

Prototype Character Creation

Even for a 1st-level character, the process of character creation can be an involved one, which requires lots of decisions. While some players, particularly those who have played for a very long time and have become very familiar with the system, can “throw together” a first level character in a few minutes, for many, doing so involves a thorough search of various races, classes, and feats, before purchasing ability score points is even considered.

Most of the alternate character creation methods included in this book focus on methods that produce a more robust and enjoyable experience of character creation, which draws the process out into something of a game. This character creation method, however, focuses on making the process simpler and quicker.

In order to do so, some of the various decisions involved in the character creation process are either removed or simplified, streamlining the experience and resulting in a fast process that produces a character with an easily-defined mechanical focus. In order to compensate for the restrictiveness of this character creation method, characters built in this fashion receive 1 or 2 unique special abilities that play into their character’s focus.

What is a Prototype?

Prototypes are essentially the skeletons or blueprints of 1st-level characters. This book presents 3 prototypes for each base class found in the *Pathfinder Roleplaying Game Core Rulebook*, the *Advanced Player’s Guide*, and *Ultimate Magic*. In addition to being tied to a specific class, each prototype has a particular theme or focus: for example, the prototypes for alchemist include the genius alchemist, who is particularly intelligent and good at alchemy, the mutated alchemist, who is more physically-inclined and uses mutagens to be a powerful melee combatant, and the volatile alchemist, who is more dexterous and makes expert use of bombs.

In order to support this mechanical theme, each prototype has pre-determined ability scores, and places restrictions on which skills and feats the character can select at 1st level. The prototype also provides 1 or 2 special abilities unique to that prototype, which the character automatically gains, as well. A prototype does not affect a character’s race, alignment, age, or other factors, and although skill and feat options are restricted, there is usually still room for the player to make meaningful choices.

Because prototypes provide additional bonuses, and because the purpose of using prototypes is to streamline the character creation process, it is recommended that characters created using prototypes do not gain traits, but this decision is left to the GM.

Reading Prototypes

Each prototype is laid out in the same way. The following section explains each component of a prototype in greater detail.

Ability Scores

This section details the character’s ability scores at 1st level. These ability scores are derived using the point-buy method described in the *Pathfinder Roleplaying Game Core Rulebook*, and is essentially an array built using point-buy points. Because the number of points available depends on the campaign style (low fantasy, standard fantasy, high fantasy, and epic fantasy), there are different arrays for each of these campaign styles. The ability scores are listed on a table, with each row indicating a different ability, and each column indicating a campaign style.

These ability scores do not include any racial ability score bonuses that the character may possess, nor do they have any impact on which ability score the character increases every 4 levels when he can do so.

Skills

This section details any restrictions that the prototype imposes on how the character spends his skill points at 1st level. Typically, this will list one or two specific skills that the character must spend one rank on at 1st level. Some prototypes do not have any restrictions on skills at all, and other prototypes have more complicated restrictions.

If a character does not have enough skill points to fulfill all of the requirements listed by the prototype, he must spend all of his skill points on the listed skills, but can choose which of the listed skills to select. This will only occur if the character chooses a race that imposes an Intelligence penalty, and even then it will only occur with a few archetypes. Typically, there will still be at least 1 skill point available for the player to spend as he chooses.

Feats

This section describes the restrictions that the prototype imposes on what feat the character can select at 1st level. This takes the form of a list of 4-5 feats, from which the character must choose his feat. If the feat has any prerequisites, the character must meet those prerequisites (this will typically only occur with low fantasy characters, as the prototype may qualify for feats like Dodge or Power Attack at higher campaign styles, but not be able to qualify at low fantasy).

This restriction applies only to the feat that all characters gain at 1st level. If the character gains a bonus feat as a result of her race or class, they may choose any appropriate feat for that bonus feat.

