

# Avalon Solo Adventures

Volume #4

**Avalon Games**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





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## Avalon Intro to Pathfinder Solo Adventures Volume 4: The Human Wizard

This solo adventure is designed to give new players an introduction to the Pathfinder Roleplaying Game's basic rules and concepts. You'll play the role of a human wizard, a novice (also known as 1st level within the game) mage character who's just coming into his own understanding of the magical forces in the world.

You'll need access to a full set of polyhedral dice (a four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20-the most important one) die) in order to proceed. If you don't have these at home, and don't have access to a Friendly Local Game Store (FLGS) or want to purchase them, you can find a free online dice roller here:

<http://www.wizards.com/dnd/dice/dice.htm>.

Enjoy the adventure. We here at Avalon Games hope that it inspires you to find a game group (or form your own) in order to play Pathfinder the way it's meant to be-regularly, with some friends, around a table with snacks, drinks, and fellowship. Use the character sheet in the back to help you record information about your wizard throughout the adventure, and feel free to continue playing him when you join your group.

### Character Creation

Before you start playing, you need to create a Character. For the purposes of this Adventure, it is assumed that you will play a Human Wizard. Human, because it's easiest to relate to (since you are one, in the real world); and Wizard, since the Adventure was written to expose Players to what these mages of the Pathfinder world are all about.

You'll need a standard six-sided die (abbreviated d6) in order to create your Character. These type of dice are generally found in boardgames. If you don't have any lying around the house, Wizards of the Coast (another game publisher) has a dice roller online at...

<http://www.wizards.com/dnd/dice/dice.htm>.

This dice roller allows you to roll dice of all different numbers of sides, including probably the most common die you'll use in the game: the twenty-sided die (d20). So if you don't have a full set of polyhedral dice available (a d4, d6, d8, d10, d12, and d20), it's a nice free fallback.

Fill in the Character Sheet at the back of the Adventure as you go through this process.

First, come up with a Character Name. The Player Name is (of course) you. You will play a Wizard. Your Race is Human.

Gender can be either male or female, per Player preference-Pathfinder's default assumption is that of a gender-neutral world, where women can be blacksmiths, priests, or knights; the same as any man. Your Age is up to you, but somewhere between 18 and 30 is probably a good number.

For Physical Description, come up with a brief picture of how your Character appears to others: hair and eye color, height and weight, any scars or distinguishing features, etc. (You might want to wait until you determine your Character's Ability Scores, below, before you do this).





Now, it's time to generate Ability Scores. Your Character has six Abilities: Strength (abbreviated STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These represent the broad strokes of your Character: how strong or physically powerful is she? How agile? How healthy, smart, intuitive, and good looking/charming? They take a Character's aptitudes in these areas of her life and codify it into numbers. Ability Scores generally range from 3 to 18 (although they can go higher or lower), with higher being better and average being around 10 or 11.

There are several different methods you can use to generate ("roll") your Ability Scores, depending on the group you play with. The one you'll use is called the Heroic method: roll two six-sided dice (2d6), add them together, then add 6 to that. Do this a total of 6 times, writing down the results on a piece of scrap paper. You'll end up with 6 numbers, each from 8 and 18. Assign these to your Abilities any way you like, fitting your vision of the Character. Note that Wizard benefit most from high Scores in Intelligence, and also be aware that Wisdom, Dexterity, and Constitution are important Abilities in Combat situations (which tend to occur quite commonly in RPGs). So if you think of your Wizard as a bit of a fighting spellcaster, it might be wise to put some of the higher numbers into these Abilities. Finally, as a Human you may choose one Ability and add 2 to it (this is a Human Racial Trait).

Next, you need to fill in your Ability Modifiers. These are based on your Ability Scores per the chart shown to the right.

Modifiers are important in Pathfinder because they pertain to the game's core mechanic. In Pathfinder, whenever a Character tries to do something that he wouldn't automatically succeed at, the Player rolls a d20 and adds the appropriate Modifier(s) to his roll. He then compares the final total to a target number of some sort (such as a Difficulty Class, or an Armor Class). If the Player's total equals or exceeds this target, the Character is successful at his task. If not, he fails. This simple concept is probably the most important takeaway point from this Adventure.

