

GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY™

By Joshua J. Frost



GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY™

VERSION 3.0—8/3/10

Design: Joshua J. Frost

Development: Joshua J. Frost and Sean K Reynolds

Editing: Judy Bauer, Christopher Carey, Joshua J. Frost, and Erik Mona

Senior Art Director: Sarah Robinson

Layout: Crystal Frasier

Cover Artist: Andrew Hou

Vice President of Operations: Jeff Alvarez

Events Manager: Joshua J. Frost

Paizo CEO: Lisa Stevens

Corporate Accountant: Dave Erickson

Sales Manager: Chris Self

Technical Director: Vic Wertz

Publisher: Erik Mona

Special Thanks to all of the GMs and players of Pathfinder Society. Your participation and feedback on the Society messageboards has been invaluable to the success of our organized play program and for that we are in your debt. Extra special thanks to Paris Crenshaw, David Harrison, Teresa Keller, and Jared Rascher for their feedback and opinions on v2.0 of this document.

Event organizers may print additional copies of this guide to provide to new players at their events. We'd prefer to avoid electronic circulation of this guide—instead, please ask players to download their own free copy of this PDF from **paizo.com**; that way, Pathfinder Society Organized Play will be able to contact them directly to inform them about updates.

The OGL can be found on page 34 of this product.

Paizo Publishing, LLC

7120 185th Ave NE Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

The *Guide to Pathfinder Society Organized Play* is published by Paizo Publishing, LLC under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Society, Pathfinder Chronicles, Pathfinder Modules, and Pathfinder Companion are trademarks of Paizo Publishing, LLC.

© 2010 Paizo Publishing, All Rights Reserved.



GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY™

BY JOSHUA J. FROST



INTRODUCTION

Welcome to Pathfinder Society Organized Play! Within the pages of this guide book, you will find everything you need to know about organizing, running, and playing in Paizo Publishing, LLC's massive, world-wide, organized play campaign. Pathfinder Society began in August 2008 with the first year playtest, which utilized the 3.5 rules set of the world's oldest roleplaying game (RPG). When Paizo Publishing, LLC shifted to the 3.5-compatible Pathfinder Roleplaying Game in August 2009, Pathfinder Society relaunched under the new rules. Take a moment to read and review the rules herein, and feel free to participate on the Pathfinder Society messageboards at paizo.com/pathfindersociety. Our organized play system is only as good as you make it—so give us feedback frequently. Happy hunting and may the gods of Golarion guide you on your path!

CHAPTER 1: THE BASICS OF PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Roleplaying Game

Pathfinder Society Organized Play is powered by the Pathfinder Roleplaying Game, an evolution of the 3.5 edition of the world's oldest fantasy roleplaying game. While similar in many respects to 3.5, the Pathfinder Roleplaying Game is a new system with enhanced base classes, new feats, redesigned spells, clarified and expanded combat rules, and many other changes. The *Pathfinder Roleplaying Game Core Rulebook* is available at game stores, bookstores, and online at paizo.com for \$49.99 and can also be downloaded as a PDF from paizo.com for the low price of \$9.99. Along with the *Pathfinder Roleplaying Game Bestiary*, which was released in October 2009, these books constitute the core rules

of the Pathfinder Roleplaying Game. For additional information on the Pathfinder Roleplaying Game, visit paizo.com/pathfinderRPG.

The Core Assumption

Pathfinder Society Organized Play assumes that every player has a copy of the *Pathfinder RPG Core Rulebook* and a copy of *Pathfinder Chronicles: Seekers of Secrets, A Guide to the Pathfinder Society*, and that every Game Master (GM) has the above plus a copy of the *Pathfinder RPG Bestiary*. Unless noted in later chapters, everything contained in the *Core Rulebook* and *Seekers of Secrets* is legal for play in Pathfinder Society Organized Play. This includes base classes, feats, spells, equipment, and even prestige classes. While new Pathfinder RPG books in the future may be added to this core assumption, there are many other Pathfinder-brand products that are not part of the core, but have aspects that are legal for play. Please see Chapter 13 for details on additional resources for Pathfinder Society Organized Play. This chapter will be frequently updated as new Pathfinder products are released.

Common Terms

Below are some common terms that are used throughout this document.

Chronicle sheet: A chronicle sheet, sometimes called a chronicle, is a document that officially records your participation in a specific Pathfinder Society scenario. You receive a chronicle sheet after successfully completing a scenario.

Convention: A convention is a large gathering of individuals—or for our purposes, a large gathering of gamers. Conventions such as Dragon*Con, Gen Con, Origins Game Fair, PaizoCon, and San Diego Comic-Con are likely to run Pathfinder Society scenarios.

Coordinator: The coordinator is the person at a convention or game store who is organizing the play of Pathfinder Society scenarios. Coordinators are responsible for organizing (also called “mustered” or “marshaling”) each Pathfinder Society slot and for reporting all of the results of a given Pathfinder Society event.

Event: In this context, “event” refers to a place (such as a convention, game store, and so on) where multiple Pathfinder Society scenarios are being run.

Faction: Your character’s faction is the group of like-minded individuals within the Pathfinder Society to which your character is loyal.

Home Game: A home game is a Pathfinder Society Organized Play group, often private, that is run out of someone’s home. Home games do not have all of the same restrictions (such as time limitations) that convention or game store games might.

HQ: “HG” stands for headquarters—the HQ is often where you can find the coordinator for Pathfinder Society, particularly at a convention.

Minimum/Maximum Table Size: The maximum number of characters for a given scenario is six and the minimum number is four—these numbers are called “maximum table size” and “minimum table size,” respectively.

Prestige Award: Prestige Award is a statistic that tracks your renown or fame within your faction.

Scenario: A scenario is a specific adventure that you’re playing through with your character for Pathfinder Society Organized Play (for example, Pathfinder Society Scenario #7: *Among the Living*).

Slot and Slot o: “Slot” is a convention term that usually refers to a 4- or 5-hour window of play. For example, the first slot of a convention might start at 8:00 A.M. on Thursday morning and might run through 12:00 P.M. These 4 hours would be called “slot 1” as they are the first slot of the convention. Slot o is a pre-convention slot in which Game Masters gather to play through a scenario in order to be ready to run that scenario at a Pathfinder Society event. Scenarios are designed to be run in 4 hours (except for double-slot scenarios). Some coordinators choose to use 5-hour slots in order to give the GM and players extra time for introductions and paperwork.

Tier and Sub-Tier: Each scenario is designed for a variety of tiers, or different levels of play. A sub-Tier is one of the level ranges for which a scenario is designed. For example, Pathfinder Society Scenario #7: *Among the Living* is a Tier 1–7 scenario, meaning it’s designed for characters of level 1 through 7. It has the sub-Tiers of 1–2, 3–4, and 6–7, meaning that similarly-leveled characters can gather, select an appropriate sub-Tier, and play. (See Chapter 12 for the full details.)

Pathfinder Society Organized Play Basics

Pathfinder Society is a world-wide, organized play campaign that utilizes the Pathfinder Roleplaying Game fantasy rules and immerses you, the player, in a world-spanning shared fantasy campaign of great depth and

scope. Organized play systems have existed for decades, and they are a wonderful tool for bringing the fans of a game system and setting together in a variety of locales to play out the stories of their heroes. Once you’ve created a character for the Pathfinder Society, you can take that character to any convention, game store, bookstore, or home game that’s also running Pathfinder Society games and, with no need for complex introductions, sit down and join right in with the group just like you’d been playing with them all along. Think of RPG organized play systems as an in-person massively multi-player game, and you’ll be on the right mental track for joining in.

Getting Started

Your first step to joining Pathfinder Society is to register yourself and your first character. Visit paizo.com/pathfindersociety and click the link “Join the Pathfinder Society!” in the sidebar on the right. If you were given a registration card at a Pathfinder Society event, follow the instructions on the card, and join the Society using the interface on the left side of the screen. Please remember that the 4- or 5-digit number on your registration card is your Pathfinder Society ID number and that the other number on your card is your confirmation code. If you are registering for the first time and do not have an ID number, click “Join Pathfinder Society” under the interface on the right.

The moment you click either button, you will be taken to your “My Pathfinder Society” page. On the top, you will see text that says “You are Pathfinder # XXXX.” That 4- or 5-digit number is your Pathfinder Society ID number. Write it down, memorize it, and don’t forget it. You will need this number every time you play in a Pathfinder Society event—if you don’t have this number with you, anything you do at the event will not be officially recorded. Beneath that number is a “Download your Pathfinder card” link. If you’d like to be able to print off a registration card, click there to do so.

In order to register a character (also known as a player character, or PC), you’ll need to create one using the rules in Chapter 4 and then click “Register a new character.” You’ll be asked to choose an avatar name (your character name is fine) in case you want to use your character to post on the paizo.com messageboards. You can select an avatar, your time zone, and your faction symbol. Your faction is something you’ll choose during character creation (see Chapter 4 for more information). Once you select your faction on this page, however, you’ll be taken back to your “My Pathfinder Society” page—faction selection cannot be reversed, so choose carefully! Your first character has a unique ID number, which is your 4- or 5-digit Pathfinder Society number followed by a dash and then followed by a 1. Your second character will be XXXX–2, your third

XXXX-3, and so on. This is important to remember for accurate reporting. For example, suppose a new player just registered at paizo.com/pathfindersociety. He wants to make an elf rogue of the Taldor faction for Pathfinder Society Organized Play. His Pathfinder Society ID number is 0891. He decides to name his rogue Lelani Scar. After registering Lelani, her Pathfinder Society ID number is the player's ID number (0891) followed by -1: 0891-1. This number will be used in record-keeping on Lelani's chronicle sheets (see Chapter 9) as well as used by Game Masters (GMs) when reporting the outcome of scenarios (see Chapter 12).

Once you've registered, created your character, and then registered your character, it's time to find a game. There are many ways to locate a Pathfinder Society game. At paizo.com/pathfindersociety you can click the link "Find Events in Your Area" in the right sidebar and enter your zip code and radius of travel to find games that have been registered in your area. You can use the Pathfinder Society messageboards to seek or start a local game. You can also ask your local game or bookstore if they're running Pathfinder Society events—or even help your local store start one. Finally, you can check out major gaming conventions like PaizoCon, Gen Con, Origins Game Fair, Dragon*Con, San Diego Comic-Con and so on to see if Pathfinder Society Organized Play events are being run there.

Additionally, online play for Pathfinder Society is permitted. Online play includes a number of different methods of play. There's Play-by-Post, there are a variety of online digital game tables, and you could even play using webcams and a voice over IP system. So long as your Game Master can get you all of the required paperwork (by fax, scan, or otherwise), online play is a legitimate method of playing in Pathfinder Society Organized Play. Check the Pathfinder Society Organized Play messageboards at paizo.com for additional details about several active online groups playing around the world.

Organized Play Quirks

If you're a veteran of pen-and-paper RPG games, you'll find a number of quirks about Pathfinder Society that make it different from your typical campaign. For Pathfinder Society, there are no experience point rewards in the traditional sense. When you and your fellow Pathfinders vanquish the villain at the end of the scenario, you don't receive an allocation of experience points (XP) based on that villain's Challenge Rating (CR) versus your average party level (APL) as you normally would in a pen-and-paper RPG. Instead, for every scenario you play (more on that later) you gain 1 XP, and for every 3 XP, you gain a level. This game mechanic will be covered in greater detail in Chapter 9.