Special Abilities

This section describes any special abilities that the character may gain from taking the archetype. The character gains all listed abilities. Note that some abilities do not come into effect until the character has a certain number of levels, or gains a certain class feature. These abilities only count levels in the class that the archetype is associated with. If the character multiclasses, levels from other classes do not apply for the purposes of that ability.

Alchemist

The following prototypes are available for players interested in an alchemist character.

Genius Alchemist

These alchemists throw themselves wholeheartedly into their studies, giving them a very high Intelligence score. They are knowledgeable, and particularly good at crafting alchemical items.

Ability Scores

A genius alchemist's starting ability scores are as follows.

Table 2-1: Genius Alchemist

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	15	16	17	18
Wisdom	11	12	12	13
Charisma	10	10	10	10

Skills

A genius alchemist must spend 1 rank on two different Knowledge skills of his choice at 1st level.

Feats

A genius alchemist must select from among the following feats at 1st level: Alertness, Improved Initiative, Magical Aptitude, Point-Blank Shot, or Skill Focus.

Special Abilities

Master Alchemist (Ex): A genius alchemist adds 1/2 his alchemist level on all Craft (alchemy) checks (minimum +1).

Mutated Alchemist

These alchemists take advantage of their mutagens to fight on the front lines, and maintain a balance between their Intelligence and their physical ability scores.

Ability Scores

A mutated alchemist's starting ability scores are as follows.

Table 2-2: Mutated Alchemist

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	12	14	14	15
Dexterity	12	14	14	14
Constitution	12	12	14	14
Intelligence	14	14	15	16
Wisdom	10	10	10	10
Charisma	9	8	8	8

Skills

A mutated alchemist must spend 1 rank on Intimidate at 1st level.

Feats

A mutated alchemist must select from among the following feats at 1st level: Athletic, Great Fortitude, Intimidating Prowess, Power Attack, or Toughness.

Special Abilities

Lasting Mutagen (Su): A mutated alchemist's mutagens last for 15 minutes per alchemist level, instead of 10 minutes per alchemist level.

Melee Bomb (Ex): A mutated alchemist is capable of holding one of his bombs in his fist and hitting an opponent with it as a melee weapon. This is a standard action that involves making a normal melee attack (not a touch attack), and if it hits, it deals damage as normal for the bomb, as well as an amount of slashing damage equal to 1d2 + the mutated alchemist's Strength modifier. The bomb deals splash damage, as normal, but the mutated alchemist automatically succeeds on the Reflex save for half damage. The alchemist is treated as being proficient with the bomb, and so does not suffer any penalty on the attack roll.

Volatile Alchemist

These alchemists are quick and nimble, with good Dexterity and Intelligence scores. They specialize in bombs and similar explosives.

Ability Scores

A volatile alchemist's starting ability scores are as follows.

Table 2-3: Volatile Alchemist

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	8	8	8	8
Dexterity	14	14	15	16
Constitution	10	12	13	12
Intelligence	14	15	15	16
Wisdom	12	13	14	14
Charisma	10	10	10	10

Skills

A volatile alchemist must spend 1 rank on Acrobatics and 1 rank on Craft (alchemy) at 1st level.

Feats

A volatile alchemist must select from among the following feats at 1st level: Deft Hands, Dodge, Lightning Reflexes, or Point-Blank Shot.

Special Abilities

Extra Ammunition (Ex): A volatile alchemist can throw one additional bomb per day.

Strategic Bombardment (Ex): The DC for Reflex saves to take half damage from the splash damage of one of the volatile alchemist's bombs is increased by +1.



Antipaladin

The following prototypes are available for players interested in an antipaladin character.

Brutal Antipaladin

These antipaladins inflict misery and suffering through physical might, and have high Strength and Constitution scores.

Ability Scores

A brutal antipaladin's starting ability scores are as follows.