Just a few more things to fill in, and then you can start your Adventure! Your Character's starting Hit Points (as a Wizard) are equal to 6 + his Constitution Ability Modifier. His Initiative Modifier is the same as his Dexterity Ability Modifier. The rest of the Character Sheet can be filled in as you progress through the Adventure.

Ability Score	Ability Modifier
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

That's enough for now.  
We'll fill in the rest as we go along.

**Onward...to adventure!**



You grew up in the village of Birkville, located in the Nedrasi Forest and bisected by both the King's Road and the River Naga. Up until the age of 11, you were a pretty normal little boy-mischievous, full of energy, and playful.

One night, you were up past your bedtime, playing with some wood-carved toys, when your mother stormed in to snuff out the candle in your bedroom. "Go to sleep!" she said. "Or you'll have extra chores in the morning."

Disappointed, you put the toys away in your chest and crawled into bed. You were upset that you couldn't finish the grand tale you were acting out with them-you REALLY wanted the knight to confront the vile dragon, resulting in an epic battle for the destiny of the land and the hand of the princess. You close your eyes and try to sleep.

You soon opened them, however, when light seeped through your eyelids. A ball of light was floating over your bed. Fascinated, you smiled and started to giggle. Where did it come from? Who put it there? How was it created, and what kept it floating?

Your mother came storming in. "I told you-" she began, then stopped cold, staring at the magical sight before her.

"Mother, what is it?" you ask.

"I don't know, son. I..." she hesitantly reached her fingers out to touch it, and it disappeared. A troubled look formed on her face.

"Mother," you began.

"Hush, dear. Go to sleep. T'was only a vision from a dream." She left the room, beginning to sob quietly.

**Go to 2.**

Before you knew it, you were sent to stay with Master Siofeld, an eccentric old hermit who lives in the woods about a mile from Birkville. To your surprise you learned that you were not the first child to be sent away from home to live with him, and that this was done in order to protect you. The Church, while not completely outlawing magic, views it with a level of suspicion and insists that it be controlled; they don't like to see it used in a way that overpowers or inspires awe more than their own priest's abilities do. In other words, no wizard should ever be perceived as more powerful than a cleric of the Church, and it's considered socially unacceptable to demonstrate magical abilities; they should be tightly controlled, and this is monitored by the Templars and Inquisitors.

So you were sent to Master Siofeld to learn to control and develop your innate magical abilities. You've lived and trained with him for five years, growing into a young man in the process. Thus, the adventure begins.

**Go to 3.**





3

Siofeld is in a tizzy this morning; tossing wooden bowls of ingredients aside, breaking flasks, throwing open cabinet doors using magic. The small hut that has been your home and school for the past five years is in disarray; not an uncommon sight.

“Where is it?” he cries. “I need those pilocin mushrooms to finish this potion!”

Fifteen more minutes of frantic searching commence. You try to help as best you can, but having never seen them before, his description of “a white mushroom” isn't very helpful-there are lots of mushrooms fitting that description in the hut, and every one you show him brings a “No!” or a “That's not it-pay attention, boy!” from his lips.

Finally, with a dramatic, exasperated sigh, he gives up. It'll be up to you, it seems, to search the forest and procure the mushrooms. There are two relatively nearby locations where they can be found, Siofeld tells you. One is along the edge of a small lake, about three miles to the west through the trees. The other is growing on a small island rising from the center of the roaring River Naga, five miles to the east.

**To head west, go to 4. To go east instead, go to 5.**

4

You start off around noon, easily hiking the rough terrain and thinking you should reach the lake in an hour or two. You are taking a break on a tree stump, finishing eating some hardtack, when you hear... singing. It's faint, but you can discern a woman's beautiful voice, and even a few words. It's coming through the trees from the north.

**You stand up, brush off the crumbs, and shoulder your pack. To investigate the singing, go to 6. To continue on your way to the lake, go to 7.**

5

5

You decide to start off early the next morning. You estimate that it will take you until the afternoon to reach the river.