Pathfinder Society Organized Play also tracks a new statistic called Prestige Award (PA). PA is what you earn from your chosen faction for accomplishing various tasks for them during a Society mission or adventure. PA represents your worth to your faction—your renown or aplomb. It also represents your ability to buy new items, both magic and mundane, as your faction gives you much wider access to equipment than does the regular world. Starting with Pathfinder Society Scenario #29, each faction member has the opportunity to earn up to 2 PA. One PA will be earned for completing an easy or normal difficulty request (such as finding an item or talking to a particular nonplayer character, or NPC, about a secret subject) and the other will be for completing a quite difficult one (such as succeeding on a high Diplomacy skill check or the acquiring of a well-protected item). PA is a very important part of Pathfinder Society Organized Play—as you gain PA, your ability to buy better and more powerful items increases. PA may also be spent on temporary benefits. Spending and tracking PA is explained in greater detail in Chapter 11.

Equipment and magic items are much more tightly controlled in Pathfinder Society than in regular Pathfinder games. Because of the shared-world aspect of the Society, we must ensure that all games everywhere are balanced equally. The gear and loot you can buy is restricted, but still balanced to your character level. Additionally, there are some items that are just not allowed in Pathfinder Society—these items are noted in later chapters. The rules for how to acquire equipment can be found in Chapter 9.

Because this is a shared world campaign, no equipment, spells, classes, prestige classes, feats, and so on from outside sources are allowed in Pathfinder Society Organized Play. Only those things allowed from the *Pathfinder RPG Core Rulebook*, *Seekers of Secrets*, and the other resources in Chapter 13 are legal for play. There are no exceptions to this rule. We also do not allow boons, adventure records, or any other kinds of paperwork from other organized play campaigns. Please also remember that you cannot use your Pathfinder Society Organized Play character in any campaign outside of Pathfinder Society.

Perhaps the most different thing about an organized play environment is that you have to keep detailed paperwork on your character. Not only do you need to keep a well-organized and accurate character record sheet, but you will receive chronicle sheets at the end of each scenario. These chronicle sheets must be kept in order (we recommend using a three-ring binder) and represent all of your character's knowledge and experience. Losing or not accurately tracking your chronicle sheets can affect your level, your gear, your gold, and your prestige with your faction. Keep your chronicle sheets safe, dry, and accurate!

(Table 1–1) Pathfinder Society Wealth Conversion Table

| Level | Wealth (GP) | Max Value (GP) |
|-----------------|-------------|----------------|
| [1–2 scenarios] | | |
| 1 scenario | 500 | 250 |
| 2 scenarios | 750 | 375 |
| [Level 2+] | | |
| 2 | 1,000 | 500 |
| 3 | 3,000 | 1,500 |
| 4 | 6,000 | 3,000 |
| 5 | 10,500 | 5,250 |
| 6 | 16,000 | 8,000 |
| 7 | 23,500 | 11,750 |
| 8 | 33,000 | 16,500 |
| 9 | 46,000 | 23,000 |
| 10 | 62,000 | 31,000 |
| 11 | 82,000 | 41,000 |
| 12 | 108,000 | 54,000 |

(Table 1–2) Pathfinder Society Prestige Award Conversion Table

| Level Range | Prestige Adjustment |
|-------------|-------------------------------------|
| 1–4 | Add +1 to your Prestige Award total |
| 5–6 | Add +2 to your Prestige Award total |
| 7–8 | Add +4 to your Prestige Award total |
| 9–10 | Add +6 to your Prestige Award total |

How to Convert Your 3.5 Pathfinder Society Character to a Pathfinder RPG Character

Many of you started Pathfinder Society Organized Play during the playtest season of Pathfinder Society. First of all: thank you! Your play, feedback, and participation helped build the current rules for Pathfinder Society Organized Play.

Now that you have a 3.5 character in a system that changed to the Pathfinder Roleplaying Game, you might be wondering, “How do I convert my character?” The answer: Painlessly. Below are the three easy steps you need to follow to convert a 3.5 Pathfinder Society character to a Pathfinder RPG Pathfinder Society character.

Please note that you must update your character to the Pathfinder Roleplaying Game in order to play in any scenario session after 8/13/09, as **3.5 characters are no longer legal for play**.

Step 1: Note Your Level, Name, and Faction

For example, if you were playing a 7th-level Qadira faction barbarian, note that he’s 7th-level and a member of the Qadira faction, keep your character’s name (for paizo.com registration purposes), and ignore the rest (including your character’s class, gear, and current wealth). Additionally, keep any the scenario “credit” toward your character’s XP during conversion. For example, if your character achieved 7th level (by successfully completing 18 scenarios) and then played 1 or 2 additional scenarios, but has not yet achieved 8th level, you are can count those scenarios toward the converted character’s progress toward 8th level.

Step 2: Make a New Character at Your Current Level

Following the guidelines in Chapter 4 for character creation, make a new character that’s the same level as your old character. Continuing the example from above, you may now make any 7th-level character that’s a member of the Qadira faction. Loved your 3.5 barbarian but want to try something new in the Pathfinder Roleplaying Game? No problem! Make a 7th-level wizard, a 7th-level rogue, or a wizard 5/fighter 1/elldrith knight 1. The important thing here is that your character is the same level as before, is in the same faction as before, and has the same name as before.

Refer to Table 1–1 to determine your new character’s new wealth and max value—you will not be using your old 3.5 chronicle sheet-based wealth during the conversion, as the assumptions for wealth by level for Pathfinder RPG are higher than for 3.5. In nearly every instance, you’ll receive more gold piece value in gear to spend using this system than you would by adding up all of your 3.5 character’s gear. Max value (shown in Table 1–1) is the highest gold piece value item you can buy—if your max value is 2,000 gold pieces, you may not purchase any single item above that value during conversion. Please note that max value **does not** apply to items that are considered always available for purchase (see Chapter 9); it only applies to additional magic items and equipment. Max Value will continue to be the guideline for purchasing throughout the rest of Pathfinder Society Organized Play, but will be set by your Total Prestige Award (see Chapter 10). Chronicle sheets will still give characters access to new gear earlier than normal (see Chapter 9).

Special Note: Rebuilding your character in this way means you ignore all items and wealth gained up to this point and rebuild a new character of the same name, same level, and in the same faction. You must repurchase new gear, weapons, armor, magic items, and so on using the guidelines in Table 1–1 and cannot simply keep the items you have now (as many items have changed in price, name, and description).

Step 3: Adjust Your Prestige Award

Because of the changes to prestige in the Pathfinder RPG, the current PA totals of all 3.5 characters must be adjusted based on their level to more accurately match the current system. See Table 1–2 for details.

CHAPTER 2: THE WORLD OF GOLARION

What is Golarion?

Golarion is the home world of Paizo Publishing's Pathfinder Chronicles Campaign Setting. On Golarion, a time of lost prophecies grips the world, bringing with it an unending maelstrom, a tear in the fabric of reality, a surge of diabolism, and the endless threat of war. Yet all is not lost, for these dark times provide ample opportunity for adventure and untold heroism. As a member of the Pathfinder Society, this era represents the single greatest period in Golarion's history to be a vagabond explorer, a delver of the world's deepest dungeons, or even a scholarly dilettante, traveling the continents of the world in search of greater knowledge and power.

Absalom

Pathfinder Society Organized Play is based in the teeming metropolis of Absalom. Absalom is the most famous of all cities, and residents take pride in living in one of the largest and wealthiest cities in the known world. According to myth, Absalom was founded by Aroden himself when the Last of the First Humans raised the *Starstone* from the ocean depths and left it in its current resting place at the heart of the city. It is thus a living part of mythology.

Absalom sits in the largest natural harbor on the Isle of Kortos, in the eye of the Inner Sea. This location allows the city to control dozens of major shipping lanes and makes it a critical stop on any voyage across that sea. The confluence of mercantile, strategic, and religious influence in Absalom is the source of its title: "City at the Center of the World."

Of course, it also attracts would-be conquerors, all of whom have unsuccessfully assaulted the city thus far. The ruins of dozens of siege castles litter the grounds outside Absalom's walls, and its harbor is so choked with the masts and hulls of sunken warships that safely reaching the city's docks requires the steady eye of a paid pilot.

When the living god Aroden dredged the Isle of Kortos from the depths of the Inner Sea and founded Absalom, he called the wise and brave from nearby lands to inhabit the new land and bade them protect the *Starstone* from all who would relocate it. Nobles, merchants, and adventurers, particularly those from Andoran, Cheliah, Osirion, Qadira, Taldor, and Thuvia, settled in the new city. The city's culture draws heavily from all these lands, and many of its noble houses identify themselves closely with elements from those nations. The common

| ABSALOM |
|---|
| Alignment: N |
| Capital: Absalom (303,900) |
| NOTABLE SETTLEMENTS |
| Diobel (4,850), Escadar (11,700) |
| GOVERNMENT |
| Grand Council composed of representatives from several major noble houses and religious groups. The greatest of this council, called the primarch, enjoys a wide range of powers. |
| LANGUAGES |
| Common, Osiriani, Kelish |
| RELIGION |
| Abadar, Aroden, Calistria, Cayden Cailean, Iomedae, Irori, Nethys, Norgorber, Sarenrae, Shelyn |

folk represent an even wider array of cultural influences, from Mordant Spire elves to Tian traders to travelers from other planes. As a result, food, songs, and clothing from nearly every corner of Golarion can be found here if visitors know where to look. It is said with some seriousness that it is impossible to look out of place on the streets of Absalom.

For additional information on Absalom, read either *Pathfinder Chronicles Campaign Setting* or *Pathfinder Chronicles: Guide to Absalom*. Both are available online at paizo.com or at your local game or bookstore.

The Pathfinder Society

The Pathfinder Society has existed for more than 400 years. Its history, fraught with the daring exploits of brave heroes, has long enchanted the populace of the Inner Sea. Members include explorers, historians, tomb raiders, treasure hunters, and vagabonds who roam the farthest reaches of the world seeking lost relics of world-shattering power and answers to riddles older than the gods. These heroes brave vine-choked jungle ruins, ascend snow-capped peaks, and comb sun-seared desert sands in search of buried tombs and monuments of bygone ages.

Upon the completion of a particularly notable discovery or journey, Society members send a record of their exploits to their venture-captain superior, who in turn reviews it for accuracy before forwarding the manuscript to the masked leaders of the Pathfinder Society, the cryptic Decemvirate, an inner circle of 10 experienced Pathfinders who guide the Society's activities. This guidance is quite subtle, allowing individual Pathfinder agents to believe they act of their own accord when they are actually doing the bidding of the Ten.

The Society recognizes no formal bylaws, but adherence to a general code of behavior is expected of all members, and reports of activity in contrast to this code

are grounds for removal from the organization. The three most important member duties are as follows:

Explore: Pathfinders are expected to further the knowledge and reputation of the Society by traveling to distant lands, unearthing forbidden secrets, and piecing together the secret history of the world. Agents are encouraged to travel uncharted lands in search of evermore-fantastic mysteries.

Report: In the course of their adventures, Pathfinders are expected to keep detailed journals, maps, and accounts of their exploits. At the conclusion of a successful mission, the agent sends a copy of his notes to his immediate superior, a regional venture-captain, who makes a full analysis (often involving divination). Accounts of especially noteworthy exploits make their way to Absalom and the Decemvirate, who compile the best tales into irregularly published editions of the *Pathfinder Chronicles*, which make their way back to venture-captains for distribution to Pathfinder agents in the field.

Cooperate: The Society places no moral obligations upon its members, so agents span all races, creeds, and motivations. At any given time, a Pathfinder lodge might house a fiend-summoning Chelaxian, an Andoren freedom fighter, an antiquities-obsessed Osirian necromancer, and a friendly Taldan raconteur. Pathfinder agents are expected to respect one another's claims and stay out of each other's affairs unless offering a helping hand.

To learn more about the Pathfinder Society, read the *Pathfinder Chronicles Campaign Setting* or the *Pathfinder Chronicles: Seekers of Secrets* available now at your local hobby store or online at paizo.com.

The Pathfinder Lodge

Most Pathfinders wander the world in search of riches and adventure, settling down only long enough to plan their next caper or fully plunder an ancient ruin of its treasure and secrets.

