

Pathfinder Chronicles

Player Handbook

Ver 1.3

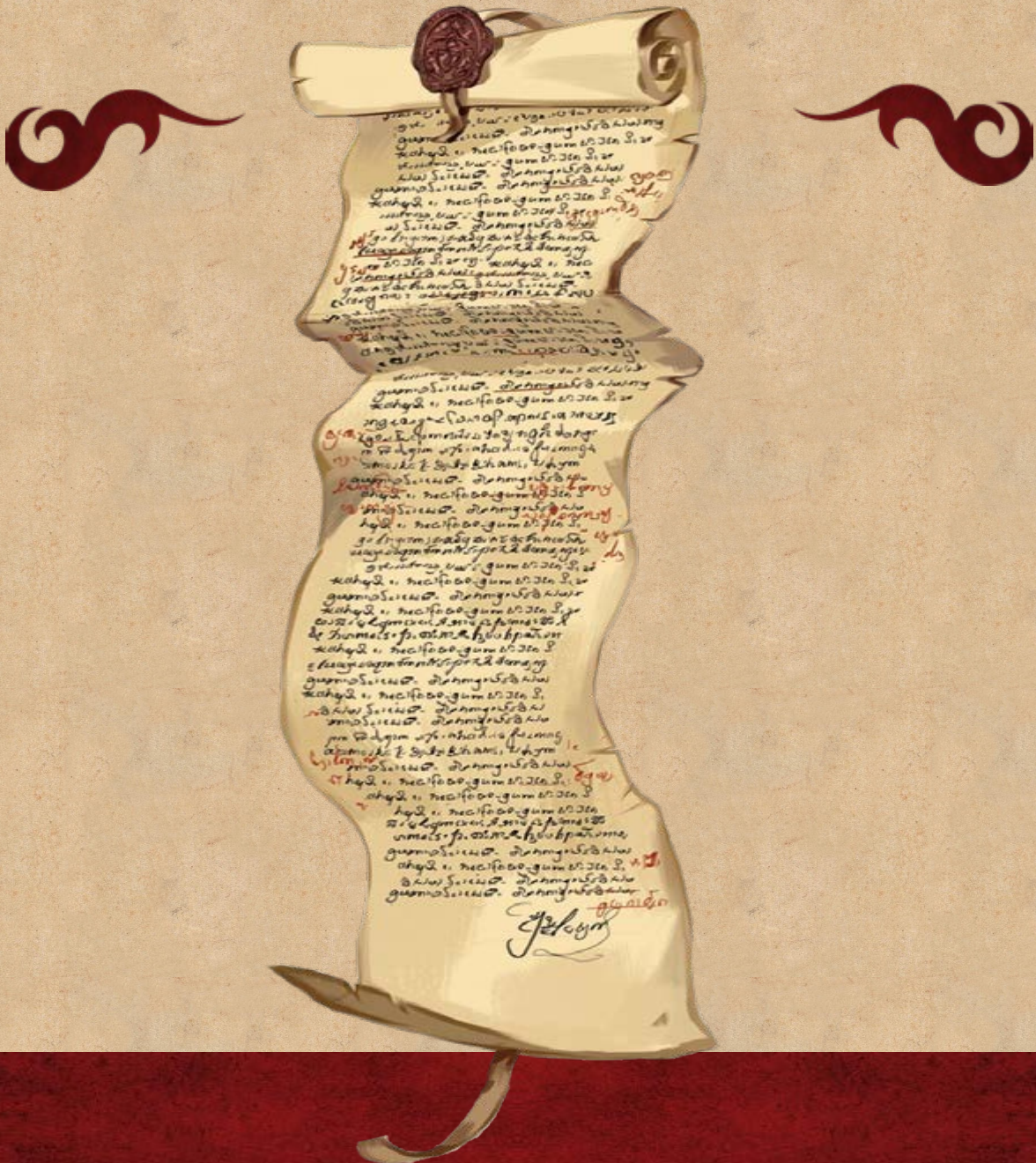


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Introduction

Welcome!

Welcome to our player guide to role-play, and specifically to the Pathfinder 2e Tabletop RPG! Within this guide you will find common verbiage, expected etiquette, some tips, and instructions to help you get started on the right foot! As this is made for secondlife specifically it will have terms and rules specifically tailored to this platform.

What Are Tabletop RPGs?

Tabletop role-playing games, commonly called tabletop role-playing games and abbreviated ttrpgs or trpgs, and formerly called 'pen and paper role-playing game'. TTRPGs are a category of role-playing game (RPG) in which one player called the Game Master (called GM here on out) presents the setting, challenges for the players, plot hooks ect, while the other players take on the roles of Player Characters (called PCs from here on out) who attempt to overcome challenges, and advance the plot via their actions. Players act out their PC's actions by either vocalizing them or pantomiming them for the group.