Part of your trip takes you across the King's Road. As you are crossing it to continue on the trail, you hear a woman's voice, crying out for help in pain and fear, coming from a ways down the road.

**To check it out, go to 23. To continue on your own mission, go to 24.**

6

Coming to a clearing in the forest, you see a rather unusual, though not at all unpleasant, sight. A beautiful young woman, dressed in a filmy white gauze dress, is smiling at you. She raises her right hand and beckons you to approach.

**To take advantage of your seemingly good fortune, go to 25. On the other hand, if you're the suspicious type who thinks that when something seems too good to be true, it usually is; you could try casting a detect magic spell (hopefully gathering more information on the strange girl in front of you) by going to 26.**



You trudge on. Seeing the lake coming into view in the distance, your gaze focuses more on the ground ahead. There are clumps of white mushrooms ahead...

**Make a perception skill check (roll a d20 and add your total bonus of +1). Your total bonus is determined by adding your skill ranks (in this case 1 for perception) and ability modifiers (0, since perception is based on your wisdom ability). Compare this number to a difficulty class (DC) of 12. (A DC is the target number you are looking to meet or exceed in order to succeed at the skill check).**

**Did you succeed? If so, you hear a soft THUMP! behind you, and turn to see...go to 8. If you failed, go to 9.**



An orc...shaman?!? has leapt from one of the upper branches of a tree, landing behind you in an attempt at surprising his prey-you. He wears a necklace of feather and bones, and wields a short staff topped with a human (or at least humanoid) skull. "RAARRGH!" he roars, and begins chanting in an arcane grunting language.

You've heard tales of orc war parties tromping through the Nedrasi Forest on their way to rape, pillage, loot, burn, or otherwise sack human settlements; but you've never come upon one before...and never gave much thought to orcs who could use magic. It seems strange for such a warlike race to have developed the discipline necessary to learn spellcasting...

The above flashes through your mind in a split-second...you've really no time to dwell on the hows or whys right now. It's time to engage in combat.

**Combat in the Pathfinder Roleplaying Game (and many other roleplaying games) is one of its primary features, and is played out in a highly-structured turn-based fashion. The first step is to "roll for initiative"; in other words, to set the combatants' turn order (which in most cases lasts through the entire combat). Combat takes place divided into time segments called rounds (each is about 6 seconds long, so 10 rounds equals about 1 minute).**

**To roll for initiative, roll a d20 and add your initiative modifier (which, in your case, is 0). So roll a d20. The orc shaman rolls a 12. Did you beat his initiative roll? If so, go to 10. Otherwise, if the orc won initiative, go to 11. (Reroll ties in this case, with the orc shaman always rolling a 12).**





9

WHOOMPH! A searing blast of heat strikes you in the back, almost knocking you flat. You fall to your knees but quickly recover, rolling on the ground to put out the flame. Your poor robes! Rising and looking over your shoulder, you see...

**Subtract 1 hit point (an abstract measure of how much damage your character can take before being incapacitated) and go to 8.**



10

Your fight-or-flight instinct flaring, you quickly calculate two possible courses of action-hit the orc shaman with a magic missile spell (which has the advantage of never missing), or strike quickly with your dagger.

**To shoot the orc, go to 12. To stab him instead, go to 13.**



11

"RAARRGH!" he roars again, charging at you and swinging the staff at your head like a sword. Luckily, he rolls a 9, which doesn't equal or exceed your armor class of 10 (armor class is a numerical abstract measure of how hard you are to hit in a fight; and is mainly based on the armor you are wearing-in your case, none-and how nimble you are at dodging out of the way of danger, based on your dexterity ability).

You feel the WHOOSH! of the staff barely missing your skull as it passes over your ducking head.

**It's your turn to attack this round. Go to 10.**



12

"AST TSARAK SIMULARAN KRYNNAWI!" you shout, your fingers flying through the air in a complex arcane pattern. Master Siofeld's training has served you well-a bolt of light shoots from your hand, striking the orc dead center in the chest. He looks down, surprised, at the smoking hole where his heart once pumped; and his mouth forms an O as he drops to his knees, then facedown, dead.