But another class of Pathfinder exists, a group unknown to the populace at large yet integral to the success of the organization. These are the venture-captains who manage regional affairs and their sometimes considerable cadres of cohorts, retainers, menials, and guardians. Venture-captains generally station themselves in Pathfinder lodges, unassuming locales meant to house the paperwork, plans, and infrastructure of the society while also occasionally serving as temporary residences for wandering Pathfinder agents. The Grand Lodge of Absalom stands alone among its fellows. Unlike lesser chapter houses in towns throughout the continent, which often mask their purpose behind facades of commerce or domesticity, the Grand Lodge wears its affiliation proudly. The Glyph of the Open Road, so often hidden

in a map's compass rose or a book's embellishment to show the covert approval of the Pathfinder Society, blazes above the gate of a sheer-walled redoubt at the heart of Absalom. The wall circles seven sturdy fortresses that date back to the city's founding, perhaps the estate of a long-dormant noble house or the one-time bastion of a forgotten government. For the last 400 years, the Grand Lodge has been the stronghold of the Pathfinders, the seat of the Decemvirate, and the legendary repository of the order's treasures and legends.

The Pathfinder Chronicles

Lesser scholars and tomb-robbers unaffiliated with the Pathfinder Society are crass villains who contribute nothing to the greater understanding of the world, selling off their treasures without bothering to record the stories behind them or furthering understanding of lost races, cultures, and times. These goals are what sets the Pathfinders apart. The *Chronicles*, gathered over centuries of daring work, record the Society's exploits and share them with the entire organization. Most volumes come packed with maps, trap diagrams, and detailed explanations leading to highly profitable and extraordinarily fragile locales. Common treasure-hunters, bizarre cultists, and wealthy artifact collectors do their best to acquire copies of the journals, and a multi-volume set can often fetch thousands of gold pieces in the right markets. It is the burning dream of all Pathfinders to someday see their own exploits immortalized in the ultra-exclusive pages of the *Pathfinder Chronicles*.

CHAPTER 3: FACTIONS

At present, five shadowy, nation-based factions struggle for secret and subtle dominance of Absalom—Andoran, Chelax, Osirion, Qadira, and Taldor. These ancient and powerful nations have long been major players in Absalom's affairs, each waxing and waning with the sands of time. Now, in the year 4710, they find themselves on equal footing in the City at the Center of the World, each poised to seize control of the city through political and economic maneuvering. They each have their own unique reasons for wanting to control Absalom, but they all have one goal in common: they hope to one day turn this secret war into open and total control of the Inner Sea's most strategically located mercantile metropolis.

The factions of Absalom have long despised one another. History is fraught with their bloody feuds,

brutal wars, and oppressions. With each new season, though, come new opportunities. The winds of Absalom blow hot and fierce, and they change direction without warning. Will you be a devil scholar of Cheliox, a brave Andoren freedom fighter, a veiled vagabond of Qadira, an Osirian with Pharaohs' blood running in your veins, or a young blade of Taldor? Choose wisely, for your actions may change the face of Golarion!

Faction Basics

Your character does honor to her faction by succeeding in specific missions. Starting with Pathfinder Society Scenario #29, every scenario contains two missions dedicated to each faction, all tasks that, if completed, give the faction a small advantage in its shadow war against the other four. During a scenario, your character's faction might ask her to make sure a crime lord dies, protect an innocent merchant caught in the crossfire, save a kidnapped child, hand off an important letter, foil an assassination, or locate a letter of marque. Whatever the mission, a positive outcome earns your character and her faction 1 point of PA per mission.

As your character's PA total increases, her faction rewards her excellent service with ever-increasing boons. In Chapter 10, you'll find an expanded system of rules that allows for new items and rewards your Pathfinder gains access to as her PA increases. Finally, your character's PA dictates the value of items she has available to purchase, making it one of the most important statistics on your character record sheet.

Faction Secrecy

The leaders of the Pathfinder Society generally frown on their members participating in the shadow war for Absalom, though so long as Pathfinders are completing their missions and following orders, the leadership turns a blind eye to the existence of factions within the Society. Most loyal faction members inside the Society keep their alliances to themselves, sharing information only with other members of their own faction. Some, though, don't care who knows their loyalty and make it quite clear who they work for and why they're in the Society. The latter are looked down upon and are derided as careless and brash while the former are almost completely ignored.

While the leadership of the Society turns a blind eye to faction participation, should Pathfinders from rival factions ever war openly or violate the three rules of the Society because of their petty shadow war feuds, that would be the day that factions inside the Society come to a close, violently if necessary. As such, the various faction leaders have made it quite clear to their members that open warfare, no matter what the reason might be,

is intolerable and will only jeopardize the ability of each faction to manipulate Absalom to its will.

Rumors

Rumors swirl through the streets of Absalom that the shadow war is poised to expand. The names of many nations rest on the lips of the common folk, too many to list here, that all agree are about to join in the struggle for Absalom's future. What this means for the Pathfinder Society and the faction-influenced members therein is anybody's guess.

Choosing Your Faction

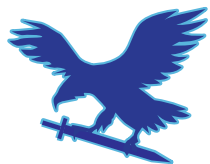
Every faction has its own unique history, culture, style, and specialty. Each has its own *modus operandi* in the ongoing shadow war for control of Absalom. Choosing your faction is as important as choosing your character's class or race—it defines your character in the campaign, and ties your Pathfinder to one particular nation's destiny. Before you choose your character's faction, peruse each carefully and pick the most exciting one. Be careful! As with your character's race, once this choice is made, it cannot be changed. Lastly, keep in mind that no matter what faction you choose, you do not have to play a character from that country. Ulfen barbarians in service to Taldor, Thuvian Wizards in service to Cheliox, Mwangi Rangers in service to Qadira—these are all viable options.

Character Class versus Faction

Some classes are harder to play in some factions than others. In the list of factions that starts on page 10, we've endeavored to advise you before you make your faction choice as to what classes are suited more specifically to a faction and what classes might be quite difficult to play in a faction. These are by no means hard rules—if you have a great idea for a Paladin of the Cheliox faction, by all means play that character. Just know that you might have a harder time than most achieving the faction's missions.

Faction Alignment

Lastly, even though each faction below has its own alignment, this is more to give you a general idea of where each faction stands morally as opposed to forcing your character to choose a similar alignment. Since evil alignments are not allowed in Pathfinder Society Organized Play, a character of the Cheliox faction wouldn't be able to select LE as her alignment—though she can select any other nonevil alignment she'd like. Likewise, even though Andoran has a NG alignment, a character of the Andoran faction can have any nonevil alignment.



ANDORAN

The Andoran faction attacks its enemies from within. They find dissidents, freedom fighters, and revolutionaries among the populations of their foes and offer them the covert aid, equipment, funds and intelligence they need to topple tyrants. Missions assigned to Andoran faction members tend toward helping dissident groups within the other factions, though anything that shakes a tyrants' power is a worthy cause for an Andoren to lend himself to.

Goal: Freedom from Tyranny

Andoran would see the tyrannical empires who once ruled them brought down. They would see slavery abolished and those who would buy and sell people punished in the extreme. They would bring the torch of freedom to the world's darkest places and banish mysticism, diabolism, and fear.

Alignment: NG

Members of the Andoran faction do the absolute best that a good person can do. They are devoted to helping others, especially if that help frees them from tyranny or oppression. They see no need for kings, queens, emperors, or dictators, but are willing to work with them to spread their message of freedom. Andoran faction members do what is good and what is right without concern for the constraints of order.

Faction Leader: Captain Colson Maldris

The Eagle Knights of Andoran are champions of freedom. As icons of their national pride, these brave warriors have given their lives in battle against devils and monsters for decades. Colson Maldris would much rather be out in the field, his greatsword drenched in the blood of tyrants and slavers, but his order has another use for him. As a member of the mystery-shrouded Grey Corsairs, Maldris served bravely aboard the warship *Trident*, sending 23 slaver ships to the bottom of the Inner Sea and slaying the mangy gnoll slavelord Pasha Palrathgra in personal combat upon the bloody deck of his pleasure frigate. Maldris was the youngest to wear the golden eagle upon his shoulders. His lauds and victories far outshine many of his senior Eagle Knights, and this may be why he was reassigned to Absalom. Rumors that his rising star has

ruffled the feathers of fellow Eagles abound, and they have sent him into a den of knives to be torn to shreds by deadly adversaries.

Good Class Choices

Cleric, Druid, Paladin, Ranger

Challenging Class Choice

Barbarian



CHELIAX

Chelaxians are masters of seduction as well as pain. They bring their enemies to heel with promises of aid, riches, and glory, but keep them in line with cruel lashes and hellfire. The Cheliox faction wins others to its dark cause with temptation. Lust, power, riches, vanity—the Cheliox faction offers all, and caters to the sinful nature in every man to bring him low. But if a foe cannot be seduced, he must instead be scourged. Many missions of the Cheliox faction involve tempting upright people into darkness and vice, and then threatening to expose their sins unless they aid the empire as dutiful agents. The tricks of devils have claimed men's souls since time immemorial, and they serve the Cheliox faction well in their quest for control of Absalom.

Goal: Rule of Law over All

Cheliox plans to spread Asmodeus's law across the face of Golarion. They bring order to chaos, quell the troublesome concepts of freedom and self-determination, and leave broken souls eager to accept the bondage of slavery in their wake. The world must come to terms with the order of things. Mortals serve at the knee of greater powers. Law and order are Golarion's natural overlords, and if the rabble gathered along the coast of the Inner Sea can't be made to understand this simple fact, then they must be purged in a torrent of fire.

Alignment: LE

Cheliox faction members take what they want within the limits of local laws without regard for whom it hurts. They care strongly about loyalty, tradition, and order, but not at all about freedom, dignity, or life. They play by the rules, but do so without compassion, without remorse, and without mercy. They all want to rule but understand that not everyone can, and

are happy serving lower in their hierarchy. They are loath to break laws or promises and condemn others who do.

Faction Leader: Paracountess Zarta Dralneen

Zarta relishes her role in Absalom. She's always found the city rife with sins-in-the-making, and takes pleasure in Golarion's largest cesspool of corruption. She uses her beauty and her diabolic power in equal measures to corrupt the souls of her enemies. Zarta paints the veneer of a cultured aristocratic lady on her outside, especially when appearing on official Chelish business (her cover role in Absalom is that of a diplomatic envoy), but the promise of soul-blasting sin is an ever present dance in her sultry eyes, and the orgies of excess she holds at her private villa are legendary affairs that most scorn with curses, even as they secretly yearn for an invitation.

Good Class Choices

Barbarian, Cleric, Rogue, Sorcerer

Challenging Class Choices

Druid, Paladin



OSIRION

For centuries now, the other powers of the Inner Sea have disregarded Osirion as an impotent nation of conquered people. Osirion wouldn't have it any other way. Since the Ruby Prince ascended the ancestral throne, Osirion has been gathering its power and preparing to make a bid for supremacy of the Inner Sea.

Most of the Osirion faction's missions involve quietly undermining the power of their enemies. Osirion agents in Absalom plant the seeds of dissolution with a whisper or a poisonous draught, never with a naked blade and never with a witness. Just as most of the Great Emerald Sphinx is buried beneath the sands of Osirion's deserts, so is the nation's power carefully hidden in secret brotherhoods and spies loyal to the pharaonic throne. When Absalom is firmly in Osirion's grasp, then Khemet III shall declare himself Pharaoh in the tradition of his ancestors and Osirion's Second Golden Age shall follow.

Goal: Power through Knowledge

In bygone ages, the pharaohs of Ancient Osirion created wonders beyond reason. They concocted potent arcane plagues to destroy their enemies and erected mighty monuments capable of entrapping the souls of deities. Let the other factions jockey for meager political fancy or table scraps like favorable economic sanctions, Osirians say. Osirion is interested in rediscovering the powerful artifacts of its heritage and preventing their theft by aggressive powers, such as Cheliah. Once these artifacts are returned to their rightful hands, no one shall dare breach Osirion's borders again.

