



The Death Chart!

- Thanks for downloading the Death Chart, for use with the Pathfinder Society Organized Play roleplaying game, by Paizo
- The flow chart is a way to decide exactly what options you have if your character meets the most inevitable of fates, and dies! The sheet itself should be self-explanatory
- Please feel free to share this with anyone else that might get use from it, and if you're ever in beautiful Asheville, North Carolina, do stop by and play a game
- Suggestions for additions or amendments can be emailed to me at paul.maplesden@gmail.com

In addition to the flow chart on the following page, here's a summary of the various costs associated with bringing characters back from the dead!

Spell / Area	Prestige Cost	Gold Cost	Notes
Corpse Recovery	5 PP	n/a	Needed if the party couldn't bring the corpse back (e.g. a TPK)
Raise Dead	16 PP	5,450	Corpse must be whole and fewer than 9 days old; inflicts two negative levels on character that must be cured via Restoration
Resurrection	32 PP	10,910	Only part of corpse needed; inflicts one negative level on character that must be cured via Restoration
True Resurrection	77 PP	26,530	No corpse needed, no negative level penalty
Restoration	4 PP	1,280	Needed alongside Raise Dead / Resurrection to remove negative level penalty; does not need to be cast straightaway, although character must deal with negative level penalty until cast
Regenerate	3 PP	910	Needed if corpse has missing limbs and Raise Dead is being cast

*Note: A character *only* needs to pay Prestige OR gold, not both; Prestige and Gold cannot be combined to pay for something.*

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THE DEATH CHART!

Are you actually dead?

Death in Pathfinder happens when your hit points go to a negative number equal to your constitution score (so if you have a con of 15, you die when you have -15 HP)

No



Excellent!

Get up and at them! What are you waiting for?! Any type of cure spell that brings you above 0 HP will get you on your feet.

Yep, dead ☹️



Can anyone in your party cast Raise Dead?

Raise Dead is a 5th level divine spell, which means a 9th level cleric is needed.

Yes!



Have them cast it

You'll still need healing and two Restorations to regain negative levels, but at least you're alive, right?! (See 'Restoration' below)

No

Did the party get your corpse out?

Hopefully you didn't have a TPK or die in an awkward place where they can't get your corpse.

No



You will need to pay for a Corpse Recovery

This will cost you 5 Prestige Points; if you don't have that many PP, then you're permanently dead; sorry.

Yes!

Is your corpse 'whole' and has it been dead fewer than 9 days?

Raise dead only works on corpses that are whole (although it will heal wounds on you) and fresh (less than one day / CL old)

No

Oops! Depending on the situation, you'll need a Regenerate (with Raise Dead / Restoration), Resurrection or True Resurrection

Depending on the situation, you will need one of the following:

Regenerate – This will regrow any missing limbs / body parts; it costs 3 Prestige Points or 910 gold. You will still need to have Raise Dead and two Restoration spells cast on you, together with the associated costs (Total cost 8,920 gold or 27 PP).

Resurrection & one Restoration – Resurrection can be used so long as *some* of your remains remain; this means that a portion of you, no matter how small, is recoverable. The cost of Resurrection is 10,910 gold OR 32 PP. You will still need to have one Restoration cast on you, together with the associated costs (Total cost 12,190 gold or 36 PP)

True Resurrection – This can restore you to life with no negative effects, even if your body was completely destroyed and not recoverable; it's *expensive* though and costs 26,530 gold OR 77 Prestige Points

Yes!

You will need to pay for a Raise Dead

Raise Dead will cost you 5,450 gold OR 16 Prestige Points; if you can't pay, you are permanently dead; sorry.



You will need to pay for Two Restoration spells

If you have Raise Dead cast, you will have two permanent negative levels; these can only be removed by two castings of the Restoration spell. Each spell costs 1,280 gold OR 4 Prestige Points; you do not have to do this immediately, but you will suffer the effects of negative levels until you have the spells cast (see below)



You're done!

Welcome back to the land of the living!



Have Fun Storming The Castle!



* For each **negative level** a creature has, it takes a cumulative -1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels. If a creature's negative levels equal or exceed its total Hit Dice, it dies.

**Other players can contribute gold to help you pay to have spells cast, but it is voluntary and they cannot be compelled to do so.