

PATHFINDER SOCIETY

ADVENTURE CARD GUILD



PATHFINDER SOCIETY ADVENTURE CARD GUILD GUIDE

version 2.1



PATHFINDER SOCIETY ADVENTURE CARD GUILD GUIDE

Version 2.1—June 3, 2015

Author • Tanis O'Connor

Editors • Brian Campbell and Vic Wertz

Contributing Artists • Eric Belisle, Ekaterina Burmak,
Jesper Ejsing, Kekai Kotaki, Mark Molnar,
Jason Rainville, Florian Stitz, and Ben Wootten

Pathfinder Adventure Card Game Development

Team • Mike Selinker, Chad Brown, Tanis O'Connor,
Paul Peterson, Keith Richmond, Liz Spain, and Gaby Weidling,
based on a game concept by Rian Sand

Global Organized Play Coordinator • Mike Brock

Chief Executive Officer • Lisa Stevens

Publisher • Erik Mona

Chief Technical Officer • Vic Wertz

Chief Operations Officer • Jeffrey Alvarez

Sales Director • Pierce Watters

Sales Associate • Cosmo Eisele

Vice President of Finance • Christopher Self

Finance Team • Ashley Kaprielian, B. Scott Keim

Technology Manager • Cort Odekirk

Licensing Coordinator • Mike Kenway

Project Manager • Jessica Price

Managing Art Director • Sarah E. Robinson

Senior Art Director • Andrew Vallas

Art Director • Sonja Morris

Graphic Designer • Emily Crowell

Editorial Team • Judy Bauer, Logan Bonner,

Jason Bulmahn, Christopher Carey, John Compton,
Adam Daigle, Crystal Frasier, Joe Homes, James Jacobs,
Jason Keeley, Amanda Hamon Kunz, Rob McCreary,
Mark Moreland, Stephen Radney-MacFarland,
F. Wesley Schneider, Mark Seifter, Owen K.C. Stephens,
James L. Sutter, and Linda Zayas-Palmer

Community Team • Chris Lambertz and Liz Courts

Customer Service Team • Sharaya Kemp,

Katina Mathieson, Sara Marie Teter, and Diego Valdez

Tech Team • Christopher Anthony, Winslow Dalpe, Lissa
Guillet, Julie Iaccarino, Erik Keith, Scott Spalding, Gary Teter

Warehouse Team • Will Chase, Mika Hawkins,

Heather Payne, Jeff Strand, and Kevin Underwood

Special Thanks • The Pathfinder Society and the paizo.com community for their constant feedback.

Event coordinators may print additional copies of this guide to provide to new players at their events. Please do not distribute this document digitally; instead ask players to download their own free copy of the document at paizo.com/pathfindersociety. That way Pathfinder Society Organized Play campaign staff can contact them directly to inform them of updates to this document.

Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety



TABLE OF CONTENTS

Adventure Card Guild Basics	4
Building Your Character	6
Adventure Card Guild Special Rules	6
Running an Adventure Card Guild Event	9
Appendix I: Pre-generated Characters	10
Appendix II: Reporting and Character Tracking	16
Appendix III: Converting a Character to the Tier System	17
Appendix IV: Filling Out a Chronicle Sheet	18
Sample Adventure Card Guild Chronicle Sheet	19



Adventure Card Guild Basics

In an organized play campaign, your character exists in a common setting shared with thousands of other gamers from around the world. In each Adventure Card Guild game, your character experiences a short, one-sitting game (or “scenario”) that’s a single episode in a continuing story (or “season.”) You can take your character and its accompanying Class Deck to any public Adventure Card Guild event anywhere in the world, and though your companions might change each time you play, your character evolves as a result of your own choices. Over time, campaigning in an organized play environment offers a unique experience as diverse companions and unusual challenges add depth and character to gameplay. It’s also a great way to get in touch with other local gamers, meet new people, and play regularly with the familiarity of a traditional home game. Alternatively, some players prefer to keep their Adventure Card Guild experience limited to a familiar group of friends, using the Adventure Card Guild scenarios and reward structure as the framework for a private home game. Either approach is a valid and acceptable way to experience the Adventure Card Guild story. Many players enjoy a combination of public and private adventuring.

Because an organized play campaign takes place in a shared environment, a few additional rules are required to ensure that all players at all tables share a similar experience no matter where the game is running or who’s setting it up. This guide outlines these special rules, as well as instructions on how to jump right into the action. Please read over the contents of this guide carefully.

What is Cooperative Play?

First and foremost, the Pathfinder Adventure Card Game is a cooperative experience. Please let this concept guide your behavior during play. Don’t make decisions on behalf of other players, and don’t take actions that may harm another player’s character without that player’s consent. If there is dispute over the rules, try to come to an agreement as quickly as possible. If that proves impossible, choose the path that benefits the most players. Be courteous and encourage a mutual interest in playing, and don’t engage in endless rules discussions. Enjoy the game, be considerate of the others at the table, and don’t let your actions keep them from having a good time. In short, don’t be a jerk.

DO NOT BULLY OTHER PLAYERS

We’re all friends here, and we’re all playing a game together with the purpose of having a wonderful time. Do not push other players around just because your character can. Extreme forms of dysfunctional or uncooperative play will not be tolerated. A little fun banter between characters can be great roleplaying, but when you find yourself doing everything in your power to undo everything another character is trying to accomplish, you’ve probably lost sight of the purpose of organized play and may be asked to leave the table. “Playing your character” is not an excuse for childish behavior. Event coordinators should work with players to resolve any out-of-game conflicts; they should use their own discretion. Extreme or repetitive cases of inappropriate behavior will be resolved by asking the offender to leave the table.

DO NOT CHEAT, DO KEEP GOOD RECORDS

Do not falsify rolls, do not falsify your Chronicle sheets, and do not add new cards to your character decks without acquiring them properly. Do not lie to an event coordinator under any circumstances. Do not mark your cards. Keep good records for your character. Make sure to bring your Chronicle sheets to every event or session of the Pathfinder Society Adventure Card Guild that you play. If you are asked to present your Chronicle sheets and are unable to do so, you will not be permitted to play your character, though you may be able to play or start another character under the rules presented in this guide. Event coordinators rely on accurately kept Chronicle sheets to keep the campaign honest, fair, and fun for everyone. So keep your records safe, keep them accurate, and keep them with you when attending Pathfinder Society Adventure Card Guild events. (We suggest a binder that can be sealed between scenarios or a digital record that's easily accessible. To learn how to fill out a Chronicle sheet, see Appendix IV.)

Getting started

In this section, you'll find information for both players and event coordinators about how to get started with the Pathfinder Society Adventure Card Guild. This info includes details on what you'll need to play or run the game, as well as instructions on how to use the Paizo website to register and report your characters.