**Go to 14.**



13

In one fluid motion, you unsheathe your dagger and stab at the orc shaman's face.

**Make an attack roll-roll a d20 and add your attack bonus (0 in this case). The orc's armor class is 12. Did your roll equal or exceed 12? If so, go to 15. Otherwise, your blow misses and it's the orc's turn to attack-go to 11.**



14

Breathing heavily, you sit down on a tree stump, looking at your fallen foe as his blood soaks into the forest earth. You retch but manage to hold onto your stomach contents; it's the first time you've killed. Now that you have time to think, you wonder why he was out here alone (or is he?)

**To search the orc's body, go to 16.**

**To collect your mushrooms and head back, go to 17.**



7



15

The dagger makes a squishy, scraping sound as it plunges into the orc's eye. Blood sprays out and spatters your face, temporarily making your vision red. One last "RAARRGH!" and the orc drops, dead.

**Go to 14.**

16

The orc's staff broke when he hit the dirt; any magic contained within has returned to the Void from whence it came. However, you do find some mushrooms (albeit purple, not white, ones) in a pouch at his belt. If you wish to take these (who knows what use Master Siofeld could make of them), write down "purple mushrooms" under gear on your character sheet.

**Go to 17.**

17

The sun is starting to fade as you gather the mushrooms by the lake. Satisfied, your pouches bulging with fungi, it's time to think about heading back.

**To camp for the night before heading back, go to 18. To start heading back right away, go to 19.**



18

You set up camp by the lake, eating some of your travel food as well as a fish you managed to catch. You soon fall asleep by the fire, looking up at a beautiful starscape on this clear night.

You awake in the middle of the night to splashing and giggling; a tinkling, musical girl's voice. It's coming from the lakeshore.

**Check it out? Go to 20. Quickly strike camp and get the heck out of here? Go to 19.**

19

Back home, you finally have a chance to sort through your pickings with Master Siofeld. Unfortunately, the white mushrooms by the lake were not the white mushrooms (pilocin) that he needed. "I'm afraid you'll have to try the river island to the east."

**Go to 5.**

20

You approach the edge of the lake cautiously, dagger drawn. As your eyes adjust to the darkness, you see a voluptuous female form, swimming near the shore. "Come play with me," she calls to you, her voice as sweet as an angel. Swim out to meet her?

**Go to 21. Or, if you're not enough of a man to handle a real woman, head back to Master Siofeld (19).**

8





21

You swim out to meet the mysterious woman. She embraces you, laughing, and you feel your desire burn. This trip is turning out better than you thought!

Suddenly, her face changes dramatically, becoming...demonic. She opens her mouth and hisses, showing off prominent sharp white teeth, and tries to drag you down into the deep.

**Make a fortitude saving throw against her attack. (According to the game, saving throws are made to "reduce the effect...when you are subject to an unusual or magical attack"). Roll a d20 and add your constitution ability modifier (in this case, 0). The difficulty class you are trying to meet or exceed is her attack roll (a 12 in this case). Did you roll lower than a 12? Go to 22. Otherwise, if you rolled a 12 or higher, you manage to pull away. Swimming back to shore, you hear her mocking laughter as you quickly grab your things and head back to Master Siofeld with the mushrooms.**

**Go to 19.**



22

You resist as long you can, but terror and pressure eventually force open your mouth as you gulp in not air...but water. The feeling is excruciating. You flail frantically, looking up at the surface, seeing the moon through a watery film...

Suddenly you are pulled roughly out of the water by an invisible force, which lifts you into the air before depositing you gently on the lakeshore. The demoness screams in rage, shouting curses at... Master Siofeld! He has rescued you, using a levitation spell.

"Come, child, breathe" he says, as you sputter and vomit up lakewater. After you recover, you head back home with Siofeld. He explains that there are dark forces in this forest, that one must be careful where one walks (or swims), etc., and that he had been keeping a mystic eye on you from afar, "in case you got into trouble".