Alignment: LN

Osirion faction members act within the boundaries of local law, tradition, or code. Order and organization are paramount, especially when it comes to the recovery of Osirion's lost artifacts. They believe in personal order and set high standards for themselves with regard to grooming, personal appearance, knowledge, and martial or magical skill. They believe in order for all and that only a strong, central government can keep the people safe, busy, and prosperous. They are loyal and honorable and lack the overbearing emotional zeal of a crusader.

Faction Leader: Amenopheus, the Sapphire Sage

Amenopheus claims to trace his blood to the line of the Jeweled Sages of antiquity. This time-weathered Garundi sage wears his long black beard in a single braid adorned with nothing but copper bands. He wears austere red robes and simple leather sandals, and he dodders, often losing his train of thought or blathering humorous tales or anecdotes that seem simple to most, but conceal a profound lesson. Those unfortunate to get on Amenopheus's bad side fear the old man's piercing gaze, knowing full well he conceals a dozen wands of power in the wide sleeves of his robes. Amenopheus is supposedly the advisor to an obese Osirian noble named Dremdhet Salhar, who sits on the Grand Council of Absalom, but in truth, the fat noble never utters a sentence not planted in his mind by the Sapphire Sage first. Few are aware of the sage's true role, and many of the agents serving him think they work for another spymaster.

Good Class Choices

Bard, Monk, Rogue, Wizard

Challenging Class Choice

Barbarian



QADIRA

The Qadira faction seeks trade and economic advantage above all else. They seek to break their enemies' monopolies and enforce their own. They offer wares and goods no one else can supply and destroy competition with a ruthlessness that puts the devil-bowing Chelaxians to shame. Qadiran missions involve a greater plan, usually embarrassing or defaming an economic rival or ruining the business of another nation's trade companies.

Goal: Total Market Control

The world is small and gets smaller every day. The key to power is trade. Qadira couldn't care less who sits on the Grand Council of Absalom, so long as the Qadiran trade fleet dominates the harbor. Qadira plans to rule the Inner Sea's trade and then bleed its enemies' coffers dry. Collecting debts and supplying the demands of other nations' peoples is how Qadira plans to rule. If those kingdoms slave to send gold east, the satrapy remains contented.

Alignment: N

Qadira faction members do whatever seems to be a good idea. They don't feel strongly about good versus evil or law versus chaos, and instead think about wealth and the attainment thereof. They are not personally committed to upholding good or the rule of law, but do tend to skew their viewpoint toward what is best for business and economics. Some Qadira faction members see good, evil, chaos, and law as extreme viewpoints, dangerous if not reigned in whenever possible. They tend to advocate neutrality as the best, most balanced road to success.

Faction Leader: Pasha Muhlia Al-Jakri

Muhlia is the first female pasha in an age. Her father was a simple spice peddler on the streets of Katheer with an unfortunate penchant for gambling. When the local street shah came to collect, Muhlia's father sold her to absolve himself. She was slated to be sold into pleasure slavery, but she quickly proved far too dangerous and far too useful for such an ignominious fate. She put a knife in the street shah's best enforcer, and when she realized this would earn her a swift death at the shah's hands, she fled, only to come back the next day with the head of the street shah's rival in a sack. She was a natural murderess, and the shah decided to train her.

Absalom is Muhlia's current assignment and has earned her the title of pasha. Her official role in the city is that of a trade commissioner overseeing Qadiran trader captain's manifests. This paper-pushing job is boring enough to cast off most scrutiny. Meanwhile, she organizes cabals of subtle and dangerous agents to serve the satrap's overarching goals in the city and tear down the economic foundations of Qadira's enemies.

Good Class Choices

Cleric, Fighter, Ranger, Wizard

Challenging Class Choices

Paladin



TALDOR

Taldor's strategy for seizing control of Absalom lies in turning its enemies against one another. Misdirection and psychological warfare are the orders of the day. Taldan missions might involve sparking old enmities between Qadira and Osirion or driving Chelax and Andoran to rekindle their old war. "Sick the wolf on the tiger and the hunter's work is done" is an old Taldan saying.

Goal: Glory Once More

Petty differences and ancient feuds have slowly ground Taldor down from a great polished stone to a whittled nub. The key to restoring the empire's sense of purpose lies in finding an enemy to galvanize Taldor's splintered factions—an endeavor worthy of rediscovering the nation's august past glory. Seizing the political reins of Absalom is the perfect medicine for the wasting disease deep in Taldor's bones.

Alignment: N

Taldor faction members are ruled by their passions, doing whatever feels good at the time. They care not for good or evil, law or chaos, and they exhibit a dispassionate regard for true convictions. They've seen evidence of the advantages of both good and evil people and care only if the choices of good or evil people have a direct effect on their own well-being. They are not, by any stretch of the imagination, beholden to the ideals of upholding good, though they're also not scions of evil. In every situation, Taldor faction members act as they feel they should, without prejudice or compulsion.

Faction Leader: Baron Jacquo Dalsine

A few among Taldor's elite realize the foolish end their empire is headed toward and plan to reverse it before the entire nation collapses; Jacquo Dalsine is one of them. Very picture of a Taldan dandy. A slender and effete gentleman, Jacquo appears to be the very model of a decadent Taldan fop. The truth is while Jacquo can carouse and scribe poetry with the best of them, his favorite art is performed with a blade and he is one of the better swordsmen on the Inner Sea. To Jacquo, the arts of politics and intrigue are no different from that of a duel. There are deceptions, engagements, feints, and disengagements, not to mention lightning fast ripostes. Jacquo sees Taldor as an ailing old duelist, tottering toward death on a foe's blade, but he knows the empire possesses great puissance if it can be reminded of its former glory. For now, it is key to turn the blades of Taldor's enemies on one another long enough for the decaying empire to find its footing. Some day, Old Taldor may rise and hold its sword high once again, making all of Golarion tremble at its power.

Good Class Choices

Bard, Fighter, Rogue, Sorcerer

Challenging Class Choices

Druid

Factions in Play

Though the very concept of playing opposed factions in an organized play environment may seem like an open invitation for uncooperativeness and player-versus-player confrontation, this is not the intent of the Pathfinder Society faction system. Choosing your character's faction for play is another bit of flavor in your overall Society experience that helps to separate Paizo's organized play system from other systems as well as from the basic Pathfinder RPG experience.

During the course of play, it's entirely up to each player whether or not he reveals his character's faction affiliation and missions. Though we advise you keep faction missions to yourself (to prevent other factions from actively or passively disrupting your character's mission and thus his PA), we're unconcerned with either being revealed at the gaming table or elsewhere. We've also heard of tables with diametrically opposed factions helping each other accomplish their goals. Again, this isn't anything we oppose, though we don't want to encourage total helpfulness between factions, because it makes the idea of the faction system a little less interesting.

As Pathfinder Society progresses, players may want to create additional characters to continue to play all available released scenarios. When players create a new character, they may select any faction for play, not just the one they selected for their first (or second, and so on) character.

Read Chapter 5 for additional rules regarding faction play in Pathfinder Society.

CHAPTER 4: CHARACTER CREATION

This chapter contains everything you need to know about creating a character for Pathfinder Society Organized Play. See pages 36–37 for a sample character record sheet. All new Pathfinder Society characters begin play at level 1.

Step 1: Choose Your Faction

Carefully review each faction in Chapter 3, and then make your decision based on your character concept. Remember that once you've chosen your character's faction, you cannot later change this choice, just like you can't later change your character's race. Remember, too, that your character does not have to be from the nation that his faction represents—Ulfens loyal to Taldor, Thuvians loyal to Chelixa, and even Vudrans loyal to Andoran are all acceptable choices. You must choose a faction before you can begin play in Pathfinder Society.

Step 2: Abilities

Pathfinder Society uses the "purchase" system for generating ability scores, as explained on pages 15–16 of the *Pathfinder RPG Core Rulebook*. Pathfinder Society uses the "High Fantasy" choice of 20 points, allowing you to build a solid PC at 1st level. Please remember that no score can be reduced below 7 or raised above 18 using this method. Racial modifiers are applied after the points are spent, so it is possible to begin play with a low ability score of 5 and a high ability score of 20, depending on your race choice.

Step 3: Race and Class

After you finalize your PC's ability scores, you must choose your character's race and class. All of the options in the *Pathfinder RPG Core Rulebook* are available to you with some minor adjustments. Magic item creation of any kind is not used in Pathfinder Society Organized Play; therefore 1st-level wizards do not gain Scribe Scroll as a bonus feat but rather gain Spell Focus, and Alchemists gain Extra Bombs as a bonus feat at 1st level.

(Table 4–1) Hit Points per Level

| Class | Hit Dice | Hit Points at 1st Level* | Hit Points Gained per Level* |
|-----------|----------|--------------------------|------------------------------|
| Barbarian | d12 | 12 | 7 |
| Bard | d8 | 8 | 5 |
| Cleric | d8 | 8 | 5 |
| Druid | d8 | 8 | 5 |
| Fighter | d10 | 10 | 6 |
| Monk | d8 | 8 | 5 |
| Paladin | d10 | 10 | 6 |
| Ranger | d10 | 10 | 6 |
| Rogue | d8 | 8 | 5 |
| Sorcerer | d6 | 6 | 4 |
| Wizard | d6 | 6 | 4 |

* Add this number to your Constitution bonus and to any applicable feats, such as Toughness, and any applicable favored class bonuses.

instead of Brew Potion. Clerics or druids who choose the Nobility domain gain the Persuasive feat at 8th level as a bonus feat instead of gaining the Leadership feat, as this feat is not legal for play. Oracles who choose the Nature mystery receive *animal growth* as a bonus spell at 11th level instead of *awaken*. Witches may never select the cauldron hex.

Since you have chosen your faction already, you may wish to factor that into your choice of class. Any combination is valid, but some are more difficult to roleplay than others. See Chapter 3 for advice on class and faction combinations. Ultimately though, the choice is yours. Once you select your race and class, apply them to your character record sheet. Be sure to apply your chosen race's racial ability score modifiers.

Special Note: If you later take levels in the Loremaster Prestige Class, please note that the Loremaster requirement of “any three metamagic or item creation feats” is instead replaced with “any three metamagic or spell focus feats” in Pathfinder Society Organized Play, as item creation feats are not legal for play. Additionally, the item creation requirements for the Pathfinder Chronicler prestige class are hand-waved, though any character choosing this prestige class receives the 50 gp.

Step 4: Skills

Next up is determining what specific training your character has received. This is done in the standard fashion described in the *Pathfinder RPG Core Rulebook*. Determine your starting skill points and spend them as you see fit.

Step 5: Feats

Next choose your character's feats according to the guidelines in the *Pathfinder RPG Core Rulebook*. The following feats from the *Core Rulebook* are not available in Pathfinder Society Organized Play:

- Brew Potion (Alchemist PCs select Extra Bombs at 1st level instead)
- Craft Magic Arms and Armor
- Craft Rod
- Craft Staff
- Craft Wand
- Craft Wondrous Item
- Forge Ring
- Leadership
- Scribe Scroll (Wizard PCs select Spell Focus at 1st level instead)

Neither the craft feats nor the item creation section of the magic items chapter in the *Pathfinder RPG Core Rulebook* are legal for play.

Be sure to check Chapter 13 for a list of additional feats from sources other than the *Pathfinder RPG Core Rulebook* that are considered legal for play in Pathfinder Society Organized Play.

