



Character Creation Quick Reference Guide

PATHFINDER® EDITION

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Character Creation

NOTE – This guide does not replace either the *Pathfinder RPG Core Rulebook* or the *LSJ Campaign Guide Pathfinder Edition*. This guide is intended solely to provide a brief synopsis of the rules for creating a new PC in the *Legends of the Shining Jewel Campaign*. You must have access to the *Pathfinder RPG Core Rulebook* to create your character. The *LSJ Campaign Guide Pathfinder Edition* makes available additional campaign-specific rules and information for enhanced play.

To create a 1st level character, turn to Chapter 2 of the *Pathfinder RPG Core Rulebook* and use the steps outlined in the Character Creation Basics section except where they are modified as outlined below. The hierarchy for which source takes precedence is as follows: *LSJ Campaign Guide*, *LSJ Psionics Guide*, *Pathfinder RPG Core Rulebook*, *Pathfinder Bestiary*.

All skills, feats, spells, prestige classes, or other rules that require evil alignments or have the “*Evil*” descriptor are banned for PC use. PERIOD.

General Campaign Terms

- * **Time Units (TUs)** The length of time an activity (scenario, crafting, etc.) takes in the LSJ campaign. On January 1st of each year, a PC receives 365 time units to spend on activities for that year.
- * **Event** A convention, game day, or other occasion when scenarios or groups of scenarios are played. **Scenario:** Also popularly known as “modules” or “tournaments”, these are the things authors write, GMs run, and players play.
- * **Adventure:** A scenario being played by a player character. So to put them all in context: “At the last LSJ event I attended, three scenarios were running. One of the scenarios had a rare magic widget – which meant that in the next adventure those characters who got it played, only one could use it!”

Ability Scores

- * **Purchase Point Buy** method of ability score generation, found in Chapter 2 of the *Pathfinder RPG Core Rulebook*.
- * **Epic Fantasy** 25 points buy.

Ability Score Costs			
Score	Points	Score	Points
7	-4	13	3
8	-2	14	5
9	-1	15	7
10	0	16	10
11	1	17	13
12	2	18	17

Apply racial modifiers to ability points after the base scores are determined. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Pathfinder RPG Core Rulebook*.

Races

- * Dwarf
- * Elf
- * Gnome
- * Half-elf
- * Half-ogre
- * Half-orc
- * Halfling
- * Human

Classes

- * **Barbarian**
- * **Bard**
- * **Cleric** – Clerics must choose a non-evil deity from the LSJ Pantheon
- * **Druid** – Druids may begin play with an animal companion as noted in the *Pathfinder RPG Core Rulebook*. Druids and rangers may take birds of prey (falcons, hawks and eagles) as animal companions without legal

restriction in the Amthydor Protectorate. However, such animals are treated with great respect and care due to their importance as a symbol of the city of Amthydor, and the companion's PC "owner" must treat them as such. Domestic animals will live in the city with the druid (if she does). Wild animals will not live in the city, or go adventuring in the city with the druid unless they have been trained per the skill. Druids do not need to do training for an animal companion through the Bestiary Metaorganization like other PCs, however they must still follow the LSJ Bestiary Training Rules.

- * **Fighter**
- * **Paladin**
- * **Ranger** – A ranger who chooses humans, elves, orcs or ogres as their Favored Enemy does not also receive the Favored Enemy benefit versus ½ breed characters with a parent belonging to one of those races. Likewise, a ranger selecting a mixed race (½ elf, ½ orc or ½ ogre) as their Favored Enemy does not also receive the Favored Enemy against humans or the associated non-human race. This is an exception to the ½-race blood rule which states that ½-race (elf, orc or ogre) characters count as both humans and (elf, orc or ogre) for any effect related to race.
- * **Rogue**
- * **Sorcerer** – All Bloodlines except Draconic and Undead
- * **Wizard** – Necromancer prohibited

Hit Points

- * **1st Level** Maximum for class plus Con bonus
- * **2nd Level** Maximum for class plus Con bonus
- * **3rd Level +** 75% of the maximum value for the class (rounding down) plus Con bonus.

Hit Points Gained at 3rd Level and Beyond	
Hit Dice	Hit Points
d12	9
d10	7
d8	6
d6	4

Paladin bonded mounts use 75% of maximum hit points per hit die to calculate hit points. All other animal companions and beasts use the standard "average hit point" values from the *Pathfinder Bestiary* or other source describing them unless otherwise noted.

You also have the option of using "Kid Gloves" rules for your character at 1st level. This allows you to take your 2nd level hit points at first level. This is not a bonus, but an advance on the hit points you would get later. If you choose a different class at second level, you recalculate your hit points normally. For example: a 1st level sorcerer with a Constitution score of 10 would start play using the Kid Gloves rule with 12 hit points (which is what she would have normally at 2nd level). If she took her second level in sorcerer her hit points would not change. If she took a level of fighter for her second character level, then her hit point total at 2nd level would be 16 (6 + 10). After 2nd level hit points are acquired normally.