**Go to 19.**



9



23

You head down the road cautiously toward the sound of the woman. Soon you see a lump in the middle of the road-a woman, curled up and sobbing, dressed in filthy rags. "They took everything from me!" she screams. She begins to tell you her story, how she was beaten and robbed by a gang of "ruffians"-the King's Road has never been safe from the scourge...

**Make a perception skill check (roll a d20 and add 1).  $\geq 14$ ? Go to 31. Otherwise, go to 32.**



24

It's late afternoon when you finally start to hear the roar of the mighty River Naga. You spot the island in the center with the mushrooms growing on it, as Master Siofeld described. But also on the island is a little man, dressed in black. He looks at you oddly, then grins.

**Go to 33.**



25

You head towards the woman, and she takes you into an embrace. She kisses you deeply, and you feel a warm love grow inside your heart until it threatens to burst from your chest and share itself with the universe.

**Make a will saving throw (roll a d20 and add +2, as wizards are more resistant than other classes to magical effects; you could also add your wisdom ability modifier, but it's 0 in this case so it doesn't help you). Did your total equal or exceed 12? Go to 27. If you failed, go to 28.**



26

You mutter the words, wave your hands, and detect a very strong magical aura around the woman. Clearly, this is no ORDINARY beautiful maiden alone in the woods. In fact, remembering Siofeld's stories, it's probably a forest nymph or dryad-potential bad news for travelers, indeed.

**To continue towards the woman anyway, go to 25.  
To get the heck out of there, go to 30.**

27

This feeling...it's madness. Better than anything you've ever felt. But it totally contradicts your view of the universe...can something EVER truly be this good? I mean, come on...a beautiful maiden, scantily-clad, alone in the forest and wanting...YOU?

**To pull away, go to 30. To say the hell with it and just go with it, go to 28.**

28

You've never felt such warmth, such bliss. It makes a mother's hug feel like a kick to the face; the experience is on such a higher level. You never want it to end. Despite this, the feeling takes you down into the depths of a deep, peaceful sleep.

**Go to 29.**



29

When you awaken it is dawn, and the sun is rising, beaming light through the tree canopy. Birds have awoken and begun their morning songs. You try to get to your feet but find that you are too weak to do so.

Reaching up to your face, you feel about a week's worth of beard. Could you possible have been asleep that long? It would explain the weakness (atrophy) and the extreme hunger and thirst you feel. You eat some food from your pack and drink water from a nearby creek, gaining some strength back. You decide to head home to recover (and tell Master Siofeld what happened to you!) before trying to collect the mushrooms again.

It takes you most of the day to reach Siofeld's hut-your home for the last 5 years. You take frequent rests whenever your legs give out. It is late afternoon and the sun is falling when you find...

...a burnt-out, dessicated husk of a home. Outside the charred remains, driven into the burnt grass, is a Templar symbol-and hanging on it, a blackened skeleton. Master Siofeld has been executed by the Church.

You wish you had never come back here. You wish that you had just continued on the forest path, come what may. But it's too late. While you slept blissfully, enchanted by a mysterious forest beauty, Siofeld fought for his life and lost. You can't change the past, but maybe you can prevent these atrocities from happening to other mages in the future...

You've reached the end of your solo adventure. What will happen to your character next? Will he become embittered and swear vengeance against the Church, become a rebel? Adventure through the forest? Rebuild the hut, stubbornly refusing to give up his home? The choice is yours! It's time to find a Pathfinder gaming group, or start your own. Your game master (GM) will help you finish fleshing out your character, adding features that weren't covered in this introductory adventure (like more skills, spells, feats, starting funds, etc.)

10

**We hope you'll get many years of  
enjoyment out of the  
Pathfinder Roleplaying Game!**



30

You begin slowly backing away from the woman. Her demeanor changes from “sweet, innocent maiden” to “vicious, mocking tramp” as she screams at you, hurling insults which threaten to shatter your fragile male ego; questioning your manhood, your interest in women over men (or animals), etc.

