



TORMENT AND LEGACY: A PATHFINDER SECOND EDITION DEMO ADVENTURE

By Stephen Radney-MacFarland

Welcome to Pathfinder Second Edition! This short adventure is designed to allow you, the Game Master, to present the game to newcomers, showcasing the new rules in a quick and fun manner. This adventure can be run for four players within an hour, which gives you enough time to explain the basic rules of the game to your players before throwing them into the jaws of grand adventure. You can also run this adventure with up to six players, though the game might take a little longer to complete.

This demo assumes you're using some or all of the six pregenerated characters included in this packet (Ezren the human wizard, Fumbus the goblin alchemist, Kyra the human cleric, Merisiel the elf rogue, Seelah the human champion, and Valeros the human fighter). But if your group is excited about creating their own characters, and you're willing to teach them how to do so, this adventure is suitable for any group of four to six 1st-level characters. You can either photocopy the character sheets in the back of the *Core Rulebook* or download black-and-white versions of the character sheet at Paizo.com. At the end of this packet is a Pathfinder Rules Reference Sheet that the players can use during play.

PREPARATION

Before running this adventure, first read over the entire document to familiarize yourself with the story and challenges. While the adventure is written to provide key rules reminders to streamline your job, you might come across something you're unfamiliar with and want to use the *Core Rulebook* as reference. You'll also want to grab the other things you need to run this adventure (see the What You'll Need sidebar), find a group of players, and set a time to play.

SETUP

Place the back side of *Pathfinder Flip-Mat Classics: Hill Country* (or another map you're using) in the center of the play space. Place the Rules Reference Sheet and dice where the players can easily reach them. Place a character sheet at each seat, along with its corresponding miniature or pawn.

Allow the players to take a seat and pick whatever character they want. Let each player take some time to get familiar with their character—the sheets include each character's statistics, abilities, and any special actions they can use. Point out to the players that they can also review the Rules Reference Sheet for a general overview of play.

Keep this adventure, the *Core Rulebook*, your *Pathfinder Combat Pad* or the paper you're using to track initiative, and all of the enemy miniatures near you.

You should also take a minute or two to read the Introduction to Play given below, which covers much of what is found on the Rules Reference Sheet and gives a simple explanation of how to understand the character sheet.

INTRODUCTION TO PLAY

Begin by asking if anyone has played a roleplaying game before. If not, begin by reading or paraphrasing this short introduction; otherwise, move on to the game overview.

WHAT YOU'LL NEED

While this document presents a complete adventure, you'll need a few supplies to run it.

The Pathfinder Core Rulebook (Second Edition).

At least one of each of the following dice: 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided.

Pathfinder Flip-Mat Classics: Hill Country, or some way to replicate the features of the back side of that Flip-Mat.

A group of pawns or miniatures to represent the characters and the monsters. This adventure features an ogre and a changeling. If you're expanding the adventure for larger groups of players, you may also need a mitflit, giant centipede, and a wolf.

A *Pathfinder Combat Pad* along with wet or dry erase markers, or a piece of blank paper and a pen or pencil to track initiative.

A number of Pathfinder Hero Point Tokens equal to the number of players in the game. You could also use some other object to represent Hero Points, like chips, coins, or beads.

Pathfinder is a fantasy roleplaying game where each player takes on the role of daring hero on an epic quest. You are all player characters working together with me as the Game Master to craft an exciting story as you face off against terrifying monsters and earn amazing treasures. You'll each be playing a character with their own statistics and abilities, which we'll cover a bit later. First, let me take a moment to give you an overview of how the game itself will work.

The following is an overview of new version the Pathfinder Roleplaying Game. Start here if everyone knows what a roleplaying game is.

The play in this new version of Pathfinder is very similar to the previous version. Most of the time, you'll be in what we call exploration mode, traveling from place to place, exploring dungeons, and solving problems. This form of play is very free-form, allowing you to jump into the story whenever there's something you want your character to do.

When monsters appear, you'll enter encounter mode. During this type of play, you'll make a special die roll for initiative, which determines the order of your turns during an encounter. What type of check you'll make when you roll initiative is based on what you were doing just before the fight began.

When it's your turn, you can perform up to three actions. Most common tasks—like moving up to your Speed with a Stride, Striking a creature, drawing a weapon, or opening a door—use one of your three actions. Casting spells, as well as some special actions, might take two or more actions to perform. If you look at your character sheet, you'll see that abilities that require you to spend an action are noted using a diamond symbol (◆), whereas things that require more than one are noted by diamonds stacked on each other (◆◆ and ◆◆◆). Some abilities have a curving arrow next to them (↻). These are your reactions. Each round, you can use one reaction whether it's your turn or not, but only when the conditions are right and the reaction's trigger occurs. Finally, you might see some things noted by an empty diamond (◇). These are free actions, which don't cost you an action or reaction to use. Some free actions can be used on your turn, and some, like reactions, can be used at any time, but only when their trigger occurs.

Throughout the game, you'll be asked to make rolls or checks, like an attack roll, a skill check, or a saving throw. In all cases, you roll a d20 and add the bonus listed next to the specific attack, skill,

or saving throw. The result is then compared to a Difficulty Class (or Armor Class, for an attack) to determine if it's a success. If the check was an attack roll, and you hit, I'll ask you to roll damage. The dice you roll for damage depend on the attack and is listed with that attack.

When rolling, keep an eye out for any roll that is a 20 or a 1 on the d20. A 20 is a critical success, which is really good, often giving you additional advantages. A 1 is a critical failure, which is generally pretty bad. You can also score a critical success by beating the DC by 10 or more, or a failure by missing it by 10 or more.

An important rule you'll need to remember for this adventure is that if you use more than one attack in a turn, each attack after the first takes a penalty on your roll to hit, making it less likely to successfully damage the enemy. For most weapons, this is a -5 penalty for each attack after the first, but for agile weapons such as daggers, the penalty is only -4.

When you're attacked, I'll ask if a monster's attack roll is equal to or exceeds your Armor Class (or AC). If it does, you're hit and will take damage. Damage reduces your Hit Points by the same amount. If you fall to 0 Hit Points, you fall unconscious and might die!

One last thing. Each of you has a token. This represents your Hero Point—a special point you can spend after rolling any attack, check, or saving throw to reroll that d20. When you do, you must use the result of this second roll, even if its lower than your first. You can instead spend your point to cheat death when your dying condition increases, which makes you immediately lose the dying condition and stabilize with 0 Hit Points. I'll explain the dying condition later if we need it.

I'm sure you'll have other questions as the game progresses. Feel free to ask me at any time. I'll give you a moment to review your characters, and then we'll begin.

Once everyone is done reviewing their characters and you've had the chance to answer any question they might have, it's time to start the adventure. Have everyone place their miniatures or pawns around the bottom of the path leading up to the cave and proceed to the introduction.