Rules for each base set can be found online for free at paizo.com/pacg. We strongly recommend you use the most current version of the rulebook (which contains the most current general rules), plus the rulebook for the base set you're using (which contains rules specific to the cards you're using.) Players and event coordinators are expected to be familiar with these rules. We also encourage players to keep up-to-date with errata and FAQ listings on the paizo.com website.

WHAT YOU NEED

Pathfinder Society Adventure Card Guild Organized Play assumes that each player has a Pathfinder Adventure Card Game **Class Deck** and the Pathfinder Society Adventure Card Guild **Guide** (the document you're reading right now.) You'll likely also want a folder or binder of some sort in which you can store your Chronicle sheets as your character earns them.

We strongly recommend that you learn to play the Pathfinder Adventure Card Game before joining the Adventure Card Guild. Guild scenarios tend to be more difficult than the scenarios in their associated base set; thus, they're more appropriate for experienced players. Ask your event coordinator if she can run a demo for you, or find a store, club, or convention that's running an introductory Adventure Card Guild scenario. Playing any introductory scenario will reward you with a special mini-Chronicle sheet to give your character a boost for the season!

Once you've got your Class Deck, build a character as instructed in "Adventure Card Guild Specific Rules," below.

Organizers: The event coordinator (who may or may not also be a player) is responsible for creating and promoting her Adventure Card Guild event, setting up and running the game, and keeping records of who played and what happened. She should have access to the specific Pathfinder Adventure Card Game base set and Adventure Decks required by the scenario. If a table has more than 4 players, the appropriate Character Add-On Deck is also necessary. (For Season of the Shackles, adventures make use of the Pathfinder Adventure Card Game: Skull & Shackles Base Set, Adventure Decks, and Character Add-On Deck. For Season of the Righteous, adventures use the Wrath of the Righteous versions of those.)

You'll also need to have a copy of the scenarios you intend to run. If you don't already have them, contact the store where you'll be running the event or your local venture-officer (a member of Paizo's Pathfinder Society volunteer network responsible for coordinating Adventure Card Guild activity in your area.)

USING THE WEBSITE

As a Pathfinder Society player, you must register your name and your characters online at paizo.com/pathfindersociety. When you register, you'll receive an official Pathfinder Society ID Number. Keep your Pathfinder Society ID Number handy and bring it with you to every Pathfinder Society event you attend. Paizo uses this number to record the scenarios your character has completed and the feats she has gained. Each character you register for the Adventure Card Guild has a unique 4-digit number beginning with 1001 appended to your Pathfinder Society Number. If your number is 2001, the second character you register will be 2001-1002.

If you're beginning your Adventure Card Guild experience at a public convention or game store event, your event coordinator will provide a temporary card with a Pathfinder Society Number and confirmation code on it. You can use this card until you get a chance to register your character. When you register your character at paizo.com/pathfindersociety, enter this number and the confirmation code, and your early adventures will be automatically linked to your new official record.

Organizers: As an Adventure Card Guild organizer, if you are running at a convention or large in-store event, you may be expected to quickly fill out scenario reporting sheets with additional tracking information so you can report the results of your sessions on paizo.com/pathfindersociety in a timely fashion. See Appendix II: Reporting and Character Tracking for specific instructions.

FINDING A GAME

Once you've got a Pathfinder Society ID Number and you've built your character deck, you're ready to play your first Adventure Card Guild scenario! The easiest way to find a local game is to visit paizo.com/pathfindersociety and click on "Get Involved!" From there, go to the Events page, where you can search for events in your area.

You can also visit local game stores. Gaming, comic book, and science fiction conventions often attract gamers. Many conventions have specific gaming programming that might include the Adventure Card Guild. You can also find local gamers on the messageboards at paizo.com.

At this time, Paizo does not support online play for the Pathfinder Society Adventure Card Guild.

To find participating stores near you, visit our Store Locator at paizo.com/retailers.

Adventure Card Guild Specific Rules

The unique nature of a shared-world campaign requires alterations to the standard Pathfinder Adventure Card Game rules to ensure that certain rules are enforced the same way at every table, even if a different event coordinator runs each of those tables. Apart from these changes, the standard rules for the Adventure Path are in effect.

It's impossible for the campaign management staff to cover every possible situation or rules interpretation. As such, you may encounter rules combinations or questions during the course of a scenario that aren't covered in the current rulebook, the Pathfinder Adventure Card Game FAQ on paizo.com, or this guide. In these cases, the event coordinator has the freedom to adjudicate the rules as needed to ensure a fun and fair gaming experience is had by all.

For all rules questions not addressed in this section, please consult the most current rulebook for the Pathfinder Adventure Card Game at paizo.com/pacg. If your question is still unresolved, please visit the Pathfinder Adventure Card Game forum at the above URL, or contact the Adventure Card Guild campaign coordinator at pacg@paizo.com.

BUILDING YOUR CHARACTER

This section elaborates on and in some cases modifies the character creation guidelines found in the current rulebook.

Unsanctioned Play: An Adventure Card Guild character can only be played in sanctioned and reported Adventure Card Guild games. A character cannot move between playing scenarios from a base set and an Adventure Card Guild season and remain legal for Adventure Card Guild play.

Tiers: A character can play a scenario with an adventure deck number that is within 1 of his current tier. Tier 1 characters, for example, can play scenarios from Adventure 1 or Adventure 2 of any season. A Tier 3 character, meanwhile, can play any scenario from Adventures 2, 3, or 4.

Tier Feats: A character gains feats on his character card through the successful completion of scenarios. These scenarios can be from any season or adventure that is legal for the character to play. A character gains one skill feat after successfully completing one scenario, one power feat after successfully completing two scenarios, and one card feat after successfully completing four scenarios. Completing the same scenario multiple times does not count as progress towards these tier feats. You can gain only one feat of each type in each tier, unless instructed otherwise.

A character advances to the next tier in one of two ways: either after completing an adventure and gaining its adventure reward, or by choosing to do so after gaining the card feat for his tier. If you advance a tier by completing an adventure, you automatically gain any remaining feats for your tier, and you gain a die bump for use with this character (see "Die Bumps," below.) A character's tier is recorded on his Chronicle sheet (See Appendix IV: Filling Out a Chronicle Sheet.)

A character can only get deck upgrades that have adventure deck numbers equal to or less than his current tier. If a character would get a deck upgrade of a number higher than his tier, he may treat that upgrade as a number equal to his tier. A character may not start a scenario with a card in his deck that has an adventure deck number higher than his tier.