Pathfinder 2e

Pathfinder 2nd Edition is a tabletop role-playing game that offers a detailed and customizable experience, focusing on giving players lots of options to create and grow their characters in a fantasy world. Unlike Dungeons & Dragons 5th Edition, which aims to be more straightforward and easy for beginners to pick up, Pathfinder 2nd Edition dives deeper into character choices and combat strategy, making it a hit for those who love thinking through each move and personalizing their characters extensively. Both games are played in imaginary fantasy settings and use dice to decide the outcomes of actions, but Pathfinder 2nd Edition stands out by allowing players to do more in their turn with a flexible system of actions. It also offers a wider variety of skills and special abilities for characters, providing endless ways to play and strategize.

Example: Imagine in Dungeons & Dragons, during a fight, your character can move to a dragon, attack it, and maybe do one more small action all in one turn, keeping things simple and fast. In Pathfinder 2nd Edition, your character could attack the dragon three times, or mix things up by moving, casting a spell, and then attacking, offering more choices and requiring more thought into each action. For example, a warrior in Pathfinder could swing their sword up to three times at a monster in one go, but each swing has a higher chance to miss. This system lets players think more about what they want to do, like in a chess game, making each player's turn more about strategy. (credit to Dallas for this gem)

TTRPGs are for EVERYONE

Whether you're a GM or a player participating in a tabletop session, all community games, and communities in general involve something called 'the social contract'. Which are essentially social rules of etiquette on how social interaction should be conducted with respect to how to treat each other and play the game. It's about making sure everyone feels safe, respected, has fun, and gets to contribute to the overall story. In this instance the core of this social rule-set is 'everyone is here to have fun'. For most players (and GMs) roleplay is a way to escape the troubles of the real world, so please be mindful of everyone at the table and what they want out of the game. This means communicating with each other so that everyone is on the same page.

Above all, remember this. Pathfinder is for everyone regardless of age, ethnicity, race, gender, religion, or any other identity and life experience. It's up to ALL players, not just the GM, to make sure the game is fun for everyone. You're playing a game together, not competing.



Game Flow and Structure

Pathfinder, as with most TTRPGs, are played in sessions, during which players get together in person or online for a few hours in order to play the game. As this takes place on second life for the most part, the session can be considered continuous. Some Sessions last for a single night, called 'one-shots' or it can stretch for multiple sessions forming a campaign that might last for months or even years. If the GM or in this case GMs enjoy storytelling and the players enjoy playing, sessions can last as long as you like. Sessions can be mostly action, devious traps and obstacles, or more trade and diplomacy based, ultimately it's up to the GMs and those that play with them.

Modes of Play

Sessions generally have three modes of play, these modes swapping out whenever needed. These modes of play determine the pacing of the story and can be seen as tone setters for each scene.

The first and most use of these modes is **Exploration**. Exploration covers most of what adventurers do on a general basis such as uncovering mysteries, solving problems, and interacting with other characters. In this 'Age of Lost Omens' there are many dangers, mysteries, and secrets to explore, and as such you may encounter combat when exploring. Which brings us to the next mode of play, Encounters.

Encounters are effectively combat. Any time you spend fighting savage beasts or unsavory characters is considered an Encounter. Encounters in Pathfinder 2e are not to be taken lightly, as combat is seen as a consequence to character action, and even a lowly goblin can take out an unprepared level 5 character. The longer combat draws out the more likely it becomes that someone is going to wind up dead, so play smart and communicate with each other, and remember that you do NOT have to fight everything to gain xp.

Downtime is the time in which players are neither Exploring or in an Encounter. This is considered time for player characters to rest and recuperate or train for the next time they explore or prepare for the next encounter. This should be time that players spend doing their jobs, rolls for weekly earned income should be done, schooling takes place, or other mundane everyday activities



The Game Master

While the vast majority of players will play via creating and controlling their PCs, the GMs are in charge of overarching story and world. They are the ones who describe the entirety of every aspect of the game to players and put the PCs into the situations they find themselves in...mostly. They take into account how PCs actions change the game and vice versa.

Being a GM is incredibly challenging, requiring a person to juggle rules, narrative, and light moderation in order to have a functioning game. So please be kind and patient with your GMs, they put a lot of work in to make things come together.

Combat

Combat is something that may happen through the course of your time on Druma. This Rules guide is meant to walk you through the way combat works in an easy to understand format so that those new to the game can understand how to navigate combat or for those needing a refresher.

First part of combat is getting everyone's initiative. Initiative is rolled by all parties in combat to determine post order. In order to roll perception, click on the open icon and find the initiative button (the icon with an eye), click it, and it will ask for your modifier and then automatically roll.

Initiative

During the encounter phase of your sessions, you will most likely be asked to roll 'Initiative'. Initiative is effectively a roll used to decide the order in which the players and the NPCs take their turns. Initiative is based on your PCs perception. Perception is how well a PC perceives their surroundings, those with higher perceptions tend to be more observant and thus tend to go first. You will note on your character sheets there's also a slot for 'initiative'. This is for the feats that specifically affect your initiative modifier, as very few things can specifically increase that number itself. When you have modifiers for initiative you add these to your initiative roll. Initiative goes in order from the highest roll to the lowest.