**To show her how wrong she is (and how much of a man you really are), go to 28. To continue on your way, go to 7.**

31

You hear soft footsteps on the road behind you as you try to tend to the poor woman. Whirling, you spot a man, dressed in leathers, and clearly trying to sneak up on you. “Whoa, friend!” he says, backing up with his hands half-raised. “I’m just trying to help the little lady, same as you.” He picks her off the road and starts helping her down it. “I’ll take her to the next town,” he says. They recede into the distance.

**You’re not absolutely positive, but you think you just avoided being robbed! Go to 24 to continue your mushroom-gathering expedition.**

32

The woman’s wounds don’t seem too bad, and you soon have her on her feet. “Thank you kindly, sir...I will walk from here.” She heads toward the nearest town and leaves you standing in the King’s Road. You continue on your journey.

**It’s not until later that you realize what few coins you carried are gone—the woman was a thief! Go to 24.**

33

“Come for the mushrooms, have you?” he asks slyly. “I’ll make you a deal...do me a favor, and they’re yours for the taking!”

**To attempt the riddle, go to 34. To ignore the little man and attempt to grab the mushrooms, go to 35. To cast a magic missile spell at him (attack him), go to 36.**

34

Resignedly, you was the little man what he wishes of you.

“I want to get off this island!” he cries, and begins to sob.

It seems, no matter how much magic he knows, he’s afraid of swimming in the rushing river!

You piggyback swim him to the riverbank, and he disappears into the strange forest. Then you collect your mushrooms and head home.

**Congratulations, you’ve reached the end of this solo adventure! It’s time to find a Pathfinder group to continue your story. Your game master (GM) will help you to finish up and flesh out your character. We hope you’ll get many years of enjoyment out of Pathfinder (or other) roleplaying games!**



11

35

As you bend over to pick a mushroom, you see the man gesture in your peripheral vision. From that point on, every time you try to gather one, your hand slips off it; as if it were made of grease. You're very frustrated, but have the presence of mind to realize that you'll have to find out what favor he wants if you want to go home with the 'shrooms.

Go to 34.

36

You begin your incantation, pointing at him, when suddenly the little man makes a dismissive gesture with his hand and your voice goes silent. You can still talk (you swear in frustration), but you can't seem to cast any spells for now.

**You come to the realization that you're way out of your league-the strange man clearly has powerful magic at his command. The only way around this is to see what kind of favor he has in mind. Go to 34.**





## GLOSSARY

**Abilities:** the six core characteristics (Strength [STR], Dexterity [DEX], Constitution [CON], Intelligence [INT], Wisdom [WIS], and Charisma [CHA]) that define a Character in the Pathfinder Roleplaying Game. For most Characters, these are ranked on a bell curve from 3-18, representing normal Human (or other species) variation in aptitude.

**Ability Check:** roll 1d20 and add it to that Ability's Ability Modifier vs. a target number set by the GM—if you meet or exceed that number, you have succeeded in using that Ability to succeed at whatever task you were attempting.

**Ability Modifier:** these numbers can be positive or negative, and are derived from a Character's Ability Scores. They are added to die rolls made during a game to determine success/failure for a Character's attempted action.

**Ability Score:** a Character's “ranking” in one of her six Abilities, usually ranging from 3-18.

**Adventure:** a story told through gameplay, involving a Character or group of Characters on some type of mission. May be played over one or several gaming sessions. A group of Adventures linked by some type of overarching theme is called a Campaign.

**Armor Class (AC):** a measure of how hard you are to hit in a fight. Influenced by your Dexterity, what type of armor you're wearing, etc.

**Campaign:** a series of Adventures involving the same group of Characters, usually with some type of long-term goal in mind for the Characters to achieve. Campaigns are usually played over a long period of time, sometimes even years.

**Character (also called Player Character or PC):** your fictional persona in the game. Each Player generally controls one Character.

**Character Creation:** players must create a Character to control in the game. They can choose from a wide variety of Character Classes and Races when doing so.

**Character Level:** usually just called “Level”. A measure of your Character's adventuring experience and expertise in his chosen Character Class.