Example: Advancing a Tier

Alex is playing the character Lem, and she's ready to start playing in the Adventure Card Guild. Lem completes Scenario 01-1A from Season of the Righteous and gains a skill feat, then completes Scenario 01-1B and gains a power feat. Alex misses a week at her local game store, so she does not play Scenario 01-1C, but comes back to complete Scenario 01-1D. Her fellow players have completed Adventure 1, so their characters are now Tier 2. Alex, still in Tier 1, can play Adventure 2 scenarios with her weekly group, but she can only get deck upgrades that have an adventure deck number of 1 or lower. She can choose to advance to Tier 2 when she completes a fourth scenario and gains a card feat, or she will automatically advance a tier when Lem completes either Adventure 1 (by playing Scenario 01-1C) or Adventure 2. Alex's Chronicle sheet for Lem can be found in Appendix IV.

Die Bumps: A die bump is a new type of single-use reward, usually given to characters that advance a tier by completing an adventure. Your character can use a die bump to add 1 to or subtract 1 from a check result. Multiple die bumps can be used on a check, and multiple characters can use die bumps on a check. When you gain a die bump, note it on your character's Chronicle sheet and cross it off when that character uses it.

New Characters: Choose one of the characters in your Class Deck box. Then build that character's deck using cards of the number and type indicated on the character's

Cards List located on the back of the character card. All the cards must come from your Class Deck, but there are two exceptions: You may add one of each of your class's Owner-associated promo cards from the Iconic Heroes miniatures line (see Promo Cards below), and you may substitute any character card of the same class (along with a matching role and token card) from a base set or Character Add-On Deck. For example, if you're using the Ranger Class Deck, you may use the ranger Harsk from the Rise of the Runelords Base Set or the Wrath of the Righteous Base Set. Don't forget to register your character at paizo.com/pathfindersociety. If you can, build your character deck before the game. Appendix I contains pregenerated starting deck lists for the iconic characters in each Class Deck for your reference.

Your character deck must meet the Cards List requirements on the back of your character card. You must use cards from your Class Deck box according to the following hierarchy.

1. Use cards that have the set indicator B and the Basic trait.
2. Use cards that have the set indicator B without the Basic trait.
3. Use cards that have the set indicator 1 and the Basic trait.
4. Use cards that have the set indicator 1 without the Basic trait,
- ... and so on, up to the adventure deck number of your current tier.

Card Feats: When a character gains a card feat, she may add a card of that type to her deck using the above hierarchy, then apply a deck upgrade, if it's relevant. Remember that she may never begin a scenario with a card that has an adventure deck number higher than her tier.

Higher-Level Characters: If you're coming late to the Adventure Card Guild or want to play with an established group or event, you have three options.

OPTION 1: BUILD YOUR OWN CHARACTER

If the scenario you're playing has an adventure deck number of 3 or higher, you may use any cards that have the set indicator B, as well as any cards with an adventure deck number at least 2 lower than that of the adventure you're about to play. Your character (and role card, if you're playing a scenario with an adventure deck number of 4 or higher) may not have any feat boxes checked when you start play.

OPTION 2: PLAY A PREGENERATED CHARACTER

If you don't have a character of the appropriate tier for a scenario you want to play, you may play a pregenerated character of the appropriate tier for the scenario (from Appendix I.) Pogenerated characters have odd-numbered

New Advancement System: Tiers

In Adventure Card Guild play, your character's tier determines what adventures he can play, what deck upgrades he can access, and what feats he can get. A character's tier is the ACG equivalent of an RPG character's level. Every character has a tier, and a starting character's tier is Tier 1.

tiers; if you're playing an even-numbered adventure, use the character with a tier that's 1 lower than the adventure you're playing. For example, if you're playing a scenario from Adventure 4, you must play a Tier 3 pregenerated character. Register the character after the game; you can continue playing it as your own character.

OPTION 3: TAKE ONE FOR THE TEAM

If you play a pregenerated character deck for a scenario (possibly for expediency or table balance) but intend to build your own character deck for later scenarios, you can transfer rewards and play credit you gain playing the pregenerated character to your future character. (You'll still need the Class Deck of the pregenerated character to play it, of course.) We call this "taking one for the team." If you register your pregenerated character, this does not count as taking one for the team. That character simply becomes a registered character and keeps all his rewards.

If you take one for the team, when you fill out your Chronicle sheet, fill in the number of the Adventure Card Guild character who will receive the rewards you're transferring. When that character advances to a tier that equals the adventure deck number of the scenario you played while "taking one for the team," that character may gain the transferred rewards before playing any scenario in that tier. Remember, you can gain scenario rewards only once per character, so you cannot transfer a reward to a character who has earned that reward from the same scenario. For example, if you take one for the team by playing Kyra in oo-5C, and your Melindra advances to tier 5 later, she could opt to gain the reward before playing any tier 5-legal scenario. If she advances to tier 6 without gaining the reward, however, Melindra loses the reward and play credit.

You may not take one for the team in solo play.

SOLO PLAY

Solo play is permitted in Adventure Card Guild scenarios, although we encourage you to find other players. If you play solo with multiple characters, each character can gain deck upgrades and scenario rewards as normal, but only one character may be registered as an official Pathfinder Society Adventure Card Guild character, and only that character may gain a Chronicle sheet for the scenario. You may not play with multiple characters in the same scenario outside of solo play.

New Term: Unlock

Some rewards in Adventure Card Guild play might use the term “unlock.” When you unlock something, you as a player now have the ability to use the unlocked rules item in the specified manner. For example, if you complete the Season of the Shackles and gain the adventure path reward, you can play Enora from Wrath of the Righteous as if she were in the Wizard Class Deck for any Adventure Card Guild scenario or season. This also means you can use any Owner: Enora promo cards in that deck (see “Promo Cards” below.)

DON'T TRADE CARDS WHEN SETTING UP

The rules about trading cards during setup do not apply in Adventure Card Guild play. You must begin each scenario only with cards from your own deck, cards awarded by scenario rewards that have been noted on your Chronicle sheet, and cards given to your character as part of the scenario you're playing. Cards given or exchanged during play should be returned to the owner's deck or Class Deck box when the game is over.

REMOVING CARDS FROM PLAY

If you would encounter a boon that requires you to remove it from the game to activate its power, exchange that boon with a random boon of the same type from the game box and encounter that card instead.

DEATH AND DYING

The standard rules about dying generally apply, but when you start your new character, use the “Building Your Character” rules above. Don't forget to register the new character at paizo.com/pfsacg.

If your character is dead at the end of a scenario, your character does not gain the scenario reward, even if the rest of the party does, but you are allowed to upgrade your new character deck (see “Upgrading Your Deck,” below.) Build your new character before the party begins upgrading.

When your character dies but your party wins the scenario, the party may use the cards you gained during the scenario when they advance their characters, but they may not use any cards from your Class Deck.

EARNING SCENARIO REWARDS

A major difference in Adventure Card Guild play is the method by which you improve your deck after completing a scenario. This happens in two steps: earning scenario rewards and upgrading your deck.