Single Action



**Two-Action
Activity**



**Three-Action
Activity**



Reaction



Free Action

INTRODUCTION

The villagers told you it was a shocking and brazen attack. The ogre strode into the village of Salvoy, picked up the old sage Lazino by his head, and unceremoniously stuffed him into a sack, shouting "Haanar wants to speak with you." Not a moment later, the ogre ran laughing off into the hills. As soon as you strolled into Salvoy, nearly the entire population beseeched you to rescue their kindly, wise sage. They explained that Haanar is an exile who dabbled in foul magic, and that the odd man must have hired this ogre to kidnap Lazino. The most emotional request came from the sage's granddaughter, Leyla, offering her entire savings, 20 gold coins, if you rescue grandpa.

Thankfully, the ogre's trail was not difficult to follow. His massive footfalls pocked the ground softened by recent rains. One of the shaggy cattle of the region clearly ran afoul of the ogre—you found what remained of the poor beast eviscerated along the path, swarmed by flies and crows. Near sunset, you noticed the signs of fire in the distance, coming from atop a nearby hill. The drifting smell of cooking meat hinted it was a fire for comfort rather than catastrophe. But then you heard the screams for help, followed by a rumbling, mocking laughter, so deep that it rattles your teeth.

"Stop your crying, or I'll put you on my hook and cook you all crispy."

The man's scream fades into a whimper, but the deep voice continues to laugh.

The ogre and the sage are at the top of the hill, near the cave entrance. Parts of the cow the ogre killed are currently roasting over the fire, and the ogre is drinking some foul-smelling alcoholic concoction from a large barrel stashed somewhere nearby. Brashly arrogant, a little intoxicated, and focused on



Pathfinder Flip-Mat Classics: Hill Country

cooking his meal and tormenting his prisoner, the ogre is unlikely to notice adventurers approaching the camp. As long as the PCs aren't purposely making a lot of noise, they can make it halfway past the trail's first turn before the ogre has the chance to see them (the ogre has a +5 Perception). At that point, he notices the approach of anyone who is not attempting to Hide or Sneak up the path. For those who are using Sneak to move up the hill unnoticed, you roll their Stealth checks out of sight of the PCs (this is a secret check, which means you roll it out of view of the players, see page 450 of the *Core Rulebook*). Those who succeed can roll Stealth instead of Perception when rolling initiative.

Once the ogre sees or has a chance to see Hiding or Sneaking PCs, roll initiative and proceed to Encounter 1: Tormentor.

ENVIRONMENT

The entire adventure is run on the same map, which has the following features.

BOULDERS

The smallest boulders in the area are little more than a foot tall, while the larger ones are nearly 7 feet tall. The large boulders provide cover (*Core Rulebook* 477). Climbing up a boulder requires a successful DC 17 Athletics check; moving across them requires a successful DC 15 Acrobatics check to Balance.

CAVE

The cave beyond is dank, small, and home to copious mushrooms and mold nourished by the great piles of waste the ogre has been throwing down the hole. Only by sifting through the refuse and offal (which takes 10 minutes and a successful DC 12 Perception check) will the characters find a handful of precious items within: a finely crafted ivory chess piece worth 10 gp, an *oryx dog wondrous figurine* (*Core Rulebook* 576), a *potency crystal* (*Core Rulebook* 169), a *crying angel pendant* (*Core Rulebook* 566), and 5 gp, 10 sp, and 8 cp.

CLIFFS

The cliffs are made of clay, dirt, and mud, and are somewhat slick due to the recent rains. They are 15 feet tall at their highest point and require a successful DC 17 Athletics check to Climb.

FIRE

The fire takes up four squares about 15 feet away from the cave entrance and next to the large boulders. Any creature that enters or that is forced to move into the blaze takes 1d8 fire damage.

STANDING STONES

A small group of magical standing stones is clustered here, though one is toppled over. Those who attempt to Identify Magic must succeed at a DC 14 Nature check, or a DC 17 Arcana, Religion, or Occultism check to determine it is a primal anchor for some form of teleportation magic. Critically succeeding at the check also ascertains that it is used in a specific ritual.

TRAIL

The trail is somewhat muddy and shows signs of the ogre's passage.

1. TORMENTOR

When the characters reach the point where the ogre notices them, read or paraphrase the following.

“Huh? Who are you?” the ogre growls, his brow furrowing in confusion. “More meat for my fire,” he laughs as he grabs his hook and javelin and lurches toward you.

“Help me! Please!” An old bearded man, bound at the entrance of the cave, begs as he struggles with his bonds.

The ogre enters the fray joyfully, even gleefully, laughing at his enemies’ misfortunes whenever possible and issuing boasts and threats. He never asks for or gives quarter; frankly, the idea never occurs to him.

OGRE WARRIOR

CREATURE 3

CE LARGE GIANT HUMANOID

Perception +5; darkvision

Languages Common, Jotun

Skills Athletics +12, Intimidation +9

Str +5, **Dex** -1, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2

Items hide armor, javelin (6), ogre hook

AC 17; **Fort** +11, **Ref** +6, **Will** +5

HP 50

Speed 25 feet

Melee ♦ ogre hook +12 (deadly 1d10, reach 10 feet, trip), **Damage** 1d10+7 piercing

Ranged ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing

Trip ♦ (attack) +12 against target’s Reflex DC (the target’s Reflex saving throw modifier +10)

Critical Success The target falls prone, taking 1d6 bludgeoning damage.

Success The target falls prone.

Critical Failure The ogre falls prone.

When all enemies are defeated, the encounter ends, and the characters have about 10 minutes to search the area, Treat Wounds (*Core Rulebook* 249), or speak with the kidnapped sage, Lazino of Salvoy.

Lazino has no idea why Haanar would hire an ogre to kidnap him and assumes that the outcast must have some foul plan for him. On the off chance the characters get to question the ogre or the mitflit (see below) about the attack, their only truthful response is, “A strange man asked us to do it and promised gold and meat.”

If you’re running short on time, you can end the adventure here. The characters are victorious and can escort Lazino back to his village. If your players want more, proceed to the next encounter.

INCREASING THE CHALLENGE

If you’re running the adventure for more than four players, additional monsters accompany the ogre to increase the challenge. If there are five characters, the ogre is assisted by a mitflit gremlin. If there are six characters, the gremlin also has a pet giant centipede.

MITFLIT

CREATURE -1

LE SMALL FEY GREMLIN

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Common, Undercommon

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

Str -1, **Dex** +3, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1

Self-Loathing (emotion, mental) A mitflit’s self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

Items dart (10), shortsword

RULES HELP

This section is provided to give you a few reminders and references to some of the monsters’ deeper rules elements.

OGRE

Deadly The ogre’s ogre hook has the deadly 1d10 trait. You don’t have to worry about this trait unless the ogre critically hits with its ogre hook. If it does, then after you double the damage as normal for a critical hit, roll 1d10 and add that additional damage to the total.