**Character Sheet:** a document used to record a Character's current state and progress throughout the Pathfinder game. It is wise to use pencil when filling it in, as much of the information on it can change due to game circumstances.

**Class Skill:** some Character Classes are better at using certain Skills than others are, and get bonuses when selecting them during Character Creation or advancement. These are known as Class Skills. For example, one of the Wizard's Class Skills is Spellcraft. Obviously, Wizards in general are going to be better trained in matters dealing with magic than a Fighter would.

**Combat:** a very structured (and important) part of playing Pathfinder during which the Players and Game Master take turns interacting with their Characters and the rules to determine the outcome of an in-game battle. In many games of Pathfinder, Combat is the most important feature, and can take some time to resolve.

**Damage:** a die roll or number used to see how powerful a successful Attack was. Damage is subtracted from a Character's Hit Points. Different weapons, unarmed fighting styles, and magical Spells all have the potential to do different amounts of Damage.

### Detect Magic

Discovers magic within a set area when cast.

**Difficulty Class (DC):** basically, how hard it is to accomplish a task in Pathfinder. The number represents the number you must beat (by rolling a d20 and adding various modifiers) when attempting a Skill Check, an Ability Check, etc. during the game.

**Gamemaster (GM):** the Player who “runs” a game of Pathfinder, presenting the story (which changes in response to the Player Character's actions) and playing the role of all Characters not controlled by the Players (such as creatures, enemies, or shopkeepers that the Characters encounter—collectively called Non-Player Characters (NPCs)).

**Hit Points:** a numerical representation of how long a Character can continue to fight before becoming incapacitated, falling unconscious, and/or dying.

**Human:** one of the Races that Players can choose to play their Character as. There are other Races in Pathfinder's fantasy world, including dwarves, elves, halflings, etc.

**Initiative:** the beginning step of Combat, used to determine the turn order in which PCs and NPCs act during a battle. Sometimes referred to as "rolling for Initiative".

**Initiative Modifier:** added to a Player's Initiative Roll at the beginning of Combat.

**Initiative Roll:** a d20 is rolled and added to the Character's Initiative Modifier, then compared against all of the other combatant's Initiative Rolls to determine the turn order during a fight.

**Level:** see Character Level.

**Magic Missile:**  
Always hits, does  $1d4 + 1$  points of damage)

**Paizo (also called Paizo Publishing):** the creator and publisher of the Pathfinder Roleplaying Game.

**Pathfinder (also called the Pathfinder Roleplaying Game):** a tabletop roleplaying game with rules based on 3rd Edition Dungeons & Dragons. One of the most popular roleplaying systems being played today.

**Player:** someone who plays Pathfinder, either by controlling a single Player Character, or as the Gamemaster.

**Player Character:** see Character.

**Race:** the world of Pathfinder is made up of many different types of creatures, including Humans, elves, dwarves, halflings, half-orcs, gnomes, and half-elves. Many of them can be chosen by Players during Character Creation.

**Skill:** a specific area of expertise that a Character is proficient in. Characters make Skill Checks using one of their Skills to see if they can accomplish certain tasks during the game.

**Skill Check:** a d20 is rolled and added to the Character's Total Bonus for the Skill being tested to see if the Character succeeds or fails while attempting a task using that Skill.

**Total Bonus:** a Skill modifier, added to a d20 roll to determine the success/failure of a Skill Check.





**Character Name:**

**Gender: Age: Height: Weight:**

**Player's Name:**

**Hair Color: Eye Color:**

**Class:**

**Level:**

**Experience Points (XP):**

**Abilities Score**

**Ability Modifiers**

**Strength (STR)**

**Dexterity (DEX)**

**Constitution (CON)**

**Intelligence (INT)**

**Wisdom (WIS)**

**Charisma (CHA)**



**Initiative Modifier:**

**Hit Points (HP):**

**Class (AC):**

**Weapons:**

**Attack Bonus:**

**Damage:**

- 1.
- 2.
- 3.

**Skills:**

**Total Bonus:**

- 1.
- 2.
- 3.
- 4.

**Spells:**

**Note:**

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