The procedure for earning scenario rewards (or adventure rewards, or adventure path rewards) follows the standard rules with one exception: When you would be rewarded with a card from the box, you instead take a random card of the same type from your Class Deck box.

The card you take cannot have an adventure deck number higher than that of the scenario you completed. For example, if you just completed a scenario in adventure 2, and the scenario reward was a random item from the box, you would instead take an item with an adventure deck number no higher than 2 from your Class Deck. If you do not have an appropriate item, you do not gain that reward.

If the party ran out of the allotted time for the scenario, players do not earn scenario rewards, but they can upgrade their decks.

UPGRADING YOUR DECK

In Adventure Card Guild play, you don't get to keep the cards that you've acquired or otherwise gained during the scenario. Instead, you use them to determine which cards you get to take from your own Class Deck box. Each player will receive exactly one deck upgrade (that is, one card) per scenario, excluding scenario rewards.

Begin by sorting all newly acquired cards by card type and place them in the center of the play area. (They'll be easy to identify, as they should all have an Adventure Path logo instead of a Class Deck logo in the upper-right corner.) If the number of cards in the play area is less than the number of players, roll a d6 and compare it to the table below. Add 1 random card of that type to the play area. Continue rolling and adding until the number of cards is equal to the number of players.

d6 Roll	Boon Type
1	Weapon
2	Spell
3	Armor
4	Item
5	Ally
6	Blessing

Think of each card in the play area as a potential upgrade consisting of its type and its adventure deck number. When you choose a card from the play area, instead of adding it directly to your character deck, choose a card from your Class Deck box of the same type with an adventure deck number no higher than that of the chosen card. (Remember: If a card has a letter for the set indicator, treat its adventure deck number as 0.) Add that card to your character deck and put the original card back in the game box. For example, if you choose the weapon Dagger +1, a card with a set indicator of 1, you would add a weapon with a set indicator of B or 1 from your Class Deck box to your character deck and return the original Dagger +1 to the game box. After you upgrade your deck, record on your Chronicle sheet the type and set indicator of the card you gained. For example, if you gained a weapon card with the set indicator 1, record it as Weapon 1.

After upgrading your deck, when rebuilding the rest of your character deck, choose extra cards, if needed, from your Class Deck. Follow the hierarchy in the “New Characters” section, above.

Discuss your choices for deck upgrades with the party and come to consensus about who’s taking what. Resolve any contested upgrades with a die roll; highest roll wins.

REPLAYING SCENARIOS

You may replay any Adventure Card Guild scenario as many times as you like, as long as you are of the appropriate tier (see “New Advancement System: Tiers” above.) Your character may only gain the reward from a given scenario, adventure, or adventure path once. However, you may upgrade your deck each time you complete the scenario, and completing the same scenario multiple times counts toward your feat advancement.

PROMO CARDS

Each Adventure Card Guild character’s Class Deck may contain exactly one copy of each of its class’s Owner-associated promo card from the Iconic Heroes product line, indicated with a “Iconic Heroes” banner in the top left and a set indicator of P in the top right.

For example, Agna may add one copy of the Teapot and one copy of Biter to her Ranger Class Deck, because those cards have Harsk listed as their Owner, and Harsk is in the Ranger Class Deck. Agna may not have any other promo cards in her Class Deck. She may select the Teapot as an item deck upgrade when she gets one. Harsk, as per the Owner rules in the rulebook, can select the Teapot as part of his starting deck. Promo cards may be added to a Class Deck box at the start of a scenario.

Organizers may add up to 12 promo cards to the game box, but no more than than one copy of any one card.

ACCESSORY PERKS

Players who show their support for the Pathfinder Society Organized Play campaign by purchasing special accessories gain the following perks:

- A player using an Ultra•PRO Pathfinder Adventure Card Game Character Mat receives the following bonus: once per scenario, at the start of your turn, you may discard a card to draw a card.
- A player wearing any shirt listed in the Guide to Pathfinder Society Organized Play receives the following bonus: once per scenario, after you roll the dice, you may reroll one die; take the new result.

CARD SLEEVES

Any deck or other pile of cards must contain either all identically sleeved cards or no sleeved cards. Organizers may sleeve the cards in the game box if they wish, but note that to comply with the above rule, additional sleeves

Preparing the Game Box

The bulk of the preparation time for Adventure Card Guild sessions lies in setting up the game box to be used for the game. You may use the standard rules in the current rulebook for preparing the box, but the following options are designed to streamline your setup process.

Keep the Character Add-On Deck in Small Games:

With fewer than five players, the Character Add-On Deck is not required, but if it’s already in the game box, there’s no need to remove it.

Purge Basics and Elites by Adventure Deck: Each season’s Adventure Path tells you when and how to begin removing cards with the Basic and Elite traits from the game. To make things more interesting and to help you remove the right cards faster, when you add a new Adventure Deck to your game box after adventure 3, remove all cards with the Basic and Elite traits with adventure deck numbers at least three lower than the adventure deck you just added.

Purge Basics and Elites on the Fly: Alternatively, if you can’t spend as much time preparing the game box before play, you can purge the Basic and Elite cards when you encounter them. Just set everything up as usual, and when you run into a card that would have been removed, immediately remove it from the game and replace it with another card of the same type from the game box.

may be needed, or some cards may need to be temporarily unsleeved. If you want to use card sleeves with your character deck, you must bring additional identical sleeves to use on cards you accumulate during play.

Running an Adventure Card Guild Event

As a Pathfinder Society Organized Play event coordinator running a session at a convention or an in-store event, you have a variety of duties. First and foremost, your goal is to ensure that the players have fun and that the facility staff is happy to have your game at their location.

When you are running a convention or in-store event in an allotted time slot, the game needs to be focused on accomplishing the goals of the scenario and dealing with encounters. While we certainly encourage you to allow fun, engaging roleplaying and table talk to take place, if your players are still in the game’s first ten turns an hour after the game started, you should prod them into action. Though they may be having fun, they’ll have considerably less fun later when they’re unable to complete the scenario in the allotted time. Do encourage the players to engage the story by reading the “Read the Following Aloud” text out loud and, when they complete the scenario, concluding with the “Development” text.

At conventions or large in-store events, you may also be expected to quickly fill out scenario reporting sheets with additional tracking information, so you can report the results of your sessions on paizo.com/pathfindersociety in a timely fashion. See Appendix II: Reporting and Character Tracking for specific instructions.

If you are running a home game, your job is less restricted by time constraints and planning, but it still requires some extra effort on your behalf to ensure your campaign is recorded properly. You may take your time playing through a scenario as you see fit.

