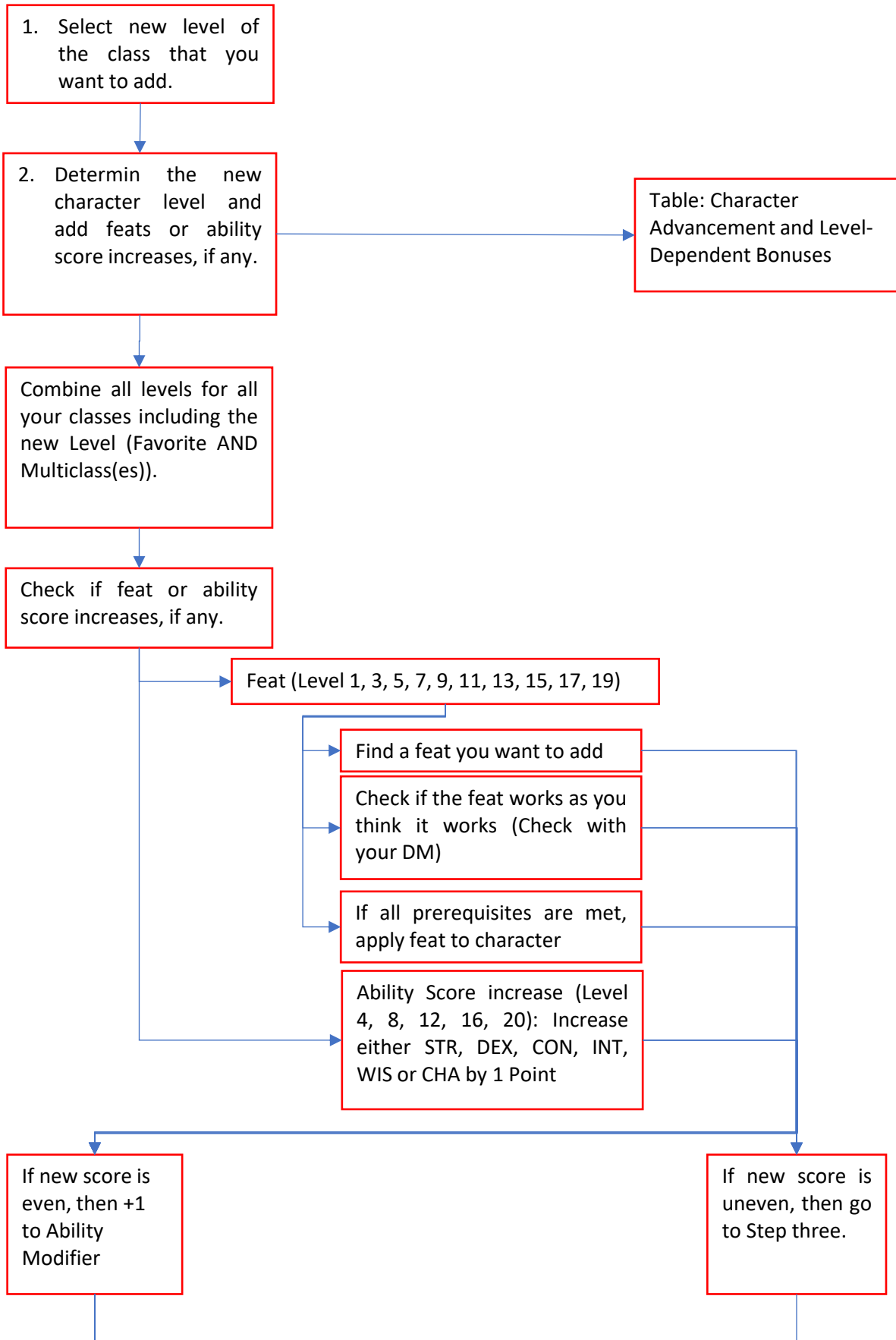


# Pathfinder Character Advancement Flow Chart



If STR increased:

- Add +1 to CMB and CMD
- Add +1 to Melee Attack bonuses (except if Weapon is used with feat "Weapon finesse")
- Add +1 to Melee or Throwing Damage bonuses
  - If two-handed calculate new Bonus: STR Mod. x 1,5 (round down)
  - If using off-hand weapon calculate new Bonus: STR Mod. x 0,5 (round down)
- Add +1 to Ranged Throwing Weapon
- Add +1 to STR based Skills (e.g. Climb)
- Add +1 to other Abilities involving STR, if any

If DEX increased

- Add +1 to AC and Touch AC
- Add +1 to REF-Saving Throw
- Add +1 to CMD
- Add +1 to Ranged Weapon Attack Bonuses
- Add +1 to DEX based Skills (e.g. Acrobatics)
- Add +1 to other Abilities involving DEX, if any

If CON increased:

- Add +1 HP per Characterlevel to max. HP
- Add +1 to FORT Saving Throw
- Add +1 to other Abilities involving CON, if any

If INT increased:

- Add +1 to INT based Skills (e.g. Knowledge (any))
- If INT based Spellcaster (e.g. Alchemist, Wizard)
  - Add additional spell slots, if any
  - Add +1 to Spell DC
- Add +1 to other Abilities involving INT, if any

If WIS increased:

- Add +1 to WIL Saving Throw
- Add +1 to WIS based Skills (e.g. Perception)
- If WIS based Spellcaster
  - Add additional spell slots, if any
  - Add +1 to Spell DC
- Add +1 to other Abilities involving WIS, if any

If CHA increased:

- Add +1 to CHA based Skills (e.g. Diplomacy)
- If CHA based Spellcaster
  - Add additional spell slots, if any
  - Add +1 to Spell DC
- Add +1 to other Abilities involving CHA, if any