Table 2-4: Brutal Antipaladin

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	14	15	16	17
Dexterity	11	11	12	13
Constitution	12	14	14	15
Intelligence	10	10	10	10
Wisdom	10	10	11	10
Charisma	12	12	12	12

Skills

A brutal antipaladin must spend 1 rank on Intimidate at 1st level.

Feats

A brutal antipaladin must select from among the following feats at 1st level: Improved Sunder, Power Attack, Toughness, or Weapon Focus.

Special Abilities

Raging Smite (Su): While using the smite good class feature, a brutal antipaladin gains a +2 morale bonus on attack rolls against the target of his smite.

Favored Antipaladin

These antipaladins have particularly high Charisma scores, and are terrifying conduits of dark energy.

Ability Scores

A favored antipaladin's starting ability scores are as follows.

Table 2-5: Favored Antipaladin

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	12	14	14	14
Dexterity	10	10	10	10
Constitution	11	11	12	11
Intelligence	10	10	10	10
Wisdom	12	12	13	12
Charisma	14	15	16	18

Skills

A favored antipaladin must spend 1 rank on Knowledge (religion) at 1st level.

Feats

A favored antipaladin must select from among the following feats at 1st level: Combat Casting, Intimidating Prowess, Iron Will, Step Up, or Weapon Focus.

Special Abilities

Improved Channel (Su): A favored antipaladin gains the channel negative energy class feature at 2nd level, instead of 4th level, and using this ability consumes only a single use of his touch of corruption ability.

Nefarious Antipaladin

These antipaladins strike a balance between their martial and divine powers, with decent physical ability scores and above average Charisma.

Ability Scores

A nefarious antipaladin's starting ability scores are as follows.

Table 2-6: Nefarious Antipaladin

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	13	14	15	16
Dexterity	10	12	12	12
Constitution	12	13	14	14
Intelligence	10	10	10	10
Wisdom	10	10	11	11
Charisma	14	14	14	15

Skills

A nefarious antipaladin is not restricted in the skills he chooses at 1st level.

Feats

A nefarious antipaladin is not restricted in the feat he chooses at 1st level.

Special Abilities

Hateful (Su): A nefarious antipaladin increases the damage bonus from his smite good class feature by +2. Additionally, even when not smiting, a nefarious antipaladin's attacks deal 1 additional point of damage against any creature that he successfully identified as good with his detect good class feature within the last 10 minutes.

Barbarian

The following prototypes are available for players interested in a barbarian character.

Destroyer Barbarian

Destroyer barbarians favor overwhelming power, whether on the battlefield or off it. They use intimidation and brute force to get their way.

Ability Scores

A destroyer barbarian's starting ability scores are as follows.

Table 2-7: Destroyer Barbarian

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	14	15	16	16
Dexterity	12	12	13	13
Constitution	12	12	13	14
Intelligence	9	9	9	10
Wisdom	10	10	10	10
Charisma	12	14	14	15

Skills

A destroyer barbarian must spend 1 rank on Intimidate at 1st level.

Feats

A destroyer barbarian must select from among the following feats at 1st level: Exotic Weapon Proficiency, Intimidating Prowess, Power Attack, or Weapon Focus.

Special Abilities

Destroyer (Ex): The destroyer barbarian never provokes attacks of opportunity when using the sunder

combat maneuver, and deals 2 additional damage on each successful sunder attempt.

Fearsome (Ex): Once per day, the destroyer barbarian can use Intimidate to demoralize an opponent as a swift action, instead of a standard action.

Invulnerable Barbarian

Invulnerable barbarians aren't just tough as nails—they're tougher. Their high Constitution allows them to absorb more blows, and they are particularly hard to kill.

Ability Scores

An invulnerable barbarian's starting ability scores are as follows.

Table 2-8: Invulnerable Barbarian

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	12	12	13	12
Dexterity	12	12	13	12
Constitution	14	15	16	18
Intelligence	9	9	9	9
Wisdom	12	14	14	14
Charisma	10	10	10	10

Skills

An invulnerable barbarian is not restricted in the skills she chooses at 1st level.