If you have players new to the Adventure Card Game, use an available base set to run them through a demo of the game. Instructions on how to run a demo from the Skull & Shackles or Wrath of the Righteous Base Sets can be found at paizo.com/pacg.

LEGAL TABLE SIZE

We strongly recommend making 4 players your standard table size. The minimum table size for a Pathfinder Society Adventure Card session is 1 player, although you should consider sitting down and playing with that person. Table size is capped at 6 players. If you have more than 4 players at a table, the appropriate Character Add-On Deck must be added to the game box.

MUSTERING AN EVENT

Each Pathfinder Adventure Card Game base set accommodates 1 to 4 players. With the Character Add-On Deck, it accommodates 5 or 6 players.

Events should be scheduled for 2 hours. This includes 15 minutes of setup time before the scenario begins and 15 minutes for players to adjust their decks after play. It should take about 10 minutes to prepare the game box plus another 5 minutes to set up the scenario once the players are seated at the table. When mustering tables, make sure all characters are of a tier valid for play with the scenario. Find out what classes players have brought, and try to provide some party balance in terms of party healing versus combat ability. Adventure Card Guild characters will need to work together to survive and succeed. Try not to muster a table of all one class, and try to keep the number of players similar at each table. If more than one player wants to play the same class—or even the same character—that’s okay, but when possible, try to muster them at different tables.

AFTER THE EVENT

Go to each table with reporting sheets and Chronicle sheets, find out how the scenario went, and gather Pathfinder Society ID Numbers and character information. Distribute the Chronicle sheets to players and remind them that the rewards on each scenario can only be gained once. Make sure that players have sorted

the cards used in the scenario back into their appropriate spaces in the game box, and you’re done!

In Closing

If you still have questions that this guide hasn’t answered, check out our forums at paizo.com/pfsacg or email pacg@paizo.com. Enjoy the game!

APPENDIX I: PREGENERATED CHARACTERS

Tier 1 Characters

BARD CLASS DECK: LEM

Feats: None

Weapon	Light Crossbow (B)
Spell	Arcane Armor (B)
Spell	Cure (B)
Spell	Inflict (B)
Spell	Lightning Touch (B)
Item	Bracers of Protection (B)
Item	Codex (B)
Ally	Dilettante (B)
Ally	Fox (B)
Ally	Troubadour (B)
Blessing	Blessing of Milani (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)

CLERIC CLASS DECK: KYRA

Feats: None

Weapon	Longsword (B)
Weapon	Longsword (B)
Spell	Cure (B)
Spell	Fireblade (B)
Spell	Inflict (B)
Armor	Chain Mail (B)
Armor	Wooden Armor (B)
Item	Holy Water (B)
Ally	Sage (B)
Blessing	Blessing of Cayden Cailean (B)
Blessing	Blessing of Pharamasma (B)
Blessing	Blessing of Sarenrae (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)

FIGHTER CLASS DECK: VALEROS

Feats: None

Weapon	Glaive (B)
Weapon	Greatclub (B)
Weapon	Longspear (B)
Weapon	Longsword (B)
Weapon	Mace (B)
Armor	Chain Mail (B)
Armor	Leather Armor (B)
Item	Crowbar (B)
Item	Signal Whistle (B)
Ally	Master-at-Arms (B)
Ally	Night Watch (B)
Ally	Quartermaster (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)

RANGER CLASS DECK: HARSK

Feats: None

Weapon	Dagger (B)
Weapon	Light Crossbow (B)
Weapon	Longbow (B)
Weapon	Longsword (B)
Weapon	Quarterstaff (B)
Armor	Leather Armor (B)
Item	Amulet of Life (B)
Item	Caltrops (B)
Item	Conch Shell (B)
Ally	Crow (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)

ROGUE CLASS DECK: MERISIEL

Feats: None

Weapon	Dagger (B)
Weapon	Dart (B)
Armor	Buckler (B)
Item	Amulet of Life (B)
Item	Caltrops (B)
Item	Potion of Energy Resistance (B)
Item	Sage's Journal (B)
Item	Thieves' Tools (B)

Ally	Burglar (B)
Ally	Carver (B)
Ally	Troubadour (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)

SORCERER CLASS DECK: SEONI

Feats: None

Spell	Arcane Armor (B)
Spell	Black Spot (B)
Spell	Confusion (B)
Item	Bracers of Protection (B)
Item	Caltrops (B)
Item	Codex (B)
Ally	Guide (B)
Ally	Jinx Eater (B)
Ally	Sage (B)
Ally	Turtle (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of Pharasma (B)

WIZARD CLASS DECK: EZREN

Feats: None

Weapon	Quarterstaff (B)
Spell	Arcane Armor (B)
Spell	Detect Magic (B)
Spell	Force Missile (B)
Spell	Force Missile (B)
Spell	Lightning Touch (B)
Spell	Lightning Touch (B)
Spell	Magic Weapon (B)
Spell	Phantasmal Minion (B)
Item	Blast Stone (B)
Item	Bracers of Protection (B)
Item	Eye Patch (B)
Ally	Fox (B)
Ally	Jinx Eater (B)
Ally	Sage (B)

Tier 3 Characters

BARD CLASS DECK: LEM

Skill Feats: Intelligence +1; Charisma +1

Power Feats: second power +1,+2

Card Feats: Ally 4; Blessing 6

Weapon	Dagger +1 (1)
Spell	Charm Person (B)
Spell	Cure (B)
Spell	Lightning Touch (B)
Spell	Paralyze (2)
Item	Ruby of Charisma (1)
Item	Spyglass (1)
Ally	Old Salt (B)
Ally	Retainer (B)
Ally	Raconteur (1)
Ally	Cook (2)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of Milani (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of Abadar (1)
Blessing	Blessing of Erastil (1)
Blessing	Blessing of Gozreh (2)

CLERIC CLASS DECK: KYRA

Skill Feats: Strength +1, +2

Power Feats: Weapons; first power +2

Card Feats: Weapon 3; Ally 2

Weapon	Scimitar (B)
Weapon	Scimitar (1)
Weapon	Flaming Scimitar +1 (2)
Spell	Cure (B)
Spell	Augury (1)
Spell	Protect (2)
Armor	Magic Half-Plate (B)
Armor	Magic Shield (B)
Item	Conch Shell (1)
Ally	Smith (B)
Ally	Wanderer (B)
Blessing	Blessing of Cayden Cailean (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of Gorum (1)
Blessing	Blessing of Gorum (1)
Blessing	Blessing of Milani (2)
Blessing	Blessing of Sivanah (2)

