, 10, 10

16, 14, 14, 12, 10, 8

15, 14, 14, 13, 10, 10

15, 14, 14, 12, 12, 9

Adjust your ability scores in section B according to your race. This works just like how it's explained on page 13 of the *Hero's Handbook*.

PAGE 13: STEP 5, ABILITY MODIFIERS

Use your ability scores and the table at the bottom of page 13 of the *Hero's Handbook* to figure out what your Ability Modifiers are. Write down your Ability Modifiers in the "Ability Modifiers" boxes in section B of your character sheet.

PAGE 13: STEP 7, CHOOSE A NAME

You may name your character anything you like. Try to pick a creative name that fits a fantasy setting, and avoid silly names.

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CHOOSE TRAITS

In Pathfinder Society Organized Play, your character begins play with two traits—minor in-game advantages tied to your background in the campaign world. These include different categories such as basic traits, campaign traits, race traits, region traits, religion traits, and equipment traits.

The complete trait rules can be found in the *Pathfinder RPG Advanced Player's Guide* or online in the free *Character Traits Web Supplement* at paizo.com/traits. You can pick any traits except for Hedge Magician, Magical Knack, Natural-Born Leader, and Rich Parents for your Pathfinder Society character.

You don't have to choose traits if you don't want to. However, most traits give you a bonus on rolls (such as a +1 bonus on initiative rolls or a +1 bonus on attack rolls with your favorite weapon), so you should strongly consider choosing two traits for your character.

PAGES 18–21: CLERIC SPELLS

These pages in the *Hero's Handbook* and page 5 of the *Player Pack* list only some of the spells available in the *Core Rulebook*. In Pathfinder Society, you're allowed to select spells from the *Beginner Box* and *Player Pack*, as well as some of the spells from the *Core Rulebook*. The spells in the *Hero's Handbook* and *Player Pack* are simpler than those in the *Core Rulebook*, so you should stick to the ones in the *Hero's Handbook* and *Player Pack* until you're more familiar with the game.

PAGES 22–23:

FIGHTER COMBAT FEATS

These pages in the *Hero's Handbook* and page 6 of the *Player Pack* list only some of the combat feats available in the *Core Rulebook*. When you gain bonus combat feats, you're allowed to select feats from the *Beginner Box*, *Player Pack*, and *Core Rulebook*. However, the feats in the *Core Rulebook* have longer descriptions and may be more complex than the ones in the *Hero's Handbook* and *Player Pack*.

PAGES 24–25: ROGUE TALENTS

These pages of the *Hero's Handbook* and page 7 of the *Player Pack* list only some of the rogue talents available in the *Core Rulebook*. When you gain a rogue talent, you're allowed to learn a talent from the *Beginner Box*, the *Player Pack*, or the *Core Rulebook*. However, the rogue talents in the *Core Rulebook* may be more complex than the ones in the *Hero's Handbook* and *Player Pack*, so you may want to stick to the ones in the *Hero's Handbook* and *Player Pack* until you're more familiar with the game.

PAGES 28–31: WIZARD SPELLS

These pages in the *Hero's Handbook* and page 8 of the *Player Pack* list only some of the spells available in the *Core Rulebook*. In Pathfinder Society, you're allowed to learn spells from the *Hero's Handbook* and the *Player Pack*, and some of the spells from the *Core Rulebook*. The spells in the *Hero's Handbook* and *Player Pack* are simpler than those in the *Core Rulebook*, so you should stick to the ones in the *Hero's Handbook* and *Player Pack* until you're more familiar with the game.

Evocation School Restrictions: If you are an evocation school specialist, when choosing spells from the *Core Rulebook*, you can't choose any spell that says "school conjuration" or "school illusion."

Illusion School Restrictions: If you are an illusion school specialist, when choosing spells from the *Core Rulebook*, you can't choose any spell that says "necromancy school" or "transmutation school."

Conjuration School Restrictions (*Player Pack*): If you are a conjuration school specialist, when choosing spells from the *Core Rulebook*, you can't choose any spell that says "enchantment school" or "illusion school."