Reach The ogre is a large creature with reach. This means it can attack targets 10 feet away as well as those in adjacent squares.

Thrown The ogre carries six javelins, which are thrown weapons with a range increment of 30 feet. This means it can throw the javelins at a target within 30 feet with no penalty; it can try to throw the javelins farther than that, but if it does, it takes penalties to its attack roll. You can find the rules for range increments on page 279 of the *Core Rulebook*.

Trip The ogre can trip with the Athletics skill using its ogre hook even when it does not have a free hand. The trip use of Athletics has been added to the ogre statistic block for ease of play.

MITFLIT

Bane The gremlin will likely cast its *bane* spell once in combat. You can find that spell’s description on page 320 of the *Core Rulebook*.

GIANT CENTIPEDE

Venom The giant centipede bite delivers venom, which is a kind of affliction. You can find the rules for afflictions on page 457 of the *Core Rulebook*.

AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ✦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

Ranged ✦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips** (1st) *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

GIANT CENTIPEDE

CREATURE -1

N **MEDIUM** **ANIMAL**

Perception +6; darkvision

Skills Acrobatics +6, Athletics +2, Stealth +6

Str -1, **Dex** +3, **Con** +1, **Int** -5, **Wis** +1, **Cha** -4

AC 15; **Fort** +7, **Ref** +6, **Will** +2

HP 8

Speed 30 feet, climb 30 feet

Melee ✦ mandibles +6 (finesse), **Damage** 1d4-1 piercing plus giant centipede venom

Giant Centipede Venom (poison); **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds;

Stage 1 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round)

Stage 3 1d12 poison damage, clumsy 1, and flat-footed (1 round)

2. LEGACY

After 10 minutes pass in the game world, read or paraphrase the following.

The standing stones not far from the ogre's cave begin to glow with an emerald-green radiance. From the light steps forth a young man, his features distorted with rage. He has a otherworldly look to him, as if he is not entirely human.

"There you are, sage! I see that you've brought friends, but it doesn't matter. You will tell me the truth of my birth."

The man, Haanar, is a changeling. Twenty years ago, a simple farmer named Ragir Grenvill was seduced by a hag in disguise, and the child from that union was left in town for poor Ragir to care for as his own. When Haanar came of age, he started to exhibit strange powers and otherworldly abilities. Worse still, his temper seemed uncontrollable, and after several fights with other villagers, he was exiled. As his father had passed away several winters before, Haanar has no clue as to why he has the powers that he has. He hired the ogre to kidnap Lazino, hoping that the sage would have the answers he seeks.

Lazino beseeches the Haanar with the following.

A light of recognition on Lazino's face turns into sadness and then compassion. "Your father never told you, did he?" the old sage says. "I can see it in your eyes and features. Your father was a fool who gave of his heart too freely. Before you were born, he was deceived by a mysterious woman that visited our small town. She was gone after only a fortnight, but nine months later, a child was left on your father's door. It was then that I knew that your mother was a hag, a powerful creature and decidedly evil, but I hoped that through Ragir's love you might be raised to be an upstanding member of the community. It seems I was wrong, but it's not too late. You could still find a place with us!"

Lazino's sincerity gives Haanar enough pause that the characters have a minute to Make an Impression (*Core Rulebook* 246) on Haanar and calm the situation. While Haanar arrived with an attitude of hostile, Lazino's words shift his attitude to unfriendly. If the characters can change his attitude to at least friendly, he reveals that over the past few years he has felt a calling to find his mother, but given Lazino's revelation, he agrees to return to the town and try to overcome his more sinister impulses. More importantly, he decides not to torture Lazino for withholding this knowledge from him for so many years. If his attitude ever returns to hostile, however, he becomes enraged and attacks.

RULES HELP

This section is provided to give you a few reminders and references to some of the monsters' more interesting and useful rules elements.

HAANAR, CHANGELING EXILE

Two-Handed Haanar's staff has the two-hand trait. That means it does more damage when he wields it with two hands. When he does so, it deals 1d8+4 instead of 1d4+4 damage.

Spells Haanar has a number of spells at his disposal. He can cast each of his 2nd-level and 1st-level spells once, and he can use his cantrips as many times as he likes. A list of all his spells and the page number where you can find them in the *Core Rulebook* is given below. During combat, he likely attempts to use *entangle* and *tanglefoot* to hamper the PCs, *shillelagh* to empower his weapon, and *burning hands*, *flaming sphere*, and *produce flame* to deal damage.

burning hands (page 322)

dancing lights (page 327)

entangle (page 336)

flaming sphere (page 338)

produce flame (page 360)

read aura (page 362)

shillelagh (page 369)

tanglefoot (page 377)

ventriloquism (page 381)

HAANAR, CHANGELING EXILE

CREATURE 3

CN MEDIUM CHANGELING HUMAN HUMANOID

Perception +11; darkvision

Languages Common, Druidic

Skills Deception +9, Medicine +9, Nature +11, Stealth +8, Survival +9

Str +4, **Dex** +1, **Con** +0, **Int** +0, **Wis** +4, **Cha** +2

Items leather armor, staff

AC 19; **Fort** +7, **Ref** +8, **Will** +11; +2 circumstance to all saves vs. dream and sleep effects

HP 45

Speed 25 feet

Melee ✦ staff +11 (two-hand d8), **Damage** 1d4+4 bludgeoning

Melee ✦ claws +11 (agile), **Damage** 1d4+4 slashing

Primal Prepared Spells DC 21, attack +11; **2nd** *entangle, flaming sphere, 1st burning hands, shillelagh, ventriloquism*; **Cantrips (2nd)** *dancing lights, produce flame, read aura, tanglefoot*

INCREASING THE CHALLENGE

If you're running the adventure for groups of five or six characters, Haanar is aided by a wolf.

WOLF

CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +5, Stealth +7, Survival +7

Str +2, **Dex** +4, **Con** +1, **Int** -4, **Wis** +2, **Cha** -2

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Speed 35 feet

Melee ✦ jaws +9, **Damage** 1d6+2 piercing plus Knockdown

Knockdown ✦ **Requirements** The monster's last action was a success with a Strike that lists Knockdown in its damage entry. **Effect** The monster knocks the target prone.

Pack Attack The wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.

ENDING THE ADVENTURE

This adventure ends either in the PCs' defeat or their successful rescue of Lazino. If the PCs rescue Lazino but end up defeating Haanar in the process, Lazino is profoundly saddened by the outcome. He's understanding and grateful if the PCs tried to Make an Impression on Haanar and stoically accepts the fate of the whole affair if it ended with combat.

Once her grandfather is returned, Leyla is faithful to her word and gives the characters 20 gp as a reward. The folk of Salvoy throw a celebration, emptying their larders to celebrate the return of their beloved sage.

If Haanar returns to town with the PCs, he has a long road to walk to recover from his exile and the effects of his heritage, but he is truly grateful to the PCs for helping him find the path.