Feats

An invulnerable barbarian must select from among the following feats at 1st level: Great Fortitude, Heavy Armor Proficiency, Self-Sufficient, or Toughness.

Special Abilities

Armored Hulk (Ex): An invulnerable barbarian still benefits from the fast movement class feature when wearing heavy armor.

Hard to Kill (Ex): An invulnerable barbarian does not die until her negative hit points are equal to three times her Constitution score.

Feral Barbarian

These barbarians embrace the savagery of wild animals, and find balance between brute force, easy grace, and hardy durability.

Ability Scores

A feral barbarian's starting ability scores are as follows.

Table 2-9: Feral Barbarian

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	14	15	16	16
Dexterity	14	14	14	16
Constitution	12	14	14	14
Intelligence	8	8	8	8
Wisdom	10	10	12	12
Charisma	10	10	10	10

Skills

A feral barbarian must spend 1 rank on Survival at 1st level.

Feats

A feral barbarian must select from among the following feats at 1st level: Alertness, Dodge, Improved Initiative, Improved Unarmed Strike, or Self-Sufficient.

Special Abilities

Hand-To-Hand Fighter (Ex): A feral barbarian never provokes attacks of opportunity for attempting to start a grapple. Additionally, she gains the Improved Unarmed Strike feat at 1st level as a bonus feat.

Unarmored Specialist (Ex): While raging, a feral barbarian gains a +3 dodge bonus to AC as long as she is not wearing armor or using a shield.

Bard

The following prototypes are available for players interested in a bard character.

Dueling Bard

These bards keep themselves well-rounded, but place slightly more emphasis on combat ability than on their ability to perform.

Ability Scores

A dueling bard's starting ability scores are as follows.

Table 2-10: Dueling Bard

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	12	14	14	15
Dexterity	14	14	16	16
Constitution	11	10	10	13
Intelligence	10	10	10	10
Wisdom	10	10	10	10
Charisma	12	14	14	14

Skills

A dueling bard must spend 1 rank on Acrobatics at 1st level.

Feats

A dueling bard must select from among the following feats at 1st level: Agile Maneuvers, Arcane Strike, Catch Off-Guard, Defensive Combat Training, or Dodge.

Special Abilities

Inspired (Ex): Whenever a dueling bard benefits from the inspire courage bardic performance (whether his own performance or that of another), the morale and competence bonuses that he gains are increased by 1. At 11th level, they are increased by 2, instead.

Weapon Proficiency (Ex): A dueling bard is proficient with all martial weapons, in addition to the normal bard proficiencies.

Knowledgeable Bard

These bards are more concerned with accumulating knowledge than they are with performances or combat. They have a high Intelligence, and are particularly adept with Knowledge skills.

Ability Scores

A knowledgeable bard's starting ability scores are as follows.

Table 2-11: Knowledgeable Bard

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	10	10	12	14
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	12	14	14	14
Wisdom	11	12	13	14
Charisma	14	14	14	14

Skills

A knowledgeable bard must spend 1 rank on two different Knowledge skills of his choice at 1st level.

Feats

A knowledgeable bard must select from among the following feats at 1st level: Combat Casting, Extra Performance, Magical Aptitude, Scribe Scroll, or Skill Focus.

Special Abilities

Spell Lore: A knowledgeable bard can select a single 1st-level spell from the sorcerer/wizard spell list that is of the divination or enchantment schools, and add it to his list of spells known at 1st level. This spell doesn't count against his maximum number of spells known. Whenever the knowledgeable bard gains access to a new level of spellcasting (2nd level spells, 3rd level spells, etc.), he can select a single spell of that level of the divination or enchantment schools from the sorcerer/wizard spell list and add it to his list of spells known in the same way.

Provocative Bard

These bards focus on their ability to befriend, enthrall, or manipulate others. They have a high Charisma, and are skilled at Bluff and Diplomacy.

