

GETTING STARTED

This preview of the *Pathfinder Beginner Box* shows the opening steps of character creation as found in the *Hero's Handbook*.



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



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:

$$1d20 + \text{modifiers}$$

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!

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.

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*.



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!

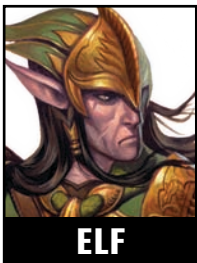
Every step of the way, this book will tell you what you need to write down on your character sheet and where you need to write it. Just follow the steps in order!

1 A CHOOSE YOUR RACE



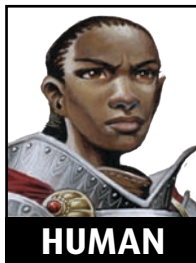
DWARF

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)

2 A CHOOSE YOUR CLASS

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



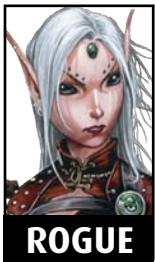
CLERIC

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)

3 B 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.

4 B 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!

5 B 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

6 A 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.

7 A 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?

PICK UP THE COMPLETE PATHFINDER ROLEPLAYING GAME *BEGINNER BOX* IN OCTOBER FOR THE FULL RULES TO CREATE YOUR CUSTOM CLERIC, FIGHTER, ROGUE, OR WIZARD!