After the story is wrapped up, thank everyone for playing Pathfinder Second Edition.

PATHFINDER

EZREN

Ancestry Human (versatile)
Background Noble
Class Wizard 1

Strength 10 (+0)
Dexterity 14 (+2)
Constitution 14 (+2)
Intelligence 18 (+4)
Wisdom 12 (+1)
Charisma 10 (+0)

Perception +6
Languages Common, Draconic, Infernal

DEFENSES

Hit Points 16
Armor Class 15 (16 with *shield cast*)
Fortitude +5
Reflex +5
Will +6

ACTIONS

Stride 25 feet
Melee Strike staff +3 (two-hand d8), **Damage** 1d4 bludgeoning
Melee Strike dagger +5 (agile, finesse, thrown 10 feet, versatile S),
Damage 1d4 piercing
Ranged Strike crossbow +5 (range 120 feet), **Damage** 1d8 piercing

SPELLS

Spell Attack Roll +7
Spell DC 17
Cantrips (1st) *acid splash, detect magic, light, shield*
1st *burning hands, magic missile*
Focus Spell *hand of the apprentice*
Focus Points 1

OPTIONS

Ancestry Feat Natural Ambition*
General Feat Canny Acumen*
Class Feats Hand of the Apprentice, Widen Spell
Class Features Arcane bond (staff), arcane thesis (spell substitution)*,
arcane school (universalist)*

SKILLS

Arcana	+7	Nature	+4
Crafting	+7	Occultism	+7
Deception	+3	Society	+7
Diplomacy	+3	Stealth	+5
Lore (heraldry)	+7		
Skill Feat	Courtly Graces*		

GEAR

Worn backpack, material component pouch
Ready staff, dagger, crossbow (10 bolts)
Stowed rations (3), scroll case, spellbook
Coins 9 gold, 8 silver, 5 copper
Bulk 1, 8L



RULES REFERENCE

Rules marked with an asterisk (*) are worked into the character's statistics and are not included here.

SPELLS

You can cast the following spells. You can cast *burning hands* and *magic missile* once each. You can cast *hand of the apprentice* by spending a Focus Point, which you regain by taking 10 minutes to Refocus. You can cast cantrips at will.

ACID SPLASH

CANTRIP 1

ACID ATTACK CANTRIP EVOCATION

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature or object

You splash a glob of acid that splatters creatures and objects alike. Make a spell attack. If you hit, you deal 1d6 acid damage plus 1 splash acid damage. On a critical success, the target also takes 1 persistent acid damage.

BURNING HANDS

SPELL 1

EVOCATION FIRE

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw basic Reflex

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area.

DETECT MAGIC

CANTRIP 1

CANTRIP DETECTION DIVINATION

Cast ◆◆ somatic, verbal

Area 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

LIGHT

CANTRIP 1

CANTRIP EVOCATION LIGHT

Cast ◆◆ somatic, verbal

Range touch; **Target** 1 unattended, nonmagical object of 1 Bulk or less

Duration until the next time you make your daily preparations

The object begins to glow with pure light, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on another object, the light on the last object you cast it on is dismissed.

HAND OF THE APPRENTICE

FOCUS 1

UNCOMMON ATTACK EVOCATION WIZARD

Cast ◆◆ somatic, verbal

Range 500 feet; **Target** 1 creature

You hurl a held melee weapon in which you have trained or better proficiency at the target, making a spell attack roll against the target's AC. On success, you deal the weapon's damage as if you had hit with a melee Strike, adding your spellcasting ability modifier to damage (+4), rather than your Strength modifier. On a critical success, you deal double damage, and you gain the weapon's critical specialization effect. Regardless of success, the weapon flies back to you and returns to your hand.

MAGIC MISSILE

SPELL 1

ABJURATION CANTRIP FORCE

Cast ◆ to ◆◆◆ (somatic, verbal)

Range 120 feet; **Target** 1 creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

SHIELD

CANTRIP 1

ABJURATION CANTRIP FORCE

Cast ◆ verbal

Duration until your next turn starts or until dismissed

You raise a magical shield of force to protect you. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see the sidebar). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

SHIELD ACTIONS

After casting *shield*, you gain the following actions.

SHIELD BLOCK

Trigger While you have your shield raised, you take damage from a physical attack.

You position your shield to ward off a blow. Your shield prevents you from taking 5 damage. After using Shield Block, you can't cast shield again for 10 minutes.

CLASS FEATS

Ezren gained the following feats at 1st level.

HAND OF THE APPRENTICE

FEAT 1

WIZARD

You can magically hurl your weapon at your foe. You gain the *hand of the apprentice* universalist focus spell. You start with a focus pool of 1 Focus Point, but once spent you can use the Refocus activity to regain it.

WIDEN SPELL

FEAT 1

MANIPULATE METAMAGIC WIZARD

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

ARCANE BOND

You have placed some of your magical power into your staff and can draw it out later to regain a spell.

DRAIN BONDED ITEM

ARCANE WIZARD

Frequency once per day

Requirements You haven't acted yet on your turn.

You expend the power stored in your bonded focus. This gives you the ability to cast one spell you prepared today and previously cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

PATHFINDER®

FUMBUS

Ancestry Goblin (charhide)
Background Criminal
Class Alchemist 1

Strength 10 (+0)
Dexterity 16 (+3)
Constitution 12 (+1)
Intelligence 18 (+4)
Wisdom 10 (+0)
Charisma 12 (+1)

Perception +3; darkvision
Languages Common, Goblin, Orc

DEFENSES

Hit Points 15
Armor Class 17
Fortitude +6
Reflex +8
Will +3
Resistance fire 1

ACTIONS

Stride 25 feet
Melee Strike dogslicer +6 (agile, backstabber, finesse, goblin), Damage 1d6 slashing
Ranged Strike acid flask +6 (range 20 feet, splash), Damage 1 acid damage plus 1d6 persistent acid plus 1 acid splash damage
Ranged Strike alchemist's fire +6 (range 20 feet, splash), Damage 1d8 fire plus 1 persistent fire plus 1 fire splash damage

OPTIONS

Ancestry Feat Goblin Weapon Familiarity*
Class Feats Quick Bomber
Class Features Alchemy (infused reagents 5, 1 remaining), research field (bomber)*

SKILLS

Arcana +5
Crafting +5
Deception +2
Lore (underworld) +5
Society +5
Stealth +4
Thievery +4
Skill Feats Alchemical Crafter*, Experienced Smuggler

GEAR

Worn leather armor, backpack
Ready dogslicer, lesser acid flask (2), lesser alchemist's fire (4), minor elixir of life (2)
Stowed Alchemist's tools, hooded lantern, oil (5), rations (3), repair kit
Coins 3 gold, 5 silver
Bulk 4, 5



RULES REFERENCE

Rules marked with an asterisk (*) are worked into the character's statistics and are not included here.