Ability Scores

A provocative bard's starting ability scores are as follows.

Table 2-12: Provocative Bard

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	11	12	12	12
Wisdom	10	10	10	11
Charisma	15	16	17	18

Skills

A provocative bard must spend 1 rank on both Bluff and Diplomacy at 1st level.

Feats

A provocative bard must select from among the following feats at 1st level: Deceitful, Dodge, Extra Performance, Persuasive, or Skill Focus.

Special Abilities

Sex Appeal (Ex): A provocative bard gains a +2 circumstance bonus on Bluff and Diplomacy checks made against characters that are normally attracted to characters of his race and gender.

Quick Explanation (Ex): Once per day, after failing a Bluff or Diplomacy check, a provocative bard can attempt that check again immediately as a free action. He suffers a -4 penalty on the second check.

Cavalier

The following prototypes are available for players interested in a cavalier character.

Brash Cavalier

These cavaliers focus primarily on their Strength, and are fearsome and deadly warriors, especially in one-on-one combat.

Ability Scores

A brash cavalier's starting ability scores are as follows.

Table 2-13: Brash Cavalier

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	15	16	17	18
Dexterity	11	12	12	12
Constitution	12	13	14	14
Intelligence	10	10	10	10
Wisdom	10	10	10	11
Charisma	10	10	10	10

Skills

A brash cavalier must spend 1 rank on both Intimidate and Ride at 1st level.

Feats

A brash cavalier must select from among the following feats at 1st level: Improved Initiative, Mounted Combat, Power Attack, Step Up, or Weapon Focus.

Special Abilities

Brash Challenge (Ex): A brash cavalier gains a +1 morale bonus on attack rolls made against the target of his challenge. This bonus increases to +2 at 6th level, and by an additional +1 every six levels thereafter (+3 at 12th level, +4 at 18th level).

Dashing Cavalier

These cavaliers prefer mobility and agility, and have a high Dexterity score. They are particularly accustomed to doing battle in little or no armor.

Ability Scores

A dashing cavalier's starting ability scores are as follows.

Table 2-14: Dashing Cavalier

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	14	14	14	14
Dexterity	14	15	16	16
Constitution	10	12	13	14
Intelligence	10	10	10	10
Wisdom	10	11	12	14
Charisma	10	10	10	10

Skills

A dashing cavalier must spend 1 rank on both Acrobatics and Ride at 1st level.

Feats

A dashing cavalier must select from among the following feats at 1st level: Athletic, Combat Reflexes, Dodge, Mounted Combat, or Weapon Focus.

Special Abilities

Riding Dodge (Ex): While mounted, a dashing cavalier that is wearing light armor or no armor gains a +2 dodge bonus to AC, and a dashing cavalier that is wearing medium armor gains a +1 dodge bonus to AC.

Riding Acrobat (Ex): A dashing cavalier is a natural in the saddle, and is perfectly comfortable doing all kinds of stunts on horseback. He gains a bonus equal to 1/2 his cavalier level on all Acrobatics checks made while on a mount (such as to balance while standing on a moving horse, or to jump from one horse to another), as well as on all Ride checks made to control a mount while performing such an act. At the GM's discretion, this bonus may also apply to checks made to perform similar activities on non-living vehicles.

Veteran Cavalier

These cavaliers are tough as nails and hard to kill, and have very high Constitution scores.

Ability Scores

A veteran cavalier's starting ability scores are as follows.

Table 2-15: Veteran Cavalier

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	12	13	15	16
Dexterity	11	12	12	12
Constitution	15	16	16	17
Intelligence	10	10	10	10
Wisdom	10	10	11	10
Charisma	10	10	10	10

Skills

A veteran cavalier is not restricted in the skills he chooses at 1st level.

Feats

A veteran cavalier must select from among the following feats at 1st level: Endurance, Great Fortitude, Iron Will, Toughness, or Tower Shield Proficiency.