PAGES 34–39: SKILLS

These pages in the *Hero's Handbook* list only some of the skills available in the *Core Rulebook*. In Pathfinder Society, you're allowed to choose skills from the *Beginner Box* and the *Core Rulebook*. However, the skills in the *Core Rulebook* have longer descriptions and may be more complex than the ones in the *Hero's Handbook*.

PAGES 40–43: FEATS

These pages in the *Hero's Handbook* and page 9 of the *Player Pack* show only some of the feats available in the *Core Rulebook*. In Pathfinder Society, you're allowed to choose feats from the *Hero's Handbook*, *Player Pack*, and *Core Rulebook* (except for the item creation feats in the *Core Rulebook*). However, the feats in the *Core Rulebook* have longer descriptions and may be more complex than the ones in the *Hero's Handbook* and *Player Pack*.

PAGES 44–49: EQUIPMENT

Instead of using the Wealth and Money table on page 44 of the *Hero's Handbook*, your Pathfinder Society character starts at 1st level with 150 gp to buy starting equipment.

There are many more kinds of weapons, armor, and equipment available in the *Core Rulebook* than in the *Hero's Handbook* and *Player Pack*. However, the *Hero's Handbook* and the *Player Pack* provide a good introduction to adventuring equipment, so you can build a successful Pathfinder Society character with just the items in these books.

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PAGE 53: COMBAT

Adventurers in the full version of the Pathfinder RPG have a few more combat options that aren't available in the *Beginner Box*. For example, you can disarm, grapple, or trip an opponent, push an opponent into another square (called a "bull rush"), or force your way through an opponent's square (called an "overrun"). These special actions are called combat maneuvers.

Performing a combat maneuver is similar to making an attack roll: you roll a d20 and add your combat maneuver bonus (CMB). If your total is equal to or higher than your target's combat maneuver defense (CMD), you succeed at the check. Likewise, if a monster tries to perform a combat maneuver against you, the GM rolls a d20 and adds the monster's CMB. If the monster's total is equal to or higher than your CMD, the monster succeeds at the check.

Use the equations below to find your CMB and CMD:

CMB = your attack bonus + your STR

CMD = 10 + your attack bonus + your STR + your DEX

Your attack bonus is in section F of your character sheet. Your STR and DEX are the Ability Modifiers listed in the right-hand column in section B of your character sheet.

Write your CMB and CMD on your character sheet in section F (if you have room there) or section P (if you don't have room in section F).

Example: Valeros the 1st-level fighter has attack bonus +1, STR +3, and DEX +2. His CMB is $+1 + 3 = +4$ and his CMD is $10 + 1 + 3 + 2 = 16$.

PAGE 63: LEVEL UP!

In Pathfinder Society, leveling up works mostly the same way as it does in the *Beginner Box*. There are five main differences.

Experience Points: In the *Beginner Box*, encounters give you hundreds of experience points and you need thousands of XP to level up, but in Pathfinder Society you gain 1 XP every time you complete a scenario, and you level up with every 3 XP you earn. (3 XP = 2nd level, 6 XP = 3rd level, and so on).

Chronicle Sheet: After each scenario, the GM gives you a Chronicle sheet that tells you exactly how much money you get for the scenario, what treasure is available, and any special boons your character has earned. Save all of these Chronicle sheets—they're proof of what scenarios you've completed and what treasure you've gained.

Hit Points: Instead of rolling your hit points like it says in Step 2 on page 63, you get the same number of hit points each time you level up, depending on your class. This makes it fair for all players, and means you don't have to worry about your character being weak because you rolled low hit points when you leveled up. Use this table to see how many hit points you add when you level up.

Class	Hit Points at Each Level
Barbarian	+7 + CON
Cleric	+5 + CON
Fighter	+6 + CON
Rogue	+5 + CON
Wizard	+4 + CON

Favored Class: You can learn more about favored classes in the *Core Rulebook*, but for now, just give your character either 1 extra hit point or 1 extra skill point at each level (starting at 1st level). The choice is yours.

6th Level: The *Beginner Box* stops at 5th level, but Pathfinder Society lets you level up to 12th level. When you're ready to level up to 6th level, you'll need to look at the *Core Rulebook* to see what new special abilities and features you get when you level up.

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