CLASS FEATURE

In addition to the alchemical items you have listed on your sheet, you can use Quick Alchemy to create any one item listed under Alchemical Items. You can do this once during the game.

QUICK ALCHEMY

ALCHEMIST

Cost 1 batch of infused reagents

Requirements You must have alchemist's tools, the formula of the alchemical item you're creating, and a free hand.

You swiftly mix up a short-lived alchemical item. You create a single alchemical item of your advanced alchemy level or lower that's in your formula book without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.

CLASS FEAT

You have the following class feat.

QUICK BOMBER

FEAT 1

ALCHEMIST

You keep your bombs in easy-to-reach pouches and have learned to draw them without thinking. You Interact to draw a bomb, then Strike with it.

SKILL FEAT

You have the following skill feat.

EXPERIENCED SMUGGLER

FEAT 1

GENERAL SKILL

Prerequisites trained in Stealth

You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you have concealed, the GM uses the number rolled or 10, whichever is higher, as the result of your die roll, adding it to your Stealth modifier to determine your total Stealth check result. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items.

ALCHEMICAL ITEMS

You know how to craft the following alchemical items.

LESSER ACID FLASK

ITEM 1

ACID ALCHEMICAL BOMB CONSUMABLE SPLASH

Usage held in 1 hand; Bulk L

Activate (Strike)

This flask filled with corrosive acid deals 1 acid damage, 1d6 persistent acid damage, and 1 acid splash damage.

LESSER ALCHEMIST'S FIRE

ITEM 1

ALCHEMICAL BOMB CONSUMABLE FIRE SPLASH

Usage held in 1 hand; Bulk L

Activate (Strike)

Alchemist's fire is combination of several volatile liquids, typically stored in a sealed flask, that ignite when exposed to air. Alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

LESSER CHEETAH'S ELIXIR

ITEM 1

ALCHEMICAL CONSUMABLE ELIXIR SPLASH

Usage held in 1 hand; Bulk L

Activate (Interact)

Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a +5 status bonus to your Speed for 1 minute.

MINOR ELIXIR OF LIFE

ITEM 1

ALCHEMICAL CONSUMABLE ELIXIR HEALING

Usage held in 1 hand; Bulk L

Activate (Interact)

Elixirs of life accelerate the body's natural healing processes and immune system. Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

CONDITIONS

Your alchemical bombs do persistent damage.

PERSISTENT DAMAGE

Persistent damage comes from effects like acid, being on fire, or many other situations. It appears as "X persistent [type] damage," where "X" is the amount of damage dealt and "[type]" is the damage type. Instead of taking persistent damage immediately, you take it at the end of each of your turns as long as you have the condition, rolling any damage dice anew each time. After you take persistent damage, roll a DC 15 flat check to see if you recover from the persistent damage. If you succeed, the condition ends.

Fumbus ends any persistent fire damage he is taking by making a DC 10 flat check.

PATHFINDER

KYRA

Ancestry Human (versatile)
Background Farmhand
Class Cleric 1

Strength 14 (+2)
Dexterity 12 (+1)
Constitution 10 (+0)
Intelligence 10 (+0)
Wisdom 18 (+4)
Charisma 14 (+2)

Perception +7
Languages Common, Kelish

DEFENSES

Hit Points 17
AC 18
Fortitude +5
Reflex +4
Will +9

ACTIONS

Stride 20 feet
Melee Strike scimitar +5 (forceful, sweep) **Damage** 1d6+2 slashing
Ranged Strike sling +4 (range 50 feet, propulsive), **Damage** 1d6+1 bludgeoning

SPELLS

Spell Attack Roll +7
Spell DC 17
Cantrips (1st) *detect magic, forbidding ward, light, stabilize*
1st *bless, heal (x3), magic weapon*
Focus Spell *fire ray*
Focus Points 1

OPTIONS

Ancestry Feat Natural Ambition*
General Feat Toughness*
Class Features Divine Font (*heal, 3/day*)*, doctrine (warpriest)*
Class Feat Domain (fire)*

SKILLS

Athletics +3 (+5 when using attack actions)
Diplomacy +5
Medicine +7
Performance +5
Lore (farming) +3
Religion +7
Survival +7
Skill Feats Assurance (Athletics)

GEAR

Worn backpack, chain mail, religious symbol (wooden)
Ready scimitar, sling (10 bullets)
Stowed bedroll, material component pouch, rations (3), religious text, waterskin
Coins 5 gold, 9 silver, 8 copper
Bulk 3, 9L



RULES REFERENCE

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SPELLS AND DOMAIN POWER

You can cast the following spells. You can cast *bless* and *magic weapon* once each. You can cast *heal* 3 times. You can cast *fire ray* by spending 1 Focus Point, which you regain by taking 10 minutes to Refocus. You can cast cantrips at will.

BLESS SPELL 1

ENCHANTMENT MENTAL

Cast ◆◆ somatic, verbal

Area 5-foot aura; **Targets** you and your allies in the aura

Duration 1 minute

Blessings from beyond help your companions strike true. They each gain a +1 status bonus to attack rolls. Once per turn, starting the turn after you cast *bless*, you can use a single action, which has the concentrate trait, to increase the aura's radius by 5 feet. *Bless* can counteract *bane*.

DETECT MAGIC CANTRIP 1

CANTRIP DETECTION DIVINATION

Cast ◆◆ somatic, verbal

Area 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

FIRE RAY FOCUS 1

UNCOMMON ATTACK CLERIC EVOCATION FIRE

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** one creature or object

A blazing band of fire arcs through the air. Attempt a spell attack roll against the target's AC to deal 2d6 fire damage.

Critical Success The ray deals double damage and 1d4 persistent fire damage.

Success The ray deals full damage.

FORBIDDING WARD CANTRIP 1

ABJURATION CANTRIP

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** one ally and one enemy

Duration sustained up to 1 minute

You ward your ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

HEAL SPELL 1

HEALING NECROMANCY POSITIVE

Cast ◆ to ◆◆

Range varies; **Targets** one willing living creature or one undead creature

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you heal it for 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

- ◆ (somatic) The spell has a range of touch.
- ◆◆ (verbal, somatic) The spell has a range of 30 feet. If you're healing a living creature, increase the healing by 8.
- ◆◆◆ (material, verbal, somatic) You disperse positive energy in a 30-foot aura. This targets all living and undead creatures in the burst.

LIGHT CANTRIP 1

CANTRIP EVOCATION LIGHT

Cast ◆◆ somatic, verbal

Range touch; **Target** 1 unattended, nonmagical object of 1 Bulk or less

Duration until the next time you make your daily preparations

The object begins to glow with pure light, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on another object, the light on the last object you cast it on is dismissed.