Skills

Skills may be chosen from the *Pathfinder RPG Core Rulebook*

- * **Craft Skill** This skill does not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). These skills may be used once per adventure to either make an item for the PC to keep and use or to roll for generic income purposes, but not both. (See the later sections on Making Things and Making Money for details.) The following Craft types are allowed: Alchemy, Armorsmithing, Arrow making (Fletcher), Basket weaving, Blacksmithing, Bookbinding, Bowmaking (Bowery), Brasssmithing, Brick making, Cabinetry, Calligraphy, Carpentry, Cartwrighting, Chandlery (Candlemaking), Cobbling (Shoemaking), Coopering, Coppersmithing, Drawing, Dyemaking, Furniture making, Furriery, Gem cutting, Glassblowing, Goldsmithing, Haberdashery, Hatmaking, Hornworking, Jewelling, Leatherworking, Locksmithing, Mapmaking, Masonry, Musical instrument making, Painting, Papermaking, Perfumery/Perfume making, Pewtersmithing, Pottery, Saltmaking, Sculpting, Shipbuilding, Silversmithing, Skinning, Smelting, Soapmaking, Tailoring, Tanning, Taxidermy, Trapmaking,

Weaponsmithing, Weaving, Wheelmaking, Winemaking, Woodworking, Writing.

- * **Handle Animal Skill** PCs who have ranks in this skill may train animals they own, whether “normal” animals or those acquired through the Bestiary Metaorganization. This must be done either at the table or at the Bestiary booth, per the LSJ Bestiary Training Rules, with rolls made in front of the GM and all money and time unit costs noted in the character’s adventure journal.
- * **Knowledge Skill** Knowledge skills cannot be anachronistic. The LSJ Campaign uses the “simple” method of dealing with Knowledge skills, meaning no sub-divisions of Knowledge areas. Thus anyone who has Knowledge (Local) can use it anywhere in the world setting. However, natives of a community would gain a +2 bonus to the roll, natives of a region would roll normally, and those who are farther out would have penalties to the roll.
- * **Profession Skill** Profession skills are not limited to those listed in the Profession skill description in the Pathfinder RPG Core Rulebook. However, Profession skills cannot be anachronistic. PCs may choose, but are not limited to choosing, professions from the following list: Apothecary, Architect, Astrologist, Astronomer, Baker, Barber, Barrister, Boater, Bookkeeper, Brewer, Builder/Construction worker, Bureaucrat, Butcher, Butler, Cleaner (Polisher), Clerk, Constable/Watchman, Cook, Cosmetologist, Courtesan, Dredger, Driver, Embalmer, Engineer, Falconer, Farmer, Farrier, Fisherman, Florist, Gambler, Gardener, Guide, Hairdresser, Herbalist, Herdsman, Innkeeper, Launderer, Librarian, Lumberjack, Maidservant, Masseuse, Merchant, Midwife, Miller, Miner, Mortician, Navigator, Nursemaid, Physician, Porter, Publican/Bartender, Rancher, Sage, Sailor, Scribe, Server/Waiter, Siege Engineer, Soldier, Stablehand, Steward, Teamster, Trader, Translator, Trapper, Undertaker, Warehouseman, Woodcutter.

Equipment

- * **Starting GP** Maximum amount of gold pieces for its class.
- * **Mundane Purchases** Players may purchase any equipment in the *Pathfinder*

RPG Core Rulebook (including masterwork items, but not special materials) with the exception of tanglefoot bags, smoke sticks, and thunderstones.

- * **Starting Magic Item** PCs begin play with one starting magic item (this item must be identified on the Starting Item Certificate). *This item must be 1) +1 non-exotic weapon, 2) Bracers of Armor +2, 3) Two potions of cure serious wounds or 4) 25 +1 arrows or bolts.*

Select Feats

- * **Leadership** LSJ-specific variant

Alignment

- * Lawful Neutral, Neutral, Any Good

Description

- * **Age** Age modifiers to ability scores are not used in the LSJ campaign.
- * **Height and Weight** The appropriate tables in the Core Rulebook describe the acceptable ranges of height and weight for each approved PC race, unless otherwise specified in the LSJ Campaign Guide. All nonstandard races use the modifiers for humans unless otherwise specified.

Homeland

- * **Amthydorán Native** Amthydor is the primary city in which LSJ scenarios are set. Amthydor is, by nature, a Lawful city.
- * **Non-Amthydorán Native** PCs may be natives of any other available nation or city state on the LSJ Campaign world of Raia

Documentation

- * **Log Sheets** All PCs must have a log sheet with an entry for each scenario played, detailing scenario name, convention, date, XP gained and lost, GP gained and lost, TUs spent, GM name and signature.
- * **Certificates** All magical treasure must be identified on a treasure certificate, signed by the GM.