

Table of Contents

- pfs2guide._Character Creation** 1
- Character Sheets 1
- Resources 1
- Character Creation Guidelines 1

pfs2guide._.Character Creation

This page details the steps for creating a character for the Pathfinder Society. These steps mirror those in the *Pathfinder Core Rulebook* with a few additional Roleplaying Guild-specific rules and benefits.

Character Sheets

There is no standard character sheet format required. The only requirements are that it must be legible, clear, and reviewable by the GM. Blank analog character sheets for Pathfinder 2nd edition can be found:

- [Paizo's Pathfinder Page](#).
- Direct Link: [Black and White](#)
- Direct Link: [Color](#)

Digital characters sheets are available at:

- [Pathbuilder](#)
- [Hero Lab](#)

Resources

Players may use any Paizo published books or supplements they own during character creation, provided the options are valid per the [Character Options document](#), Players residing in the same household may share owned resources. Options in the *Core Rulebook*, the *Pathfinder Bestiary (Second Edition)*, and *Lost Omens: World Guide* are considered always available resources regardless of ownership.

Character Creation Guidelines

The following steps elaborate and expand on character creation for Pathfinder Society characters. ([Core Rulebook 21](#))

1. Create a concept.

Remember, your character is a member of the Pathfinder Society first and foremost, and as such,

your character should be able to work with any other Pathfinder, and abide by the Society's Motto - **"Explore, Report, Cooperate"**.

2. Start Building Ability Scores.

Pathfinder Society uses the standard method detailed under "Ability Score Overview" on [page 20 of the Core Rulebook](#). Your character can also take two additional ability flaws to gain one additional ability boost as described in the Voluntary Flaws sidebar on [page 26 of the Core Rulebook](#).

3. Select an Ancestry

Ancestry follows the normal rules in the *Core Rulebook*, with minor modifications to adapt to the languages of Golarion. The Pathfinder society does not permit Half-elves or Half-orcs of ancestries other than Human.

Home Region

This is also the stage at which you should choose your character's home region (*Core Rulebook* 420-429), and in the case of human characters, your ethnicity. (*Core Rulebook* 430-431). Choose one nation (such as Varisia or Taldor). You are considered a citizen of that nation. For the purpose of fulfilling prerequisites and [Access conditions](#) for uncommon character options, you are treated as being from that nation as well as the larger region in which it's found (such as the Saga Lands for Varisia or the Shining Kingdoms for Taldor). More information on the Nations of Golarion is available in the *Lost Omens: World Guide*.

Languages

All Pathfinder Society characters are literate and speak Common (Taldan) as well as any other languages granted by their ancestry. Regional languages (*Core Rulebook* 432) are uncommon and require access.

4. Pick A Background

Players who participated in the Pathfinder Society (first edition) campaign have access to [Legacy](#)

[Backgrounds](#) in addition to the backgrounds starting on page 60 of the *Core Rulebook*.

5. Choose A Class

All Pathfinder Society characters begin at 1st level, although some boons allow a character to immediately advance to 2nd or 3rd level at the end of character creation

6. Determine Ability Scores.

The Pathfinder Society follows the standard rules for Determining Ability scores

7. Record Class Details

The Pathfinder society follows all the standard rules for Class Details.

8. Buy Equipment

All characters in Pathfinder Society begin with the standard 15 gold pieces (150 silver pieces) that can be spent on starting gear. Chapter 6 of the *Core Rulebook* has a wide array of useful starting gear. Page 289 of the *Core Rulebook* includes class kits, prebuilt selections of gear tailored to each of the core classes. You can also spend your wealth to purchase additional gear, as described in the [Purchasing Guidelines](#).

9. Calculate Modifiers

Calculate your character's Perception, Saving Throws, Strikes, and Skill modifiers as described on [page 27 of the Core Rulebook](#)".

10. Finishing Details

Alignment

Players cannot play evil characters. When choosing an alignment, be sure it satisfies any alignment requirements for your character's class.

Religion

Characters can worship any Golarion deity so long as their alignment matches one of the deity's listed follower alignments. Champions and clerics must

choose a valid deity, though other classes can worship one of the faiths and philosophies presented on page 440 of *Core Rulebook* or another legal source. Characters can also be agnostic or atheist.

Characters can revere deities they do not worship. Revering a deity means that your character might do things like wearing the deity's holy symbol, attending the deity's religious services, or performing other acts of obeisance that aren't rewarded with spells or divine powers.

A character can revere as many deities as they wish, but can worship and receive power from only one.

Age

Characters must be at least young adults to be accepted as members of the Pathfinder Society.

Other Items

The beginning of Pathfinder Society games includes character introductions, so consider making a few notes on your character's appearance, personality, and pronouns to share with other players. The [World of Golarion](#) and the [Lost Omens: Character Guide](#) both contain information on the campaign setting you can use for this purpose.

Pathfinder uses maps with a standard 1-inch grid to determine movement and tactical positioning in combat, so you need a physical representation of your character to use on the grid. Paizo produces a wide range of Pathfinder Pawns and also works with Reaper Miniatures and WizKids to offer a wide variety of gaming miniatures, so you can find just the right figure for your character.

For digital play, this should be a digital image. Speak to your GM about their preferred image formats and size requirements.

11. Membership in the Pathfinder Society

During their training, Pathfinder initiates attain a certain level of proficiency and background

knowledge. To represent this, by default all pathfinders start with Pathfinder Society Lore as a trained lore skill. If they would already start with Pathfinder Lore skill from their background, they gain either Academia Lore or Scouting Lore as trained skills.

Some pathfinders spend more or less time studying at the Pathfinder Academy. This is represented by the additional "[Schools](#)" options in Additional Character Options.

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