MAGIC WEAPON SPELL 1

TRANSMUTATION

Cast ◆◆ somatic, verbal

Range touch; **Targets** one non-magical weapon that is unattended or wielded by you or a willing ally

Duration 1 minute

The weapon glimmers with magic and energy. The target becomes a +1 striking weapon, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

STABILIZE CANTRIP 1

CANTRIP HEALING NECROMANCY POSITIVE

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** one dying creature

The soft glow of positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

SKILL FEAT

You have the following skill feat.

ASSURANCE FEAT 1

GENERAL SKILL

Prerequisites Trained in at least one skill

Even in the worst circumstances, you can perform basic tasks with your skill. Choose a skill you are trained in. You can forgo rolling a skill check for your chosen skill to instead receive a result of 10 + your proficiency modifier (do not apply any other bonuses, penalties, or modifiers).

PATHFINDER

MERISIEL

Ancestry Elf (whisper)
Background Criminal
Class Rogue 1

Strength 10 (+0)
Dexterity 18 (+4)
Constitution 14 (+2)
Intelligence 12 (+1)
Wisdom 12 (+1)
Charisma 12 (+1)

Perception +6; low-light vision
Languages Common, Elven

DEFENSES

Hit Points 16
Armor Class 18
Fortitude +5
Reflex +9
Will +6 (+1 vs emotion)

ACTIONS

Stride 30 feet
Melee Strike rapier +7 (deadly 1d8, disarm, finesse), **Damage** 1d6+4 piercing
Ranged Strike dagger +7 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

OPTIONS

Ancestry Feat Forlorn
Class Feats Nimble Dodge
Class Features Finesse striker*, rogue's racket (thief)*, sneak attack (1d6), surprise attack

SKILLS

Acrobatics +6 (+7 when using attack actions)
Athletics +2 (+3 when using attack actions)
Crafting +4
Deception +4
Diplomacy +4
Intimidation +4
Lore (underworld) +4
Performance +4
Religion +4
Society +4
Stealth +6
Thievery +6
Skill Feats Cat Fall, Experienced Smuggler

GEAR

Worn backpack, studded leather armor
Ready rapier, daggers (6), thieves' tools
Stowed lantern (hooded), oil (5), rations (3), rope (50 ft, silk)
Coins 4 gold, 3 silver
Bulk 3, 2L



RULES REFERENCE

Rules marked with an asterisk (*) are worked into the character's statistics and are not included here.

ANCESTRY FEAT

You have the following feat, drawn from your elven ancestry.

FORLORN

FEAT 1

ELF

Watching your friends age and die fills you with moroseness that guards you against harmful emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

CLASS FEATURES

You have the following class features.

SNEAK ATTACK

You deal additional damage to flat-footed creatures. If you Strike a flat-footed creature with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged attack, you deal 1d6 extra precision damage. For a ranged attack with a thrown weapon, that weapon must also be agile or finesse.

SURPRISE ATTACK

You spring into combat faster than your enemies can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

CLASS FEATS

You have the following rogue class feat.

NIMBLE DODGE

FEAT 1

ROGUE

Requirement You are not encumbered.

Trigger You are targeted with a melee or ranged attack by an attacker that you see.

You deftly dodge out of the way, gaining a +2 circumstance bonus to your Armor Class against the triggering attack.

SKILL FEATS

You have the following skill feats.

CAT FALL

FEAT 1

GENERAL SKILL

Prerequisites Trained Acrobatics

Your catlike aerial acrobatics allow you to cushion your fall. Treat all falls as 10 feet shorter.

EXPERIENCED SMUGGLER

FEAT 1

GENERAL SKILL

Prerequisites trained Stealth

You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you have concealed, the GM uses the number rolled or 10, whichever is higher, as the result of your die roll, adding it to your Stealth modifier to determine your total Stealth check result. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items.

PATHFINDER

SEELAH

Ancestry Human (skilled)
Background Street Urchin
Class Champion 1

Strength 18 (+4)
Dexterity 12 (+1)
Constitution 12 (+1)
Intelligence 10 (+0)
Wisdom 12 (+1)
Charisma 14 (+2)

Perception +4
Languages Common, Osiriani

DEFENSES

Hit Points 19
Armor Class 18 (20 with shield raised)
Fortitude +6
Reflex +4
Will +6

ACTIONS

Stride 25 feet
Melee Strike longsword +7 (versatile P), **Damage** 1d8+4 slashing
Melee Strike shield bash +7, **Damage** 1d4+4 bludgeoning
Ranged Strike short bow +4 (range 60 feet, deadly 1d10), **Damage** 1d6 piercing

SPELLS

Spell Attack Roll +5
Spell DC 15
Focus Spells *athletic rush, lay on hands*
Focus Points 1

OPTIONS

Ancestry Feat General Training*
Class Feats Deity's Domain (might)*
Class Features Champion's code, cause (paladin), deific weapon*, devotion spells, Retributive Strike, Shield Block

SKILLS

Athletics +5 (+7 when using attack actions)
Diplomacy +5
Intimidation +5
Lore (city of Solku) +3
Medicine +4
Religion +4
Survival +4
Thievery +2
Skill Feats Battle Medicine, Pickpocket

GEAR

Worn backpack, chain mail, silver religious symbol
Ready heavy steel shield, longsword, shortbow (10 arrows)
Stowed rations (3)
Coins 6 silver, 5 copper
Bulk 5, 5L



RULES REFERENCE

Rules marked with an asterisk (*) are worked into the character's statistics and are not included here.

FOCUS SPELLS

You can cast *athletic surge* and *lay on hands* by spending a Focus Point, which you regain by taking 10 minutes to Refocus.

ATHLETIC RUSH

FOCUS 1

UNCOMMON CLERIC TRANSMUTATION

Cast ⚡ somatic

Duration 1 round

You gain a +10-foot status bonus to Speed and a +2 status bonus to Athletics checks. As a part of Casting this Spell, you can take a Stride, Leap, Climb, or Swim action. The spell's bonuses apply during that action.

LAY ON HANDS

FOCUS 1

UNCOMMON CHAMPION HEALING NECROMANCY

Cast ⚡ somatic

Range touch; **Targets** one willing living creature or one undead creature

Your hands become infused with positive energy as you lay them on the target, healing a living creature or damaging an undead creature. If you use *lay on hands* on a willing living target, you restore 6 Hit Points; if the target is one of your allies, they also gain a +2 status bonus to AC for 1 round. Against an undead target, you deal 1d6 damage and it must attempt a basic Fortitude save; if it fails, the target also takes a -2 status penalty to AC for 1 round.

CODE OF CONDUCT

The following is the baseline code all paladins follow. Each tenet is listed in order of importance, starting with the most important. If two tenets conflict, you aren't in a no-win situation. Instead, follow the most important tenet.