FIGHTER CLASS DECK: VALEROS

Skill Feats: Strength +1; Dexterity +1

Power Feats: Hand Size 5; second power +1

Card Feats: Ally 4; Weapon 6

Weapon	Greatclub (B)
Weapon	Spiked Chain +1 (B)
Weapon	Lucerne Hammer (1)
Weapon	Shock Glaive +1 (1)
Weapon	Heavy Pick +1 (2)
Weapon	Scythe +1 (2)
Armor	Chain Mail (B)
Armor	Elven Breastplate (1)
Item	Topaz of Strength (B)
Item	Staff of Minor Healing (1)
Ally	Master-at-Arms (B)
Ally	Soldier (1)
Ally	Merchant (2)
Ally	Rogue Ape (2)
Blessing	Blessing of Cayden Cailean (B)
Blessing	Blessing of Gorum (B)
Blessing	Blessing of Abadar (1)

RANGER CLASS DECK: HARSK

Skill Feats: Dexterity +1; Wisdom +1

Power Feats: Hand Size 6, third power +1

Card Feats: Armor 2; Ally 2

Weapon	Dagger (B)
Weapon	Light Crossbow (B)
Weapon	Longbow (B)
Weapon	Returning Throwing Axe +1 (1)
Weapon	Deathbane Light Crossbow +1 (2)
Armor	Magic Leather Armor (B)
Armor	Fortified Leather Armor (1)
Item	Emerald of Dexterity (B)
Item	Spyglass (B)
Item	Archer's Bracers (1)
Ally	Snow Leopard (B)
Ally	Archer (2)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of Gorum (1)
Blessing	Blessing of Milani (1)

ROGUE CLASS DECK: MERISIEL

Skill Feats: Dexterity +1; Intelligence +1

Power Feats: Hand Size 6; Weapons

Card Feats: Item 6; Ally 4

Weapon	Dart (B)
Weapon	Deathbane Light Crossbow +1 (1)
Armor	Elven Chain Shirt (1)
Item	Amulet of Life (B)
Item	Emerald of Dexterity (B)
Item	Ivory Dice (B)
Item	Masterwork Tools (B)
Item	Spyglass (1)
Item	Cloak of Elvenkind (2)
Ally	Archer (B)
Ally	Carver (B)
Ally	Old Salt (B)
Ally	Raconteur (1)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of Milani (B)
Blessing	Blessing of Erastil (1)
Blessing	Blessing of Gozreh (2)

SORCERER CLASS DECK: SEONI

Skill Feats: Charisma +1, +2

Power Feats: first power +1, +2

Card Feats: Spell 4, Blessing 6

Spell	Arcane Armor (B)
Spell	Mirror Image (B)
Spell	Good Omen (1)
Spell	Web (2)
Item	Token of Remembrance (B)
Item	Crown of Charisma (1)
Item	Wand of Shield (1)
Ally	Surgeon (B)
Ally	Turtle (B)
Ally	Menagerie Keeper (1)
Ally	Apprentice (2)
Blessing	Blessing of Pharasma (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of Erastil (1)
Blessing	Blessing of Erastil (1)
Blessing	Blessing of Pharasma (1)
Blessing	Blessing of Abadar (2)

WIZARD CLASS DECK: EZREN

Skill Feats: Intelligence +1, Wisdom +1

Power Feats: feat in first power; "When another character at your location attempts a combat check that has the Arcane trait, add 2 to it."

Card Feats: Spell 9; Ally 4

Weapon	Allying Dart +1 (1)
Spell	Acid Arrow (B)
Spell	Arcane Armor (B)
Spell	Augury (B)
Spell	Force Missile (B)
Spell	Force Missile (B)
Spell	Lightning Touch (B)
Spell	Phantasmal Minion (B)
Spell	Sphere of Fire (1)
Spell	Web (2)
Item	Token of Remembrance (B)
Item	Sapphire of Intelligence (1)
Item	Staff of Minor Healing (2)
Ally	Jinx Eater (B)
Ally	Sage (B)
Ally	Toad (1)
Ally	Apprentice (2)



Tier 5 Characters

BARD CLASS DECK: LEM

Role: Arcane Tinkerer

Skill Feats: Intelligence +1; Charisma +1, +2, +3

Power Feats: Hand Size 7; second power +1,+2; "Add 2 to your check to recharge a spell that has the Arcane trait;" "You may recharge a spell that has the Arcane trait to draw a card."

Card Feats: Spell 5; Ally 4, 5; Blessing 6

Weapon	Deathbane Light Crossbow +1 (2)
Spell	Cure (B)
Spell	Lightning Bolt (2)
Spell	Incendiary Cloud (3)
Spell	Scrying (3)
Spell	Holy Feast (4)
Item	Ruby of Charisma (1)
Item	Headband of Alluring Charisma (4)
Ally	Social Climber (1)
Ally	Cook (2)
Ally	Duelist (3)
Ally	Valet (3)
Ally	Wayfarer (4)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of Milani (B)
Blessing	Blessing of the Gods (B)
Blessing	Blessing of Abadar(1)
Blessing	Blessing of Gozreh (2)
Blessing	Blessing of Norgorber (3)

CLERIC CLASS DECK: KYRA

Role: Fireflower

Skill Feats: Strength +1, +2; Wisdom +1, +2

Power Feats: Hand Size 6; Weapons; first power +2; second power 4; "You automatically succeed at your check to acquire a weapon."

Card Feats: Weapon 3; Spell 4; Armor 3; Ally 2

Weapon	Scimitar (B)
Weapon	Scimitar (1)
Weapon	Flaming Scimitar +1 (2)
Spell	Cure (B)
Spell	Augury (1)
Spell	Major Cure (3)
Spell	Righteousness (4)
Armor	Magic Half-Plate (B)
Armor	Deathbane Shield (2)
Armor	Chainmail of Cold Resistance (3)
Item	Belt of Giant Strength (3)
Ally	Cook (2)
Ally	Evangelist (3)

Blessing	Blessing of Pharasma (B)
Blessing	Blessing of Gorum (1)
Blessing	Blessing of Gorum (1)
Blessing	Blessing of Abadar (3)
Blessing	Blessing of Gozreh (3)
Blessing	Blessing of Besmara (4)

FIGHTER CLASS DECK: VALEROS

Role: Daredevil

Skill Feats: Strength +1, +2; Dexterity +1; Charisma +1

Power Feats: Hand Size 5; second power +1, +2; "When another character at your location is dealt damage, you may reduce that damage by 1;" "When another character at your location encounters a monster, you may bury a card. That character evades the monster; you encounter it instead."