Step 6: Traits

Character traits are a way to encourage you to build a character background that fits into the world of Golarion. Think of character traits as “story seeds”—after you pick your traits, you'll have a point of inspiration from which to build your character's personality and history. Alternatively, if your character already has a background, picking his traits can be a great way to quantify that, just as picking race, class, faction, and ability scores quantifies his strengths and weaknesses. Game mechanics for traits, as well as a list of basic traits, are explained in the free character traits web supplement at paizo.com/traits. A character trait is roughly equal in power to half a feat. In Pathfinder Society Organized Play, PCs select two traits at character creation, effectively gaining a bonus feat.

There are five trait categories: basic, campaign, race, region, and religion—each with several subcategories, as detailed below. A character can only have one trait from each particular trait category or subcategory. Pathfinder Society Organized Play does not use campaign-specific traits from the Pathfinder Adventure Paths (such as those you'd find in the Pathfinder Companion *Legacy of Fire Player's Guide*) but does consider all faction traits to be campaign traits (see below). You do not have to select a faction trait during character creation.

Faction Traits

Considered campaign traits for Pathfinder Society Organized Play, below are five new traits for each faction. During character creation, you may select one trait from your PC's faction trait list below. You may select one additional trait from any other legal resource (see Chapter 13).

Andoran Traits

Captain's Blade (Andoran Faction): You were born on board a ship and learned to fight beside the sailing men and women of the Andoren fleet. While on board any vessel afloat on water, you gain a +1 trait bonus on Acrobatics and Climb checks. One of these skills (your choice) is always a class skill for you.

Explorer (Andoran Faction): Your family heritage is filled with proud and renowned explorers, and you are a natural wayfinder. You gain a +1 trait bonus on Survival checks, and Survival is always a class skill for you.

Freedom Fighter (Andoran Faction): Your family has long waged war against tyranny, and you learned a great deal about guerilla warfare in your youth. You gain a +1 trait bonus on Stealth checks and a +1 trait bonus on attack rolls made during the surprise round.

Hunter's Eye (Andoran Faction): Your parents had you blessed by Erastil as a youth, and you are a prodigy with a bow. You do not suffer a penalty for the second range increment when using a longbow or shortbow, and you are always considered proficient with one of these weapons (your choice).

Indomitable (Andoran Faction): Your strong, self-determined swagger has made you more resistant to domination and control. You gain a +1 trait bonus on saving throws versus enchantment spells and effects.

Cheliox Traits

Devil's Mark (Cheliox Faction): You bear the stain of a higher fiend upon you, and any evil creature who sees it may think twice before crossing you. You gain a +2 trait bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with outsiders of the evil subtype.

Fiendish Presence (Cheliox Faction): Your family routinely held court with pit fiends and erinyes when you were a child, and as a result, you learned to manipulate people better than most. You gain a +1 trait bonus on Diplomacy and Sense Motive checks. One of these skills (your choice) is always a class skill for you.

Fires of Hell (Cheliox Faction): Your parents signed a pact with a fiend of Hell before you were born, and as a result you can summon fire to your aid. Once per day, as a swift action, you can summon fire, imbuing a single weapon you hold with a nimbus of fire that deals an extra

1 point of fire damage for a number of rounds equal to your Charisma bonus. This fire gives off light equivalent to a torch. This is a supernatural ability.

Master of Pentacles (Cheliox Faction): Your many years spent studying the art of summoning have given you a unique knowledge of these subtle and complicated arts. Once per day, when casting a spell of the Conjunction school, you are at +2 caster level when determining the duration of the spell.

Soul-Drinker (Cheliox Faction): There is a dark hunger in you that rejoices when you or your allies slay a foe. Once per day as a swift action, you may gain a number of temporary hit points equal to the Hit Dice of your most recent enemy slain. This is a supernatural ability. These temporary hit points last for 1 minute.

Osirion Traits

Attuned to the Ancestors (Osirion Faction): You were raised to believe that undead were nothing to fear—they are simply the unliving remnants of your honored ancestors. Once per day, you can surround yourself with an aura of unlife. Unintelligent undead ignore you unless you take action against them, per *hide from undead*. The protection lasts for 1 round per two character levels you possess (with a minimum of 1 round). If you take any offensive action against any undead, this effect immediately ends. This is a supernatural ability.

Dunewalker (Osirion Faction): Your people have long roamed the shifting and treacherous sands, and you do not fear the harsh wrath of the unforgiving desert. You gain a +4 trait bonus on Fortitude checks to resist nonlethal damage from hot conditions, and you can always move through nonmagical sand as if it were normal terrain.

Mummy-Touched (Osirion Faction): As a small child, you survived the damning curse of a mummy. You gain a +2 trait bonus on saving throws versus diseases and curses.

Secrets of the Sphinx (Osirion Faction): Your ancestors paid the proper obeisance to Nethys, who granted their heirs special divinatory gifts. Once per day, you may gain a +2 trait bonus on any single Knowledge skill check. Additionally, choose one Knowledge skill—this skill is always a class skill for you.

Tomb Raider (Osirion Faction): You've spent most of your life exploring the ancient tombs and catacombs of Osirion. You gain a +1 bonus on Perception and Knowledge (dungeoneering) checks, and one of these skills (your choice) is always a class skill for you.

Qadira Traits

Dervish (Qadira Faction): You trained at a secret fighting school in Katheer, where you learned the art of rapid movement in combat. You gain a +1 dodge bonus to Armor Class against attacks of opportunity caused

when you move out of or within a threatened area. Dodge bonuses stack with each other, unlike most types of bonuses.

Desert Shadow (Qadira Faction): You move with a quick and quiet grace, and your enemies are often taken unaware by your silent speed. When using the Stealth skill to move at full speed, you no longer suffer a –5 penalty on your Stealth skill check.

Eastern Mysteries (Qadira Faction): Ever since you were a young child, you studied the ancient arcane arts of several Eastern societies, and those studies have made your spellcasting ability sometimes difficult to resist. Once per day, you may select one single spell that you are casting that allows for a saving throw. You may increase the DC of that spell by +2.

Gold Finger (Qadira Faction): Your family comes from a long, proud tradition of housebreaking and thievery. You are a strong part of that tradition. You gain a +1 trait bonus on Disable Device and Sleight of Hand checks, and one of these skills (your choice) is always a class skill for you.

Horse Lord (Qadira Faction): Your people are masters of battling on horseback, and you have mastered their rare skill. You gain a +2 trait bonus on Ride checks, and the Ride skill is always a class skill for you.

Taldor Traits

Expert Duelist (Taldor Faction): In your youth, you spent countless hours perfecting the art of the duel, focusing your feints on defeating a single foe. You gain a +1 trait bonus to your Armor Class so long as you are adjacent to a single foe. This trait bonus is not applied to your Armor Class for touch attacks or when denied your Dex bonus.

Fashionable (Taldor Faction): You spent your youth as a young blade in Oppara and learned the ins and outs of using fashion to improve your relations with others. So long as you are wearing clothing and jewelry worth more than 80 gp, you gain a +1 trait bonus on Bluff, Diplomacy, and Sense Motive checks. One of these skills (your choice) is always a class skill for you.

Impressive Presence (Taldor Faction): Your grandiose sense of style often makes it difficult for anyone to be around you. Once per day as a full-round action, you may attempt to distract adjacent foes with a lengthy display of your martial prowess. All adjacent foes must succeed on a Will save (DC 10 + 1/2 your level + your Charisma modifier) or gain the shaken condition. This condition persists for 1 round.

Performance Artist (Taldor Faction): As a youth, you were involved with the avant garde theater scene of Oppara. Your performance skills have been known to bring even the toughest crowd to their feet. Choose

one type of Perform skill. You gain a +1 trait bonus on related Perform skill checks. This bonus increases to +5 when using that Perform skill to make money.

Vindictive (Taldor Faction): Your family is prone to endless feuds, and you are a people who simply do not forgive a slight easily. You receive a +1 trait bonus on damage rolls against a single adjacent opponent who damaged you in the previous round of combat.

Step 7: Alignment

No evil alignments are allowed in Pathfinder Society Organized Play. You may select any other alignment for your character, keeping in mind the alignment restrictions of the various classes.

Step 8: Hit Points

Hit points and the way you gain them as you level function differently in Pathfinder Society Organized Play. Table 4–1 shows Hit Dice per class, hit points at first level, and hit points gained each level.

Step 9: Background

Now that you have the mechanical framework for your character settled, it's time to think about and decide upon your character's background. Work up a short description of your character's physical appearance that you can read to the other players at your table, jot down a few notes about your character's background and history so that you can be reminded each session of the events that shaped your character's personality, select a religion and deity for your character or instead choose to be patronless or an atheist—all of these decisions will influence how you play your character and how he interacts with the others seated at your table.

When working on your background, it's important to remember a few things. You receive no bonuses for making your character middle age or older. It's a nice flavor choice, but no bonuses are awarded for such a choice in Pathfinder Society Organized Play. You may choose to worship an evil god, but keep in mind that your alignment has to be within one step of your god's alignment. For clerics, this is an especially important choice since your choice of deity influences your character's ability to channel either good or negative energy—a choice that can seriously impact play. Table 6–1 lists of basic deities for Golarion and their portfolios, domains, and favorite weapons. You can learn additional information about each deity by reading the *Pathfinder Chronicles Campaign Setting*. **Special Note:** in Pathfinder Society Organized Play, clerics of Irori receive the Improved Unarmed Strike feat as a bonus feat so they can use their deity's favored weapon (unarmed strike) without provoking an attack of opportunity.

Step 10: Equipment

Every character in Pathfinder Society Organized Play begins the campaign with 150 gold pieces' worth of spending cash. All of the armor, weapons, and equipment in the *Pathfinder RPG Core Rulebook* are available for purchase. There are also additional items noted in Chapter 13 that are legal for purchase from other Paizo Publishing products. You may not purchase any magic items during character creation. See Chapters 8 and 9 regarding how to purchase additional items after completing a scenario.

CHAPTER 5: THE RULES OF PATHFINDER SOCIETY ORGANIZED PLAY

The basic rules of Pathfinder Society Organized Play are listed below.

Play, Play, Play!

Our number one rule in Pathfinder Society Organized Play is to get as many people playing as often as possible. If the rules are preventing you from getting a legal table assembled for play, then the rules need to change. You, as the GM or coordinator, have the ability to stretch the rules in small ways (most of which are stated in this document) in order to ensure that as many players as possible can play. Never turn away players! If you feel the rules are forcing you to turn someone away, ask on the Pathfinder Society messageboards or email pathfindersociety@paizo.com for guidance on how to handle your specific situation. Turning away players only serves to build walls between the Society and new players—avoid doing so whenever possible!

No Player versus Player Combat

The goal of Pathfinder Society Organized Play is to provide an enjoyable experience for as many players as possible. Player versus player conflict only sours a session. While killing another character might seem like fun to you, it certainly won't be for that character's player. Even if you feel killing another character is in character for your PC at this particular moment, just figure out some other way for your character to express herself. In short, you can never voluntarily use your character to kill another character—ever. Note that this does not apply to situations where your character is mind-controlled by an NPC and forced to attack a fellow Pathfinder.

Do Not Bully Other Players

We're all friends here, and we're all playing a game together with the single purpose of having a wonderful time. Do not push other players around just because your character can. Extreme forms of dysfunctional play will not be tolerated. A little fun banter between PCs can be great roleplaying, but when you find yourself doing everything in your power to make another character look like an idiot or to undo everything that character is trying to accomplish in-game, you've probably lost sight of the purpose of Pathfinder Society Organized Play and may be asked to leave the table. Playing your character is not an excuse for childish behavior. GMs should work with their coordinators to resolve any out-of-game conflicts. If you are both the GM and the coordinator, use your own discretion. Extreme or repetitive cases should be resolved by asking the offender to leave the table.