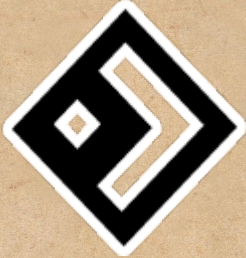
Post Order

Post order, or the order in which players and NPCs take their turns, starts from the person who rolled the highest during initiative and goes to the lowest. Once every person has gone, it cycles back around to the first person in the post order. This is called a round. There are six rounds in a minute of in-game time, meaning that while in real time combat might take an hour, in in-game time it is usually only several minutes.

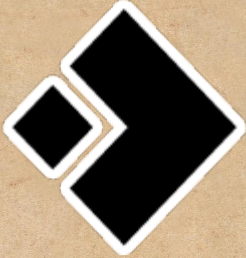
Action Economy

Pathfinder has an action economy wherein people have three Action Points (AP) with which to do any action on your turn. Most actions take 1 AP to execute while most spells take 2 AP though this varies

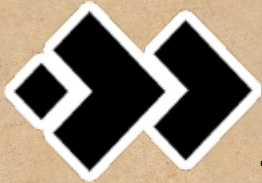
based on the type and level of activity. In most cases you have three basic choices: Stride, Strike, or Step. This is not the end of the actions you can take, and we will elaborate on them here.



This is a Free Action. If you see this symbol, this means any action you take with this symbol next to it means you can do this action without using an Action Point.



This is a Single Action. If you see this symbol this means that any action with this symbol takes one AP to execute.



This is a Two Action Activity. If you see this symbol it means that any action with this symbol takes two AP to execute.



This is a Three Action Activity. If you see this symbol it means that any action with this symbol takes three AP to execute.



This is a Reaction. If you see this symbol this means that this action is triggered by something and can be used outside of your turn if the trigger requirement is met.



Character Creation

Creating a character is the most important part of beginning your journey into the Pathfinder 2e system and the world of Golarion. There are many options when it comes to character customization and growth when it comes to Pathfinder 2e with the only real limit being your GM's level of insanity.

Here in this portion of our Player hand book, we will walk you through character creation, but after that, it is up to you to explore the ways your character develops.

Please see the website for your character creation options.

Pathbuilder

First and foremost we recommend you use the pathbuilder website to make a character and save them to your computer. Pathbuilder is how we recommend you test builds and build your character and as as our Sim's HUD only keeps track of your stats, health, AC, class, Background, gold, and spell slots everything else like your feats and your inventory needs to be accounted for and Pathbuilder is the easiest.

Ancestries

The most important step is choosing an Ancestry. Ancestries (which you know as 'races') are the people that inhabit Golarion. Varied and multifaceted, each comes with its own history and culture that will shape how your character sees the world. Ancestries come with several stat boosts (+2) and flaws (-2) and grants access to that Ancestry's feats.

Some Ancestries may allow you a free choice of what stats to boost (+2). Remember: While most ancestries have a general manner and culture, not every person you see of those ancestries will react and behave the same. Ancestries are but one part of a person. Some Ancestries may allow you a free choice

Backgrounds

The second detail is your Background. Your Background is essentially your job. What you do outside of combat, adventuring ect. This is generally how you make money or at the very least what you were known for before becoming whatever it is you are now. Backgrounds affect your core stats! Though while the sim itself has a limited number, you should spend time familiarizing yourself with them so you can pick the one that best fits with your Class. You have a choice between enhancing two stats, and a free choice to put two where you like.

Class

Next up is choosing your Class. Your class is one of the most important ways your character interacts with the world of Golarion in Pathfinder. If your Background is your job, your Class is how you carry out that job. Your Class Gives you a boost (+2) to its main stat, so choose your Ancestry, and Background carefully so that your Class stat starts at 18 so that you can get the most out of your Class's abilities.

Ability Scores

Ability Scores are the numbers used to calculate your modifiers for your skills, your health, and your AC. You get four free boots (+2) to increase 4 stats of your choice, make sure you choose one to be your Class's core stat so you can set your Class's core stat to 18. (yes you can get an 18 at lvl 1 the game encourages this).

Skills

Depending on the Class and Background you may already have a few skills already picked out, as well as an allotment of skills you can choose from based on your Class. Skills are things your character knows how to do and are good at. We recommend looking at your background and class to get an idea of the skills you will get, and remember these skills aren't things that necessarily help in combat, but absolutely are things that will be used in role-play!

Heritages

Heritages are the final thing usually considered and aren't entirely necessary. They are essentially an extra add on to your character to add some new access to feats and appearance and story augmentations. While Ancestry is analogous to 'race', Heritage can be seen as specific 'bloodlines' you can choose at character creation. This however is purely optional.