Special Abilities

Veteran's Luck (Ex): A veteran cavalier gains a +1 luck bonus on all saving throws.

Cleric

The following prototypes are available for players interested in a cleric character.

Evangelist Cleric

These clerics take it upon themselves to spread their faith to others. They can be very persuasive, and are often tireless healers.

Ability Scores

An evangelist cleric's starting ability scores are as follows.

Table 2-16: Evangelist Cleric

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	10	10	10	13
Dexterity	10	11	10	12
Constitution	10	10	10	10
Intelligence	10	10	10	10
Wisdom	14	15	16	16
Charisma	14	15	16	16

Skills

An evangelist cleric must spend 1 rank on both Diplomacy and Knowledge (religion) at 1st level.

Feats

An evangelist cleric must select from among the following feats at 1st level: Alignment Channel, Extra Channel, Improved Channel, Persuasive, or Selective Channeling.

Special Abilities

Faith Healing (Su): An evangelist cleric adds her Charisma modifier to the amount of damage healed or inflicted by her channel energy class feature. At 6th level, she adds twice her Charisma modifier, instead. At 11th level, this increases to three times her Charisma modifier, and at 16th level it increases further to four times her Charisma modifier.

Favored of the Flock (Ex): An evangelist cleric gains a +2 sacred bonus on Diplomacy checks made to influence the attitudes of creatures that share her deity's alignment, as well as on Diplomacy checks to request favors from such creatures.

War Cleric

These clerics constantly train and hone themselves for the battlefield, so as to best battle their deity's enemies.

Ability Scores

A war cleric's starting ability scores are as follows.

Table 2-17: War Cleric

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	12	14	14	14
Dexterity	11	11	12	14
Constitution	10	10	11	12
Intelligence	10	10	10	10
Wisdom	14	15	16	16
Charisma	12	12	12	13

Skills

A war cleric is not restricted in the skills she chooses at 1st level.

Feats

A war cleric must select from among the following feats at 1st level: Blind-Fight, Channel Smite, Combat Casting, Power Attack, or Toughness.

Special Abilities

Armor Proficiency: A war cleric is proficient with heavy armor.

Zealotry (Ex): A war cleric gains a +1 morale bonus on attack and damage rolls made against creatures whose alignment is opposed to her deity's alignment on one or more axes (for example, if the cleric's deity was lawful good, this bonus would apply to all evil creatures and all chaotic creatures). At 11th level, this bonus increases to +2.

Wise Cleric

These clerics are more focused on ecclesiastical pursuits than combat, and seek to uncover the deeper mysteries of their faith.

Ability Scores

A wise cleric's starting ability scores are as follows.

Table 2-18: Wise Cleric

Ability	Campaign Type			
	Low	Standard	High	Epic
Strength	8	8	8	8
Dexterity	10	10	12	12
Constitution	10	10	10	10
Intelligence	12	12	12	13
Wisdom	15	16	17	18
Charisma	13	14	14	14

Skills

A wise cleric must spend 1 rank on both Knowledge (religion) and Spellcraft at 1st level.

Feats

A wise cleric must select from among the following feats at 1st level: Improved Counterspell, Iron Will, Skill Focus, or Spell Focus.

Special Abilities

Scholarly Background (Ex): A wise cleric gains 2 additional skill points at each class level. These skill points must be spent on Knowledge or Profession skills.

Faithful Insight (Su): Three times per day, as a swift action, a wise cleric can contemplate the mysteries of her faith and immediately learn with perfect certainty whether or not her deity would disapprove of taking a specific proposed action. Other than the number of times per day this ability can be used and the action required to use it, this functions as a *phylactery of faithfulness*.

Druid

The following prototypes are available for players interested in a druid character.

Balanced Druid

These druids strike a balance between physical mastery and harmony with nature, having generally good ability scores all around.

Ability Scores

A balanced druid's starting ability scores are as follows.