- You must never willingly commit an evil act, such as murder, torture, or the casting of an evil spell, and you must never perform acts anathema to your deity.
- You must not take actions that you know will harm an innocent, or through inaction cause an innocent immediate harm when you knew your action could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents, or to sacrifice your life and potential to attempt to protect an innocent.
- You must act with honor, never taking advantage of others, lying, or cheating.
- You must respect the lawful authority of the legitimate ruler or leadership in whichever land you may be, following their laws unless they violate a higher tenet.

RETRIBUTIVE STRIKE

As a paladin, you are a stalwart protector of those under your charge, and a furious opponent to any who would dare harm them. You gain the retributive strike reaction.

RETRIBUTIVE STRIKE ⤴

FEAT 1

CHAMPION

Trigger An enemy damages your ally, and both are within 15 feet of you.

You protect an ally from harm and strike back at those who brought them harm. The ally or friendly creature gains resistance to all damage against the triggering damage; the resistance equals 2 + your level. If the enemy is within your reach, make a melee Strike against it.

SKILL FEATS

You have the following skill feats.

BATTLE MEDICINE ⚡

FEAT 1

GENERAL HEALING MANIPULATE SKILL

Prerequisites Trained Medicine

You can patch up yourself or an adjacent ally, even in the middle of combat. Attempt a Medicine check with the same DC as Treat Wounds and provide the corresponding amount of healing. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine action for 1 day.

PICKPOCKET

FEAT 1

GENERAL SKILL

Prerequisites Trained Thievery

You have honed your ability to steal items. You can Steal or Palm an Object that is closely guarded, such as an object in a creature's pocket or a loose ring, without taking the -5 penalty to do so. You can't steal objects that are actively wielded or that would be extremely noticeable or time consuming to remove (like worn shoes or armor). If you're a master in Thievery, you can attempt to Steal from a creature even if it's in combat or otherwise on guard. When you're doing so, Stealing requires 2 manipulate actions instead of 1, and you take a -5 penalty.

SHIELD ACTIONS

Whenever your shield is equipped, you gain the following actions.

RAISE A SHIELD ⚡

Requirements You are wielding a shield.

You position your shield to protect yourself. When you have Raised a Shield, you gain its listed bonuses to AC (+2) as a circumstance bonus and you can use the Shield Block reaction. Your shield remains raised until the start of your next turn.

SHIELD BLOCK ⤴

FEAT 1

GENERAL

Trigger While you have your shield raised, you take damage from a physical attack

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness (5 damage). You and the shield each take any remaining damage, possibly breaking or destroying the shield.

STEEL SHIELD

ITEM 1

Your steel shield has a Hardness of 5 and 20 Hit Points. It becomes broken after taking 10 or more points of damage.

VALEROS

Ancestry Human (versatile)
Background Farmhand
Class Fighter 1

Strength 18 (+4)
Dexterity 14 (+2)
Constitution 14 (+2)
Intelligence 12 (+1)
Wisdom 10 (+0)
Charisma 10 (+0)

Perception +5
Languages Common, Dwarven

DEFENSES

Hit Points 20
Armor Class 18 (20 with shield raised)
Fortitude +7
Reflex +7
Will +3

ACTIONS

Stride 20 feet
Melee Strike longsword +9 (versatile P), **Damage** 1d8+4 slashing
Melee Strike dagger +9 (agile, finesse, thrown 10, versatile S), **Damage** 1d4+4 piercing
Melee Strike shield bash +9, **Damage** 1d4+4 bludgeoning
Ranged Strike shortbow +7 (range 60, deadly 1d10), **Damage** 1d6 piercing

OPTIONS

Ancestry Feat Natural Ambition*
General Feat Die Hard
Class Feats Reactive Shield, Sudden Charge
Class Features Attack of Opportunity

SKILLS

Acrobatics +3 (+5 when using attack actions)
Athletics +7 (+5 when using attack actions)
Crafting +4
Deception +3
Intimidation +3
Lore (Farming) +4
Lore (Warfare) +4
Survival +3
Skill Feats Assurance (Athletics), Die Hard

GEAR

Worn backpack, breastplate
Ready dagger, heavy steel shield, longsword, mug, shortbow (20 arrows)
Stowed bedroll, flint and steel, rations (3), rope (50 ft, hemp), torch (10)
Coins 2 silver, 7 copper
Bulk 5, 8L

PATHFINDER



RULES REFERENCE

Rules marked with an asterisk (*) are worked into the character's statistics and are not included here.

CLASS FEATS

You have the following fighter class feats.

REACTIVE SHIELD FEAT 1

FIGHTER

Requirements You are wielding a shield.

Trigger An enemy hits you with a melee Strike.

You can snap your shield into place just as you would take a blow. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

SUDDEN CHARGE FEAT 1

FIGHTER **FLOURISH** **OPEN**

With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike against that enemy.

ATTACK OF OPPORTUNITY

You have the Attack of Opportunity reaction.

ATTACK OF OPPORTUNITY

FIGHTER

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, you disrupt that action. Attacks made as reactions neither take nor count toward your multiple attack penalty.

SKILL FEATS

You have the following skill feats.

ASSURANCE FEAT 1

GENERAL **SKILL**

Prerequisites Trained in at least one skill

Even in the worst circumstances, you can perform basic tasks with your skill. Choose a skill you are trained in. You can forgo rolling a skill check for your chosen skill to instead receive a result of 10 + your proficiency modifier (do not apply any other bonuses, penalties, or modifiers).

DIE HARD FEAT 1

GENERAL **SKILL**

It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

SHIELD ACTIONS

Whenever your shield is equipped, you gain the following actions.

RAISE A SHIELD

Requirements You are wielding a shield.

You position your shield to protect yourself. When you have Raised a Shield, you gain its listed bonuses to AC (+2) as a circumstance bonus and you can use the Shield Block reaction. Your shield remains raised until the start of your next turn.

SHIELD BLOCK FEAT 1

GENERAL

Trigger While you have your shield raised, you take damage from a physical attack

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness (5 damage). You and the shield each take any remaining damage, possibly breaking or destroying the shield.

STEEL SHIELD ITEM 1

Your steel shield has a Hardness of 5 and 20 Hit Points. It becomes broken after taking 10 or more points of damage.

TRAIT

Your Sudden Charge class feat has the open trait. This is what that means:

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action that has the flourish trait per turn.

Open: You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

PATHFINDER SECOND EDITION QUICK REFERENCE SHEET

THREE MODES OF PLAY

Pathfinder is played in one of three modes, which determines the flow of time and what you can get accomplished when it is your turn to act. The three modes are:

Encounter Mode: This happens whenever you are in combat. The game is measured in 6-second rounds, during which all participants get a turn to act. Play happens in initiative order and what you can do on your turn is limited to three actions (with one reaction happening anytime during the round).

Exploration Mode: This happens whenever you are traveling, exploring, or navigating through dangerous or unknown environments. The game is measured in minutes and hours, during which participants can decide what they want to do as new challenges and decision points become available. Exploration is very narrative, broken up by checks and rolls as needed to determine the outcome of character choices.

