Part 2: Converting Rules

PF   Str/Dex/Con   +2   Int/Wis/Cha   +2   -2

BAB   Hit Dice   Wizard -> d6, Cleric -> d8, Fighter ->d10)   Hit Dice
    d12   d10

                    BAB   Save

    Lv20

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                                            Rogue   Sneak

                PHB

Feats

    Skill   -3
                    XP

                                            Turn Undead   Feat

Gear and Equipment

                    AC   +1

Spells

                            Polymorph Subschool

    XP   XP ×   5gp
    Permanent   6
    Lv   2Negative Level   8Lv   1Negative Level
        9Lv
    Immunity
                                            1
                            Slay Living

Prestige Classes

                Lv1   +2
                            -3
    Prestige classes

Traps

Listen,Spot,Search   Perception   Open Lock   Disable Device

Magic Items

XP

─────── 1.5

Curses, Diseases, and Poisons

DC

Onset time)   Disease   Incubation Period   1

day   10min   1min   0

Frequency: 1/day   1/day

3.5e   (   )

Max 3.5 Damage	Frequency	Effect
1--7	Max Damage	1 damage
8--14	Max Damage/2	1d2 damage
15--23	Max Damage/3	1d3 damage
24--35	Max Damage/4	1d4 damage
36+	Max Damage/6	1d6 damage

Affliction   Cure Line

2   1

Monsters

HD   BAB   Monstrous Humanoid   Outsider   +1   /HD   Ooze

-1HP/HD   Undead   -2HP/HD   Cha   Con   HP   Fort

Mindless Undead   Cha   10

BAB   HD

CMB   CMD   Improved Grab   CMB   Grapple

+4

Fly Creature   Fly   Class Skill

Sneak Attack   Critical

Immune

Running the Game(   )

There have been a lot of changes between the 3.5 rules and

those used in the Pathfinder Roleplaying Game. Some of

these changes affect entire systems and are

relatively obvious, while others are

quite a bit subtler. If

you are familiar with

the 3.5 rules, it is only natural that some of these changes are going to slip by for a number of sessions before someone notices them. For your first few games, don't worry overmuch about missing these details, but focus on the big picture changes. To help with this, the following list goes over some of the larger changes that have an impact on both sides of the screen.

. One of the first decisions you need to make concerns the rate of advancement for the group. For a slow game, the PCs will gain a level after having faced roughly 30 encounters. For a medium game, they will gain a level after 20 encounters. A fast game (which was the default for 3.5) allowed the PCs to gain a level after about 13 encounters. This decision determines the XP chart used by the PCs to gain levels (see page 30) and the treasure table used to add treasure to encounters (see page 399).

. The changes to the core classes are pretty self evident from the character's perspective, but make sure to incorporate some of them into NPCs and adversaries so that the players can see what they look like in combat. Tossing in a fight against an evil cleric with some undead minions, for example, is a great way to showcase some of the changes to channel energy.

. The rules for stabilizing unconscious characters have changed. See page 190 for a summary of these rules.

. Cover has been altered a little bit to include partial cover (which only grants a +2 AC bonus). See page 196 for more information.

. Be sure to familiarize yourself with the new combat maneuver rules (see page 198). These rules really speed up these actions (such as bull rush, grapple, and trip), making them easier to use in your game.

. Read up on the new rules for concentration. Casting a spell on the defensive is a little harder than before, and this will certainly come into play sooner or later. See page 206 for more information.

. The polymorph subschool has been added to the transmutation school. Although not incredibly common, spells of this school are tricky and should be reviewed.

See page 211 for the subschool description.

. Although a number of spells have been changed, make sure to review detect magic (page 267), dispel magic (page 272), greater dispel magic (page 272), magic circle against evil (page 308), make whole (page 311), mending (page 312), neutralize poison (page 316), polymorph (page 323), protection from evil (page 327), raise dead (page 329), remove curse (page 332), remove disease (page 332), summon monster (page 350), and summon nature's ally (page 354). Each of these common spells has received a number of changes that impact the way that the game is played. You should also take some time to review any spells that are commonly cast by the PCs in your group.

. The Pathfinder RPG uses simpler rules for designing encounters than 3.5. In addition, monsters are now worth a set amount of experience points. This means

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that at the end of the day, all you need to do is total up the amount of XP and divide that number by the number of players. Finally, there are some adjustements to the way treasure is rewarded, depending upon the type of campaign you are planning to run (slow, medium, or fast progression). Make sure to familiarize yourself with all of the information on pages 397--400.

. The rules for traps have changed a little and should be reviewed. See page 416 for the rules and page 420 for a list of sample traps.

. The Pathfinder RPG includes a quick system for generating NPCs. See page 450 for more information.

. The Pathf inder RPG changes certain assumptions about purchasing magic items. This is an important change, as it limits the types of items that the PCs can purchase and means that they will use less common items during their adventures. Not every PC should have a ring of protection, cloak of resistance, and belt of giant strength. The game does not assume that every PC has such items, so there is no reason to make them as common as they were in 3.5. The Pathf inder RPG encourages PCs to use some of the more exotic items that they f ind during their travels, instead of just cashing them in to buy the best item for their character statistically. The rules on page 460 for purchasing magic items should be reviewed if you allow your PCs

to obtain items in this way.

. Note that magic item creation no longer requires the crafter to expend XP during creation. The rules do, however, require a skill check to successfully craft a magic item. If the roll is failed, the item is wasted, but if it is failed by 5 or more, a cursed item is created instead. See page 548 for the rules for creating magic items.

. There have been a number of changes to the special abilities in Appendix 1 and to the conditions in Appendix 2. As for special abilities, be sure to read up on the changes to ability score bonuses (page 554); ability score damage (page 555); aff lictions such as curses (page 556), diseases (page 557), and poisons (page 557); damage reduction (page 561); and energy drain and negative levels (page 562). As for conditions, be sure to read up on the broken condition (page 565), the confused condition (page 566), the grappled condition (page 567), the incorporeal condition (page 567), the pinned condition (page 568), and the staggered condition (page 568).

. Finally, remember the first rule: This is your game. If a particular rule does not fit your group or play style, feel free to change it or come up with a new rule that works for you. Talk to your group about the rules to help identify these issues and to come up with solutions. You can even share your ideas and questions with the thousands of other players through our messageboards at paizo.com.