Do Not Cheat

If you, as a Pathfinder Society Organized Play member, are caught cheating, you will be booted from the campaign forever. Do not falsify rolls, do not falsify your chronicle results, and do not add mysterious new items to your inventory. Do not lie to a GM under any circumstances. Please keep good records of your character and make sure to bring all of your chronicle sheets to every event or session of Pathfinder Society Organized Play. If you forget them, you will be unable to play your character, though you may be able to play a pregenerated character or start another character within Society rules. GMs 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 Organized Play events. (We suggest a binder that can be completely sealed between scenarios.)

CHAPTER 6: ADDITIONAL RULES AND CLARIFICATIONS

This chapter attempts to clarify several rules issues as they apply to Pathfinder Society Organized Play. As this document is updated, so will this chapter be updated with additional questions and clarifications.

Level Cap

Pathfinder Society Organized Play is capped at level 12. This means that no matter what, your Pathfinder Society character may never progress higher than level 12.

(Table 6–1) Deities of Golarion

| Deity | AL | Portfolios | Domains | Favored Weapon |
|----------------|----|--|---|----------------|
| Erastil | LG | God of family, farming, hunting, trade | Animal, Community, Good, Law, Plant | longbow |
| Iomedae | LG | Goddess of honor, justice, rulership, valor | Glory, Good, Law, Sun, War | longsword |
| Torag | LG | God of the forge, protection, strategy | Artifice, Earth, Good, Law, Protection | warhammer |
| Sarenrae | NG | Goddess of the healing, honesty, redemption, sun | Fire, Glory, Good, Healing, Sun | scimitar |
| Shelyn | NG | Goddess of art, beauty, love, music | Air, Charm, Good, Luck, Protection | glaive |
| Desna | CG | Goddess of dreams, luck, stars, travelers | Chaos, Good, Liberation, Luck, Travel | starknife |
| Cayden Cailean | CG | God of bravery, freedom, wine | Chaos, Charm, Good, Strength, Travel | rapier |
| Abadar | LN | God of cities, law, merchants, wealth | Earth, Law, Nobility, Protection, Travel | crossbow |
| Irori | LN | God of history, knowledge, self-perfection | Healing, Knowledge, Law, Rune, Strength | unarmed strike |
| Gozreh | N | God of nature, the sea, weather | Air, Animal, Plant, Water, Weather | trident |
| Pharasma | N | Goddess of birth, death, fate, prophecy, | Death, Healing, Knowledge, Repose, Water | dagger |
| Nethys | N | God of magic | Destruction, Knowledge, Magic, Protection, Rune | quarterstaff |
| Gorum | CN | God of battle, strength, weapons | Chaos, Destruction, Glory, Strength, War | greatsword |
| Calistria | CN | Goddess of lust, revenge, trickery | Chaos, Charm, Knowledge, Luck, Trickery | whip |
| Asmodeus | LE | God of contracts, pride, slavery, tyranny | Evil, Fire, Law, Magic, Trickery | mace |
| Zon-Kuthon | LE | God of darkness, envy, loss, pain | Darkness, Death, Destruction, Evil, Law | spiked chain |
| Urgathoa | NE | Goddess of disease, gluttony, undeath | Death, Evil, Magic, Strength, War | scythe |
| Norgorber | NE | God of greed, murder, poison, secrets | Charm, Death, Evil, Knowledge, Trickery | short sword |
| Lamashtu | CE | Goddess of madness, monsters, nightmares | Chaos, Evil, Madness, Strength, Trickery | falchion |
| Rovagug | CE | God of destruction, disaster, wrath | Chaos, Destruction, Evil, War, Weather | greataxe |

Beginning in 2010, four-part Tier 12 scenario arcs allow level-capped characters to continue to play for a short time, but they no longer gain experience doing so (though they may gain additional gold, PA, and equipment). You can use a level-capped character to play through one Tier 12 story arc. Once your 12th-level Pathfinder Society character begins a Tier 12 story arc, you must play that arc in chronological order, and you may not play another story arc with that character. At the end of the arc, you must retire the character, which removes her from normal Pathfinder Society play. Though it is possible for lower-level characters to occasionally at higher Tiers (playing up) or lower Tiers (playing down) in order to make a legal table, it is never permissible for a 12th-level Pathfinder Society character to play down. Once there are enough retired characters out there, we'll launch "retired character" events at shows like Gen Con and PaizoCon to give you an occasional opportunity to once again play your favorite retired characters from the past.

Replaying Scenarios

Replay is legal as of 2.2, but only in this manner:

- You may only replay a scenario in order to follow the "Play, Play, Play" rule to make sure a legal table happens. This means that if you previously played a scenario but

the only way to make a legal four-person table is for you to replay it again, relay is now allowed. From another perspective, if three of the four players have already played a scenario but the fourth player has not, the three players may elect to replay the scenario to ensure the fourth is part of a legal table. You may not replay a scenario just for the fun of it.

- You may not replay a scenario with the same faction that you played it with before.
- You may not replay a scenario with the same character that you played it with before.
- If you spoil the plot for the table, the GM has the right to ask you to leave the table and is under no obligation to award you a chronicle sheet. Be very careful about character knowledge versus player knowledge. If you're concerned about possibly spoiling something during the course of play, take the GM aside and ask how she would like it handled. Remember: the goal of replay is to make sure fun gaming happens, not to remove the fun from gaming.

Replay will likely not happen very often, but it adds an extra weapon to the arsenal of GMs who run smaller game sessions and often have trouble finding a scenario that fits all of the players present. We removed the player check in the reporting system that checked whether or

not you had played the scenario before. That check has been replaced with a character check that alerts you if your character has played a scenario before (and thus does not count the scenario).

Do Not Read the Scenario

Players who read a scenario prior to playing it are considered to be cheating, as it may give them an unfair advantage over other players when accomplishing their goals. Players may read a scenario after they have played it, but may not do so to second guess a GM's decisions or play styles.

One Character at a Time

You may only play one character during a specific scenario session. You may have more than one active character in Pathfinder Society Organized Play, but playing more than one during a specific session is considered cheating. GMs are allowed to play one pregenerated character during a session, but only to make a legal table.

Selecting a Deity

For the sake of simplicity, clerics and Order of the Star cavaliers in Pathfinder Society Organized Play must select a deity from among those legally allowed for play. The Pathfinder Chronicles campaign setting has a rich assortment of deities to choose from that should nearly always match the sort of cleric you're trying to play—dealing in abstract clerics is not something we want to see in an environment that's supporting Paizo's campaign setting (see Table 6–1 for some of the most prevalent deities and Chapter 13 for additional sources for deities).

Clerics and Order of the Star cavaliers can change their deity if their character concepts evolve enough to warrant the change (or if a new deity that more closely fits the clerics' or cavaliers' character concepts becomes legal for play). Clerics and cavaliers may only change to a deity that doesn't violate their alignment restrictions (the deity must be within one alignment step), clerics must possess domains covered by the new deity, and clerics and cavaliers must spend gold (not prestige) on an *atonement* spell.

No Selling/Trading between Players

In Pathfinder Society Organized Play, you may never buy items from, sell items to, or trade items with another player. You may however, allow another player to borrow an item for the duration of a scenario. You are also permitted to spend your character's gold to help a party member purchase spellcasting services such as *raise dead* or *remove disease*.

Animals and Companions

Animals and companions are a sticky subject in organized play and can be one of the most annoying ways to min-max the rules and slow down play. Thus, the rules for animals and companions need a few clarifications to ensure they do not impede play.

How many animals can I have at any given time? During the course of a scenario, you may have one combat animal and as many noncombat animals as you like. You make this choice at the beginning of the scenario. This means if you're a Ranger 5/Druid 5, you need to pick which animal companion is your combat animal. Noncombat animals (ponies, horses, pet dogs, and so on) cannot participate in combat at all. This clarification is meant to reinforce the same line of logic that prohibits the Leadership feat in Pathfinder Society Organized Play—you only have 4 or 5 hours to play and allowing multiple additional combatants only slows down play. Finally, if you have so many noncombat animals that their presence is slowing a session down, the GM has the right to ask you to select one noncombat animal and leave the rest behind. Our advice for the campaign: you can have a mount, a pet, and your class-granted animals with you during the scenario, but try to avoid going any further than that. It can be disruptive, and disruptions are fun for no one. As an additional bit of clarification, the summoner's eidolon is considered an animal companion for the above considerations.

How can I teach tricks to an animal using Handle Animal? You can teach any animal a trick so long as you follow the rules for Handle Animal on pages 97–98 of the *Pathfinder RPG Core Rulebook*. For the unique purposes of Pathfinder Society, you may attempt to train one animal to do one trick per scenario. A GM must observe your roll—failing this roll means you have to wait until the next scenario to try again. If you succeed on this roll, you must note that your animal gained a trick on the “Conditions Gained” section of that scenario's chronicle sheet. This means you cannot train an animal until after you've completed your first scenario (some classes' animal companions have exceptions to this rule).

Do purchased animals come fully trained or do I have to train them myself? The entry for Handle Animal on pages 97–98 of the *Pathfinder RPG Core Rulebook* details which animals come trained—namely, some riding horses and riding dogs have training, but they only come trained to bear a rider into combat. All other animals are subject to Handle Animal to learn additional tricks. See the “Mounts and Related Gear” table on page 159 of the *Pathfinder RPG Core Rulebook* for additional details.

How is the replacement of a dead familiar or paladin's mount handled? If you lose a companion during the course of a scenario, work with your GM for that scenario to properly note the loss on your chronicle sheet. You

SPELLS THAT ARE NOT LEGAL FOR PLAY

The following spells, found in the *Pathfinder RPG Core Rulebook*, are not legal for play and may never be used, found, purchased, or learned in any form by PCs playing Pathfinder Society scenarios:

- *Awaken* (Oracles with the Nature mystery receive *animal growth* at 11th level instead of *awaken*)
- *Permanency*
- *Reincarnate*

should also note that you've gained your new companion. The new companion is ready for play in the next scenario after your previous companion died.

How do I determine hit points for my animal companion? Animal companions receive average hit points per hit die. For d8, the average is 4.5. Multiply 4.5 times the number of hit dice your animal companion has and round down. Recalculate hit points for your companion each time it gains additional hit dice. After its hit points are calculated, add in appropriate bonuses from its Con modifier, feats, and so on.

Can I improve my companion's Intelligence to 3 or higher and give it weapon feats? Yes. Following the guidelines for animal companions as established on page 53 of the *Pathfinder RPG Core Rulebook*, this is legal. Your companion must be physically capable of wielding the weapon (no tigers with longswords, for example). Bear in mind, however, that an animal's natural attacks nearly always yield better results than spending feat slots and gold pieces to equip your companion.

As a paladin, what mount can I have? As a paladin, your divine bond mount must be at least one size category larger than you starting at 1st level. If you're a Medium PC, your mount must be Large. If you're a Small PC, your mount must be at least Medium. Your mount must have four legs and must be viewed from a commonsense perspective as being suitable as a mount.

As a ranger, what list of companions can I select my animal companion from? As a ranger, if you choose an animal companion for your hunter's bond, you may only select one of the animals listed on page 66 of the *Pathfinder RPG Core Rulebook*. There is no expanded companion list for rangers.

Faction Shirts

Right now on paizo.com/pathfindersociety, a variety of shirts are available for purchase for each faction. These stylish additions to any Pathfinder Society player's wardrobe come with an added benefit. Anyone wearing ANY faction shirt (not just their own faction) during a session of Pathfinder Society Organized Play may reroll one d20 die roll during the course of that scenario.

This reroll must happen before the original result is determined and the reroll result is the final result, even if it's worse than the original. Game Masters are also invited to wear their favorite faction shirt, but gain no additional benefit from doing so.

Spell Duration

Simply put, any spell cast by a PC during the course of a scenario that is still active at the end of a scenario ends when the scenario does. For example, if your cleric PC cast *bless* on the party and *bless* is still active when the scenario ends, then *bless* ends.