Card Feats: Weapon 6; Armor 3; Ally 4, 5

Weapon	Lucerne Hammer (1)
Weapon	Shock Glaive +1 (1)
Weapon	Scythe +1 (2)
Weapon	Warhammer +2 (2)
Weapon	Longsword +2 (3)
Weapon	Greatclub +3 (4)
Armor	Elven Breastplate (1)
Armor	Magic Full Plate (3)
Armor	Lesser Bolstering Armor (4)
Item	Hat of Glamour (2)
Item	Belt of Giant Strength (3)
Ally	Master-at-Arms (B)
Ally	Squire (1)
Ally	Rogue Ape (2)
Ally	Evangelist (3)
Ally	Clockwork Librarian (4)
Blessing	Blessing of Gorum (B)
Blessing	Blessing of Gozreh (2)
Blessing	Blessing of Achaekek (3)

RANGER CLASS DECK: HARSK

Role: Arbalist

Skill Feats: Dexterity +1, +2; Constitution +1; Wisdom +1

Power Feats: Hand Size 6; "When you would discard a weapon that has the Ranged trait for hits power, you may recharge it or put it on top of your deck instead;" feat in second power; third power +1; "At the start of your turn, if you have no weapons in your hand, you may draw 1 card."

Card Feats: Armor 2; Item 4; Ally 2, 3

Weapon	Light Crossbow (B)
Weapon	Longbow (B)
Weapon	Returning Throwing Axe +1 (1)
Weapon	Deathbane Light Crossbow +1 (2)
Weapon	Giantbane Dagger +1 (4)
Armor	Fortified Leather Armor (1)

Armor	Arrow Catching Studded Leather (2)
Item	Spyglass (B)
Item	Archer's Bracers (1)
Item	Masterwork Tools (1)
Item	Belt of Incredible Dexterity (3)
Ally	Archer (2)
Ally	Giant Badger (3)
Ally	Monkey (3)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of Milani (1)
Blessing	Blessing of Abadar (3)
Blessing	Blessing of Achaekkek (4)

ROGUE CLASS DECK: MERISIEL

Role: Forger

Skill Feats: Dexterity +1, +2; Intelligence +1; Charisma +1

Power Feats: Hand Size 6; Weapons; second power +1; "When you would discard a weapon, you may perform the action with a blessing instead;" "When you would fail your check to acquire an item, you may discard a card to ignore the result and reroll the dice. You must use the second result."

Card Feats: Weapon 3; Item 6; Ally 4; Blessing 5

Weapon	Deathbane Light Crossbow +1 (1)
Weapon	Light Crossbow +1 (2)
Weapon	Frost Longbow +1 (3)
Armor	Magic Studded Leather Armor (3)
Item	Emerald of Dexterity (B)
Item	Masterwork Tools (B)
Item	Spyglass (1)
Item	Cloak of Elvenkind (2)
Item	Belt of Incredible Dexterity (3)
Item	Pole (3)
Ally	Archer (B)
Ally	Merchant (2)
Ally	Black Arrow Ranger (3)
Ally	Ataxian (4)
Blessing	Blessing of Erastil (B)
Blessing	Blessing of Abadar (1)
Blessing	Blessing of Erastil (1)
Blessing	Blessing of Gozreh (2)
Blessing	Blessing of Norgorber (3)

SORCERER CLASS DECK: SEONI

Role: Dragon Initiate

Skill Feats: Charisma +1, +2, +3, +4

Power Feats: first power +1, +2, +5, +8

Card Feats: Spell 4, 5; Item 4; Blessing 6

Spell	Arcane Armor (B)
-------	------------------

Spell	Frost Ray (1)
Spell	Safe Harbor (2)
Spell	Scrying (3)
Spell	Teleport (4)
Item	Wand of Shield (1)
Item	Headband of Alluring Charisma (3)
Item	Mist Horn (3)
Item	Rabbit's Foot (4)
Ally	Surgeon (B)
Ally	Incanter (1)
Ally	Cat (3)
Ally	Reveler (3)
Blessing	Blessing of Pharasma (B)
Blessing	Blessing of Erastil (1)
Blessing	Blessing of Pharasma (1)
Blessing	Blessing of Abadar (2)
Blessing	Blessing of Sivanah (3)
Blessing	Blessing of Lamashtu (4)

WIZARD CLASS DECK: EZREN

Role: Transmogrifier

Skill Feats: Intelligence +1, +2; Wisdom +1; Charisma +1

Power Feats: Hand Size 7; feat in first power; "When another character at your location attempts a combat check that has the Arcane trait, add 2 to it;" "When another character acquires a boon, that character may banish it to draw 1 random non-Basic boon of that type from the box;" "Before you reset your hand, you may reveal a spell to treat your hand size as 3, 7, or 10 until the end of the turn."

Card Feats: Spell 9, 10; Item 4; Ally 4

Weapon	Light Crossbow +1 (2)
Spell	Acid Arrow (B)
Spell	Augury (B)
Spell	Force Missile (B)
Spell	Frost Ray (1)
Spell	Sphere of Fire (1)
Spell	Dehydrating Touch (2)
Spell	Web (2)
Spell	Dimension Leap (3)
Spell	Scrying (3)
Spell	Mist Horn (3)
Item	Displacement (4)
Item	Sapphire of Intelligence (B)
Item	Staff of Minor Healing (2)
Item	Staff of Heaven and Earth (4)
Ally	Toad (1)
Ally	Apprentice (2)
Ally	Cat (3)
Ally	Scribe (4)

APPENDIX II: REPORTING AND CHARACTER TRACKING

This appendix tells event coordinators how to fill out Adventure Card Guild reporting sheets and report their results online. It also tells players how to register characters, fill out Chronicle sheets, and check the status of online reports about their characters.

CREATING EVENTS

To create an Adventure Card Guild event at a game store or convention, you'll need to speak to your local venture-captain or venture-lieutenant in charge of Adventure Card Guild play. (To find your local venture-officer, go to <http://paizo.com/pathfinderSociety/about/regionalCoordinators>.) Your venture-officer will handle

the event creation process on the website and provide you with pointers to the materials you'll need to run the game.

If you want to run a home play session, you'll need to download the bundled scenarios at paizo.com (available for purchase in the month after they debut at stores and conventions). Then follow the steps to Create Your Event under the GM/Event Coordinator tab on your My Pathfinder Society page.

REPORTING RESULTS

Once you have completed a scenario and filled out everyone's Chronicle sheets, the event coordinator needs to report the results of the scenario.

Whether you're running a game at home, at a store, or at a convention, you should have a scenario tracking sheet for each session you run. These can be found in the back of official Adventure Card Guild scenarios or online at paizo.com/pathfindersociety. As you're checking over players' completed Chronicle sheets, make note of each character's Pathfinder Society Number, character name, and any rewards earned during the scenario.

As soon as possible after the session ends, go to paizo.com/pathfindersociety and click My Pathfinder Society at the top of the page, then click on the GM/Event Coordinator tab and click Report. Follow the instructions carefully, entering the information from this tracking sheet into the form on the website. You'll note that we collect less information online than each player's Chronicle sheets contain—this is intentional.