Downtime Mode: This happens when the characters are relatively safe and secure, as they spend their time training, crafting, or working a profession. This game time is measured in days in which each character can decide how they spend their time advancing their personal goals and agendas.

CHECKS

During the game, you will be asked to perform a variety of checks. In almost all cases, these checks are a d20 roll plus a modifier based on the type of check. If you are playing a pregenerated character, all of the bonuses are calculated for you. Most checks follow this formula:

$$\text{CHECK RESULT} = \text{d20} + \text{PROFICIENCY BONUS} \\ + \text{ABILITY MODIFIER} + \text{OTHER BONUSES} + \\ \text{PENALTIES}$$

Critical Success (critical hit): You score a critical success by rolling a 20 or by beating the DC by 10 or more.

Critical Failure (fumble): You fumble a check by rolling a 1 or by failing to reach the DC by 10 or more.

COMBAT

Combat occurs in the following steps.

Step 1: Roll Initiative. Participants make a check based on what they were doing when combat started (in exploration mode). Most often this is a Perception check, but it can be a Stealth check, Survival check, or even a social skill.

Step 2: Play a Round. Acting in order from highest to lowest initiative, each participant gets to take 3 actions (◆) on their turn and any number of free actions (◇). In addition, each participant can take one reaction (↻) each round (refreshed at the start of their turn). In addition to special actions (from class, race, feats, etc), most participants can do the following basic actions.

◆ ↻ **Aid:** Spend an action on your turn to prepare to help, then make a DC 20 check as a reaction to grant an ally a +1 bonus on their check (+2 on a critical hit).

◆ **Crawl:** Move 5 feet while prone.

◆ **Drop Prone:** Become prone.

◆ **Escape:** Try to break out of a grapple using an attack, Athletics or Acrobatics.

◆ **Interact:** Ready an item, open a door, manipulate an item.

◆ **Leap:** Jump 10 feet (15 feet if your Speed is 30 or more)

◆◆ **Ready:** Prepare a single action that you can then use later as a reaction, with a trigger you choose.

◆ **Release:** Drop a held item.

◆ **Seek:** Look for hidden objects, creatures, or traps (secret check).

◆ **Stand:** Stand up from prone.

◆ **Sense Motive:** Attempt to notice deception (secret check).

◆ **Step:** Move 5 feet. Does not trigger reactions.

◆ **Stride:** Move your Speed.

◆ **Strike:** Make an attack with a melee or ranged weapon. Each additional attack in one round takes a –5 penalty (attacks with agile weapons take only a –4).

◆ **Take Cover:** Increase the bonus from cover.

Step 3: End of Round. If there are still enemies present, the combat continues into a new round, using the same initiative from the previous round.

DEATH AND DYING

When reduced to 0 Hit Points, you fall unconscious and gain the dying 1 condition (dying 2 if you dropped because of a critical hit or your critical failure). Your initiative moves to right before the foe that dropped you. On your turn, make a flat check DC 10 + your dying condition (critical success reduces dying by 2, success reduces dying by 1, fail increases dying by 1, critical failure increases dying by 2). Creatures die upon reaching dying 4.

COMMON CONDITIONS

Blinded: You can't see. All normal terrain is difficult terrain to you. You automatically critically fail Perception checks that require you to be able to see. If vision is your only precise sense, you take a –4 status penalty to Perception checks.

Clumsy: Your movements are inexact. Clumsy always includes a value. When you are clumsy, you take a status penalty equal to the condition value to Dexterity-based checks and DCs, including AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

Concealed: While you are concealed from a creature, you are difficult for that creature to see. A creature you're concealed from must succeed at a DC 5 flat check when making an attack or targeting you with a spell or effect.

Encumbered: If you're encumbered, decrease your Speed by 10 feet, to a minimum of 5 feet. You become clumsy 1.

Enfeebled: You're physically weakened. Enfeebled always includes a value. When you are enfeebled, you take a status penalty equal to the condition value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

Flat-Footed: You're unable to focus your full attention on defense. You take a -2 circumstance penalty to AC.

Frightened: You're afflicted by fear. Frightened always includes a value. You take a status penalty on all your checks, DCs, and saving throws equal to this value. At the end of each of your turns, the value of your frightened condition decreases by 1.

Grabbed: You're held in place by another creature. You're immobile and flat-footed. If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or you fail and the action is wasted.

Paralyzed: Your body is frozen in place. You're flat-footed and can't act, except to Recall Knowledge and take other actions that require using only your mind (as determined by the GM).

Prone: You're lying on the ground. You are flat-footed and take a -2 circumstance penalty on attack rolls. The only move actions you can take while prone are Crawl and Stand. Standing up ends the prone condition. You can Take Cover while prone to get a +4 bonus to AC.

Sickened: You feel ill. Sickened always includes value. You take a status penalty on all your checks and DCs equal to this value. You can't willingly ingest anything (including potions) while sickened. You can spend an action retching in an attempt to recover (Fort save against the effect DC to reduce the severity by 1, or by 2 on a critical success).

Slowed: You have fewer actions. Slowed is always followed by a value. When you regain your actions at the start of your turn, reduce the number of actions you regain by your slowed value.

Stunned: You become senseless. Stunned includes a value indicating the number of actions that you lose on your next turn.

Unconscious: You've been knocked out. You can't act. You take a -4 status penalty to AC, Perception, and Reflex saves, and you have the blinded and flat-footed condition. You fall prone and drop items you are wielding or holding when you gain this condition, unless stated otherwise.

Undetected: When you are undetected by a creature, that creature cannot see you at all, has no idea what space you occupy, and can't target you with attacks or targeted spells and effects, though you still can be affected by area effects. The creature can attempt to guess which square you're in to try targeting you, which requires a DC 11 flat check even if it picks the right square. When you're undetected by a creature, that creature is flat-footed to you.

Wounded: You have been badly hurt. Wounded always includes a value. Whenever you fall unconscious, you add your wounded value to your dying value. Whenever you return from unconsciousness, add 1 to your wounded value.

WEAPON TRAITS

Agile: The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backstabber: When you hit a flat-footed creature, this weapon deals 1 precision damage in addition to its normal damage.

Deadly: On a critical hit, the weapon adds a die of the listed size.

Disarm: You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach and adds the weapon's item bonus. If you fumble a check to Disarm with the weapon, you can drop the weapon to treat it as a normal failure. On a critical success, you still need a free hand if you want to take the item.

Finesse: You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. Damage rolls still use Strength.

Forceful: This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon dice, and each attack after that adds a circumstance bonus to damage equal to double the number of weapon dice.

Propulsive: You can add 1/2 your Strength modifier on damage rolls with a propulsive ranged weapon.

Sweep: This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

Thrown: You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Two-Hand: This weapon can be wielded with two hands. This changes its damage die to the indicated value.

Versatile: A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

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