Critical Hit/Fumble Deck

Neither the Critical Hit Deck nor the Critical Fumble Deck is legal for play.

Wizards and Their Spellbooks

Pages 219–220 in the *Pathfinder RPG Core Rulebook* discuss how to handle a wizard's spellbook, but Pathfinder Society makes one adjustment to these rules: a wizard does **not** have to purchase a scroll found during the course of a scenario in order to copy that scroll into her spellbook. The wizard only needs to spend the time, succeed on the appropriate checks, and spend the amount of gold listed on the table on page 219 of the *Pathfinder RPG Core Rulebook*. Keep in mind that the process of copying a spell from a magic scroll into a wizard's spellbook removes the spell from the copied scroll, turning it into a blank piece of normal parchment.

The normal rules for finding items during the course of a scenario are that they can be used during the scenario but must be purchased after the scenario in order to be kept. This clarification for wizards and their spellbooks is the singular exception to the gear rules. See Chapter 9 for the full rules on finding items and treasure.

Special Rules for Alchemists and Poisoner Rogues

Alchemists can use the Craft (alchemy) skill to produce items with their Alchemy (Su) ability. Follow the Craft rules on pages 91–93 of the *Pathfinder RPG Core Rulebook* as well as in the alchemist's Alchemy ability description. Any item created must be properly noted on that scenario's chronicle sheet. Under Items Bought, note the amount of gold spent and the item created.

Alchemists are assumed, for Pathfinder Society Organized Play, to carry the necessary items and tools with them to use available resources to create alchemical items. If they have a base of operations from which to do

so, they may use an alchemy lab to gain the +2 bonus on their Craft (alchemy) check.

Alchemists may never sell or trade any of their created items to another PC. However, they may allow other PCs to borrow or use items they've created (so long as the alchemist class ability being used allows them to do so).

Alchemists and a Poisoner Rogue archetype with the Master Poisoner ability can use Craft (alchemy) to produce poisons. Because of their Poison Use (Ex) class ability, they are also allowed to purchase and use poisons. For now, they are the only classes that have a list of “always available poisons” (those noted below)—no other class may purchase poisons unless they appear on a chronicle sheet. Alchemists and Poisoners may only craft or purchase the following poisons from the *Core Rulebook*:

- Giant wasp poison
- Large scorpion venom
- Medium spider venom
- Shadow essence
- Small centipede poison

Although in regular play poison use carries with it a legacy rule stating that poison use is an evil act, for the sake of Pathfinder Society Organized Play, using poison is no more evil than casting *fireball*. Paladins, per their code of conduct, still must not use poisons, but they don't necessarily view the use of poisons as an evil to be opposed—it's simply something their code prohibits *them* from doing.

Finally, alchemists in Pathfinder Society do not receive Brew Potion as a bonus feat at 1st level; instead they receive Extra Bombs as a bonus feat.

Pregenerated Characters

A variety of pregenerated characters are available on paizo.com/pathfindersociety. These pregenerated characters are the only pregenerated characters that are legal for play. Over time, we'll expand this list to make additional race and class combinations available. Versions of characters with of range of levels are available.

Pregenerated characters can help someone new to the Society, or who wants to sample the Pathfinder RPG, to create and start a character. This is a great way to get a new player interested in organized play and a fun gateway to learning all about Pathfinder Society without getting bogged down in the character creation rules. For example, if a new player comes to your table and starts by playing the iconic wizard Ezren, she can gain a chronicle sheet for that scenario (if she desires) and then continue play with that character in another scenario. In order to do so, however, she needs to “file off the serial numbers” from the pregenerated character—change the name, select two traits, choose a faction, and register the character on paizo.com/pathfindersociety (or receive a registration

card at the table)—before she can continue to play the pregenerated character as a fully-functioning character in Pathfinder Society Organized Play. **Special Note:** this rule only applies to level 1 pregenerated characters. If a player uses a higher level pregenerated character, she cannot continue to use that character for credit in future games and cannot collect a chronicle sheet for the character.

Pregenerated characters give GMs and organizers the opportunity to jump into a quick game (for no credit) to help a smaller table hit the table minimum and ensure that the table can play. Note that a GM or organizer who does so should keep quiet about the story and let the actual players make the appropriate decisions. This should be a rare occurrence, but it's one that needs mentioning in the interests of smooth play.

Retiring Scenarios

Over the next several years, the 3.5 scenarios from Pathfinder Society's playtest season will either be retired or converted to Pathfinder RPG (time permitting). We will always give a 4-week warning of an impending retirement, meaning you have 4 weeks to play and report that scenario as official play. Once the scenario is retired, it is no longer legal for play and will be removed entirely from the reporting system, meaning you can no longer legally apply it to your character. Please check the Pathfinder Society messageboards at paizo.com/pathfindersociety for notification of impending scenario retirements.

Purchasing Potions/Scrolls/Wands

All potions, scrolls, wands, and other consumables are made by wizards, clerics, or druids in Pathfinder Society Organized Play. The only exceptions are spells that are not on the wizard, cleric, or druid spell list. For example, a scroll of lesser restoration must be purchased as a 2nd-level scroll off the cleric spell list and may not be purchased as a 1st-level scroll off the paladin spell list.

Minimum/Maximum Table Size

The minimum table size for any legal table is four. The maximum table size for any legal table is six. There are a few notable exceptions:

- When using the “Play, Play, Play” rule to make a legal table, a GM may play one pregenerated character to make a legal table. This means she may GM for a table with as few as three players and make the table legal by playing a pregenerated character of a level appropriate to the scenario (Using a pregenerated character is not possible for Tier 12 scenarios, however, as Tier 12 scenarios can only be played by level 12 PCs and there are no level 12 pregenerated characters.)

(Table 8–1) Sample Spellcasting Costs for Common Spells

| Spell | Cost |
|---------------------------|---|
| Atonement | 500 gp (3,000 gp to restore cleric/druid powers) |
| Break enchantment | 450 gp |
| Dispel magic | 150 gp |
| Greater dispel magic | 660 gp |
| Greater restoration | 5,910 gp |
| Lesser restoration | 60 gp |
| Make whole | 60 gp |
| Neutralize poison | 280 gp |
| Raise dead | 5,450 gp |
| Regenerate | 910 gp |
| Remove blindness/deafness | 150 gp |
| Remove curse | 150 gp |
| Remove disease | 150 gp |
| Remove paralysis | 50 gp |
| Restoration | 380 gp (or 1,380 gp to dispel a permanent negative level) |
| Resurrection | 10,910 gp |
| True Resurrection | 26,530 gp |

- When using the “Play, Play, Play” rule to make a legal table, a GM may allow up to seven players at her table. This is called “the hard ceiling” and may not be crossed, even for the “Play, Play, Play” rule. If you find yourself with eight players and one GM, instead create a table with four players and one GM and a second table with three players plus the GM, who plays a pregenerated character.

CHAPTER 7: CHARACTER DEATH

Death is a part of any roleplaying game, and unfortunately it can happen in Pathfinder Society Organized Play just like in a regular Pathfinder RPG game session. The basic rule for Pathfinder Society is that if a PC dies during the course of a scenario, he can be raised by a PC of appropriate class and level that’s seated at his table (paying all expected costs), or he can be raised by an NPC in an appropriately-sized settlement (see Chapter 8, “Purchasing Spellcasting Services”), or he can be raised by his faction if he has sufficient PA (see Chapter 11). PCs brought back from the dead in Pathfinder Society suffer no energy drain if brought back through *raise dead*. This is different than how *raise dead* is normally handled—see page 329 of the *Pathfinder RPG Core Rulebook*.

If a PC cannot be raised from the dead, he is dead and is removed from play. In this instance, the GM will need to report that the character in question died during the course of play (see Chapter 12), and the player will need to make a new 1st-level character to continue play in Pathfinder Society. Please note that players can (and are encouraged to) share or pool their resources in order to bring a dead party member back to life. They may not, however, pool PA to do so, even if they’re from the same faction (see Chapter 11). PCs can also sell off gear at 50% of its listed value to raise money to come back from the dead, though they can only do so in a settlement and they cannot sell off any items found during the current scenario that they haven’t purchased.

In any scenario, so long as a PC played three of the encounters before dying and is brought back to life, he is awarded XP for that scenario. PCs who do not return to the realm of the living are awarded no XP for the scenario in which they died. Finally, note that a 1st-level PC can be returned to life in Pathfinder Society.

CHAPTER 8: PURCHASING SPELLCASTING SERVICES

Sometimes awful things happen to adventurers. After an all-night romp through the sewers, your wounds might start to fester with some foul disease. A shadow’s misty appendage can sap the strength from your body and leave you wilted. You might even die. The life of a Pathfinder is often not a long one. Danger lurks around every corner, and you may just catch a crossbow bolt in the teeth or be bitten in half by a kraken. That’s the way it goes. After, and sometimes during, a scenario, you have the option of dealing with your character’s misfortune. You may have spells cast on your character, subtracting the gold piece cost from your total. If your gold is insufficient, the other players around the table may chip in to get you back on your feet, but they cannot be compelled to do so. It is their choice whether or not they aid you. Additionally, your faction may be able to aid you with certain issues as well, so long as your PA is high enough (see Chapter 11).

Generally speaking, you can pay to have spells cast on you at any time during the scenario so long as you’re in a settlement or have access to a church, temple, shrine, or wandering mystic. Page 163 of the *Pathfinder RPG Core Rulebook* covers the rules for purchasing spellcasting services and the associated costs are listed in the “Spellcasting and Services” table on page 159.

For Pathfinder Society Organized Play, PCs may only purchase spells with a total cost of above 3,000 gp by

visiting a settlement with more than 5,000 residents. Any settlement smaller than that will have a mystic or full-blown wizard or cleric who can cast spells that cost fewer than 3,000 gp, but never more. Please note that PCs may never purchase the traveling service of a spellcaster—in other words, a wizard from the local town is not, for any price, going to accompany the PCs on their mission into the nearby haunted castle.

Spells that are 7th level or higher are not available from spellcasting services. In the Pathfinder Chronicles campaign setting, spellcasters capable of casting such spells are quite rare, and as such, cannot simply be bartered with for higher-level spellcasting services. The only exceptions to this rule are any 7th level or higher spells listed as available to be purchased by your faction.

Finally, as noted in Chapter 6, any spell cast during the course of a scenario ends at the end of that scenario.

CHAPTER 9: AFTER THE SCENARIO

After you finish a scenario, you need to chronicle your character's exploits and track her advancement, the wealth she gained, any items purchased or sold, and the PA she gained. When the scenario ends (or you run out of time,) your Game Master will give you that scenario's chronicle sheet. This record allows you to keep an accurate accounting of your character's advancements.

Step 1: Experience (XP)

Experience is simplified in Pathfinder Society Organized Play. For every scenario your Pathfinder successfully completes, she receives 1 XP. For every 3 XP your Pathfinder receives, she advances one level.

Step 2: Day Job

Not every Pathfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra gold on the side. If your character has any ranks in a Craft, Perform, or Profession skill, she may choose one of those skills and make one roll at the end of every scenario. This roll represents days or weeks of work done between scenarios. You may only include the following modifiers: Skill Ranks + Ability Score modifier + any applicable feat or trait bonuses. After rolling, consult the table above and add this amount of gold to your total earned for the scenario. You may not roll for a skill in which you have purchased no ranks. You may legally exceed the maximum gold amount for the scenario as a result of this roll.

| Total Roll | Gold Piece Award |
|------------|------------------|
| 5 | 1 gp |
| 10 | 5 gp |
| 15 | 10 gp |
| 20 | 20 gp |
| 25 | 50 gp |
| 30 | 75 gp |
| 35 | 100 gp |
| 40 | 150 gp |

Step 3: Spoils of War and Buying Equipment

Pathfinder Society Organized Play is unlike a standard roleplaying experience. Instead of dividing up the treasure among your fellow party members, every Pathfinder has access to any piece of loot available in a scenario. Every chronicle sheet lists all of the loot that can be found during the scenario, with the exception of items found that are automatically available to every Pathfinder Society character. After the scenario, the GM checks which items you and your fellow Pathfinders discovered, and each of these items immediately become available for purchase by all party members. Items not discovered in play are blacked out or lined out by the GM.