Event coordinators at retail stores and conventions are generally responsible for printing out scenario tracking sheets, distributing them to volunteers for each session they run, and reporting the results of each session. As each session finishes, simply fill out the items that need to be tracked online on the tracking sheet and turn it in to the coordinator. The coordinator will then input all that information on the website during the convention or shortly thereafter. In retail games and at smaller conventions, the coordinator may wish to designate a player at each table to fill out the tracking sheet.

Regardless of the location of play, do not forget to report the results—reporting is very important to the success of Pathfinder Society Organized Play!

REGISTER AND MONITOR YOUR CHARACTER ONLINE

To register a new official Adventure Card Guild character, log onto paizo.com, click the Pathfinder Society logo on the left, and click the My Pathfinder Society link at the top of the page. You'll be prompted to Register a New Card Game Character. Follow the instructions, and note the number of the new character. Once the character is created, you'll be able to click the Sessions link next to its name to see a record of its play.



APPENDIX III: CONVERTING A CHARACTER TO THE TIER SYSTEM

If you began a character during Season 0, and you wish to play that character outside Season of the Shackles, you'll need to convert that character to the tier system.

- Note the number of skill, power, and card feats you have and which feats you took. Then uncheck those feat boxes on your character sheet.
- Count the number of scenarios your character has played in your first adventure. If you've completed at least one scenario in that adventure, gain a skill feat from among those you previously chose. If you've completed at least two in that adventure, gain a power feat from among those you previously chose. If you've completed at least four scenarios in that adventure, gain a card feat from among those you previously chose. If you completed the adventure, gain a die bump (and note that on your Chronicle sheet).
- Repeat the previous step for each adventure you've played any scenarios in.
- Determine your current tier by adding 1 to the number of die bumps you gained; note your tier on your Chronicle sheet. Then go through your character deck. If you have any cards that have adventure deck numbers higher than your tier, replace each with a card of the same type that has an adventure deck number equal to or less than your current tier.
- Count the number of scenarios you've completed since you completed your most recent adventure. That is the number of scenarios you've completed at your current tier—if you've earned more than one feat of each type per tier, check your math. Note your current number of scenarios completed at this tier on your Chronicle sheet.



APPENDIX IV: FILLING OUT A CHRONICLE SHEET

This section details how to fill out a Chronicle sheet for your character as he plays through an adventure. We've attached an example Chronicle sheet, and the story below explains how it was filled out.

Though Chronicle sheets have their associated adventure's name at the top, you can use them as a continuous log sheet, rolling over to the next adventure's

Chronicle sheet, if you need it. Alternatively, you can record only scenarios that belong to the Chronicle sheet's associated adventure on it—whatever works best for you. The goal is to keep a complete and accurate record of what your character has played and when.

Example: Alex is playing Lem the bard. She begins her journey in Season of the Example's Adventure 1. She's written her character's name and class at the top, along with Lem's Pathfinder Society character number, now that she's registered him at paizo.com/pfsacg.

Her party successfully completes Scenario 01-1A, and she takes the scenario's reward for Lem, which is access to the loot card A Pony from the Example Base Set. Good for Lem! Alex also talks the other players into letting her take a weapon 1 deck upgrade for Lem, so that Lem can get his mitts on his coveted Dagger +1 from his Bard Class Deck. Lem's completed one scenario, so he gains a skill feat. Alex bumps Lem's Charisma by 1.

Next, Alex plays Scenario 01-1B and wins, opting to take the scenario reward, but not getting a random reward that she liked. She did wrangle a blessing B deck upgrade, so that Blessing of Erastil Lem wants will be going into his deck. Lem also gains a power feat for winning his second scenario, and Alex chooses to increase his hand size to 7. Her Lem likes to live dangerously.

Alex had a schedule conflict the following week, so she doesn't play Scenario 01-1C with her group. Her next play session is Scenario 01-1D. The team wins again, and Alex gains a reward for her Pathfinder Society Roleplaying Guild character. None of the deck upgrade possibilities were interesting, so she didn't take any. The rest of the party completed the adventure and advanced to Tier 2, and they've promised to replay the scenario Alex missed after the next game. What a collegial bunch.

At the next session, the team begins Adventure 2. The other players are Tier 2 and Alex is Tier 1, so they can all play Scenario 01-2A. After the victory, Lem has completed four scenarios and gained a card feat. Lem can choose to advance to Tier 2 after this scenario, but since the group has agreed to replay Scenario 01-1C, Alex decides to keep Lem at Tier 1 for one more game. She chooses an ally slot with her card feat, and Lem gains an ally 1 deck upgrade to go right into that slot.

The replay of 01-1C is exciting, coming down to the final turn, and the team is victorious! Lem has now completed five scenarios and one adventure. Since Lem completed the adventure and gained the adventure reward (unlocking Ranzak for Alex's future Adventure Card Guild play), Lem automatically advances to Tier 2, and he's completed zero scenarios in that tier. Since he completed an adventure, Lem gains a die bump that he can use to influence events in a future scenario. The future is bright for Alex and Lem.





Season of the Example: Adventure 1

Alex A.K.A. Lem 123456-1001 Bard
 Player Name Character Name Pathfinder Society # Character Class

Scenario: 01-1A				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	Bob #24601 5/20/2015
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	Loot: A Pony	<input checked="" type="checkbox"/> weapon 1	
Taking Reward?	Tier		<input type="checkbox"/>	
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	# 1		<input type="checkbox"/>	
Notes: gained skill feat (charisma)				completed 1
Scenario: 01-1B				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	Bob #24601 5/27/2015
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	-	<input checked="" type="checkbox"/> Blessing B	
Taking Reward?	Tier		<input type="checkbox"/>	
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	# 1		<input type="checkbox"/>	
Notes: gained power feat (hand size)				completed 2
Scenario: 01-1D				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	Bob #24601 6/10/2015
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	RPG reward see RPG character #12	<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	# 1		<input type="checkbox"/>	
Notes:				completed 3
Scenario: 01-2A				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	Bob #24601 6/24/2015
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	ally B	<input checked="" type="checkbox"/> ally 1	
Taking Reward?	Tier		<input type="checkbox"/>	
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	# 1		<input type="checkbox"/>	
Notes: gained card feat (ally) choose not to advance a tier				completed 4
Scenario: 01-1C				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	Bob #24601 6/24/2015
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	item B	<input checked="" type="checkbox"/> armor B	
Taking Reward?	Tier		<input type="checkbox"/>	
<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	# 2		<input type="checkbox"/>	
Notes: Advanced to tier 2: Bonus Die Bump				completed 5
Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				
<input type="checkbox"/> Die Bump Gained <input type="checkbox"/> Die Bump Used <input checked="" type="checkbox"/> Completed Adventure unlocked Ranzak				