Every player who completes a scenario receives a set amount of gold for the scenario that she may then spend to acquire whatever items and loot that are available for purchase (either from her chronicle sheet or from the item availability table in Chapter 10). For example, if the evil Hellknight faced at the end of a scenario is wielding a *+1 frost longsword* and he falls to your blades and spells, the sword is claimed for that adventure. Every PC who wishes to do so has the opportunity to acquire that *+1 frost longsword*. If two players in the scenario want it, they both can purchase their own. This system, while not necessarily realistic, ensures that all players have a fair and equitable chance to acquire the items that best suit their characters' specific needs. Note: you may use items that you find during the scenario until the end of the scenario, but you have to purchase the item when the scenario is over in order for your character to be able to continue to use the item. This rule is most applicable to consumables such as potions, scrolls, and so on but also applies to weapons, magic items, and so on.

A GM must be present in order for you to purchase items, so you may only purchase items during or after a scenario. At the completion of each encounter during a scenario, your GM will award each player a set amount of gold that reflects your share of the potential loot (though not all encounters will have treasure rewards). This gold piece total can fluctuate depending on what you accomplished and how

you accomplished it. We assume that you have enough bags, backpacks, or muscle to haul around the loot you find or, in the case of an urban scenario, immediate access to markets and bazaars where you can sell your goods. If during a scenario you find the *+1 frost longsword* from the examples above and decide to use it until the end of the adventure, but then you get disarmed or it gets sundered, you are still able to buy that item off the chronicle sheet at the end of the scenario. While this system isn't entirely realistic, it removes an incredible time sink from the play process (processing gear) and helps keep the scenario on track, on time, and moving quickly.

Some items may be so valuable that the gold you receive in one scenario is insufficient to purchase it. If you are unable to purchase a valuable item, you can save up your gold and purchase it during or after another scenario. Every item listed on your chronicle sheets is considered always available for purchase for you, regardless of whether it's on your first chronicle sheet or your 21st chronicle sheet. The only exception here is items that have a purchase limit. You may never purchase more of that item throughout the life of your character than the number amount listed as the purchase limit.

PCs can always buy weapons and equipment off of their chronicle sheets and the approved equipment lists for their size so long as their size is Small or Medium. If a chronicle sheet offers a PC the opportunity to purchase a *+1 frost longsword* and that PC is Small, she can buy the *+1 frost longsword* at Small size. Items found while playing the scenario, however, are the size they are when they're found. The size can only be adjusted up or down after the scenario is over and while the PCs are buying new gear. PCs purchasing equipment at sizes other than Small and Medium must adjust the prices per the existing weapon size rules (see page 144 in the *Pathfinder RPG Core Rulebook*).

CHAPTER 10: PURCHASING MAGIC ITEMS AND EQUIPMENT

This chapter details all of the ways in which your character can buy new magic items, weapons, armor, and equipment.

Where Can I Buy Gear?

For the sake of ease of play in Pathfinder Society Organized Play, players may always buy gear, spells and so on that are available to their characters so long as their characters are in a town of more than 5,000 residents. Pathfinder Society Organized Play assumes that every faction has at least one representative in every small city or larger on Golarion. If outside of a town, PCs may be restricted from buying anything, though this will vary by scenario.

Always Available Items

You may always purchase the following items or equipment so long as you're in an appropriately-sized settlement (see above).

All basic armor, gear, items, and weapons from Chapter 6 (the equipment chapter) of the *Pathfinder RPG Core Rulebook*. This does not include equipment made from dragonhide, but it does include equipment made from the other special materials such as alchemical silver and cold iron (see the Special Materials section on page 154 of the *Core Rulebook*). All mundane (completely nonmagical) weapons, armor, equipment, and alchemical gear found in any other source that is legal for play are considered always available.

+1 weapons (2,000 gp + 300 for the masterwork weapon cost + item cost)

+1 armor (1,000 gp + 150 for the masterwork armor cost + item cost)

+1 shields (1,000 gp + 150 for the masterwork armor cost + item cost)

Potions of 0 or 1st-level spells at caster level 1 (50 gp or less)

Scrolls of 0 or 1st-level spells at caster level 1 (50 gp or less)

Oils of 0 or 1st-level spells at caster level 1 (100 gp or less)

Wayfinder (50% discount—250 gp; see page 195 in the *Pathfinder Chronicles Campaign Setting*)

Other Items

Beyond the gear noted above, your character is restricted to purchasing additional items from his accumulated chronicle sheets (see Chapter 9, Step 3), or through his PA with his faction (see Chapter 11). Weapons, armor, equipment, magic items and so on that are outside of these lists are not available for purchase at any time. See Chapter 13 for additional items outside of the core assumption that are considered legal for play. Items must be purchased at full value. This means you cannot buy broken weapons or armor, you cannot buy partially charged wands, rods, or staffs, and you must buy ammunition in full lots (typically 10 or 20 for mundane ammunition and 50 for magical ammunition). You may only purchase items of less than full value if they appear on a chronicle sheet.

Additional Equipment Rules

For ease of play in Pathfinder Society, a masterwork item can always be upgraded to a +1 item without paying for the masterwork cost again. Instead, you pay the difference between the cost of the +1 item and that of the masterwork item. This rule also applies to upgrading from a +1 item to a +2 item and so on—you never have to repay the original cost or sell your current item for half to upgrade to the

(Table 11–1) Spending Prestige

| PA Benefit | CPA Cost ¹ |
|--|--|
| +4 to any one skill check ² | 1 |
| Remove paralysis | 1 |
| Lesser restoration | 1 |
| Make whole | 1 |
| Dispel magic | 1 |
| Remove blindness/deafness | 1 |
| Remove curse | 1 |
| Remove disease | 1 |
| Free purchase 150 gp ³ | 1 |
| Neutralize poison | 2 |
| Restoration | 2 (4 to dispel a permanent negative level) |
| Break enchantment | 2 |
| Atonement | 2 (8 to restore cleric/druid powers) |
| Greater dispel magic | 2 |
| Free purchase 750 gp ³ | 2 |
| Regenerate | 3 |
| Raise dead | 16 |
| Greater restoration | 16 |
| Resurrection | 32 |
| True Resurrection | 77 |

¹Add +5 to this cost if this benefit is purchased outside of a settlement of 5,000 residents or more.

²Does not include the day job roll.

³Once per scenario, you can acquire any single item of this cost or less from your faction by spending the appropriate PA. Items purchased this way are worth 0 gp and cannot be sold.

next step. Note that this only applies to items of the same kind—you can't, for example, turn your masterwork rapier into a +1 greatsword.

Additionally, any magic items that have usage frequencies above 1/day (such as 1/week or 1/month and so on) are now considered to have the frequency of 1/scenario.

CHAPTER 11: SPENDING AND TRACKING PRESTIGE

A character's Prestige Award (PA) is an abstract way to track her growing renown and reputation within her given faction.

Spending Prestige

Your character may spend her PA for temporary boons, favors, or access to spellcasting services. PA is tracked

(Table 11–2) Prestige and Item Purchases

| Current TPA | Maximum Item Cost |
|-------------|-------------------|
| 4 | 500 |
| 9 | 1,500 |
| 13 | 3,000 |
| 18 | 5,250 |
| 22 | 8,000 |
| 27 | 11,750 |
| 31 | 16,500 |
| 36 | 23,000 |
| 40 | 31,000 |
| 45 | 41,000 |
| 49 | 54,000 |
| 54 | 70,000 |
| 58 | 92,500 |
| 63 | 120,000 |
| 67 | 157,500 |

as a fluid statistic, just like hit points. For example, with hit points, if you have 20 hit points as your current maximum and a street thug hits you for 4 points of damage, you now have 16 hit points, but your maximum total has not changed (it's still 20). You could list this change in hit points as 16/20, where 16 is your current hit points and 20 is your total hit points.

PA is tracked as an XX/YY designation just like hit points, where XX is your Current Prestige Award (CPA) and YY is your Total Prestige Award (TPA). You can spend your character's CPA, but her TPA can never decrease—it only ever increases as she successfully completes missions for her faction. If you spend down your CPA, it has no affect on your character's ability to purchase items (see below); it only affects her ability to buy boons, favors, and access to spells. Keep in mind that once CPA has been spent, it cannot be regained. Instead, characters must accrue new PA (and hence CPA) by successfully completing faction missions.

Any spellcasting purchased using CPA is cast at minimum caster level. Additionally, any spellcasting purchased outside of a settlement of 5,000 residents or more costs an additional 5 CPA. You may never spend CPA to purchase spellcasting during combat. You also may never spend your CPA on other characters or pool CPA for purchases, even with members of your character's same faction. Finally, items purchased with CPA may not later be sold to gain additional gold. They are considered to have a value of 0 gp.

Tracking Prestige

Your character's access to gear is heavily dependent on her success in completing her faction's missions. PA affects only your character's faction's opinion of her—it never affects her interactions with other factions, the Pathfinder Society as a whole, or NPCs encountered during her many adventures.

Table 11–2 presents the specific details for using TPA to purchase items above the basic price limits. “Current TPA” is the total needed to purchase items worth less than or equal to the “Maximum Item Cost” limit in the second column. For example, a character who has earned 27 TPA with the Cheliox faction can purchase any item worth less than or equal to 11,750 gp that is legal for play. Purchasing items in this way represents your faction's willingness and ability to find and sell you new and better equipment, weapons, and magic items.

For each scenario beginning with Pathfinder Society Scenario #29, each faction member has the opportunity to earn up to 2 PA.

CHAPTER 12: PATHFINDER SOCIETY ORGANIZED PLAY GAME MASTERS

Game Mastering for Pathfinder Society Organized Play is not that much different from running your regular campaign (with a few minor caveats). Before you read any more of this chapter, however, stop and read all of the preceding chapters—these chapters are what prepares the players for their Pathfinder Society experience, and you need to know what they know, what their expectations are, and how their characters are created, played, and advanced before you read anything else here.

What is a Game Master (GM)?

A Game Master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game. In Pathfinder Society Organized Play, a GM must also help players fill out their paperwork, ensuring each player has an accurate accounting of his character, and (often) must report the results of their game on paizo.com/pathfindersociety.

Your Duties as Game Master

As a Pathfinder Society Organized Play Game Master, the basic structure of being the GM for a convention or in-store scenario is:

- Introduce yourself.
- Encourage your players to introduce themselves (and their characters).
- Look over each player's character sheet and previous chronicle sheets, quickly checking totals, math, and so on.
- Start playing the scenario.
- Play for no more than 5 hours (Note: home games and online games do not necessarily have to follow this restriction, and some conventions may run longer slots).
- Give each player an accurate chronicle for that scenario (see below).
- At conventions, you may also be expected to quickly fill out small sheets with additional tracking information—these sheets need to be turned in to your coordinator so that he can report the results.
- When acting as both the Game Master and coordinator for an event, you are expected to report the results of your scenario on paizo.com/pathfindersociety in a timely fashion. Failing to do so can have dire consequences for Pathfinder Society as a whole (see the sidebar on page 27).

If you are running a home game of Pathfinder Society Organized Play, then your job is far less restricted by time constraints and planning, but still requires some extra effort on your behalf to ensure your campaign is recorded properly. Depending on how you play with your home group, you may take your time playing through a scenario and allow PCs to follow up on interesting sideline details or personal goals of their characters as you see fit. They may never, however, gain additional PA, experience, or gold beyond the limitations of the scenario's chronicle sheet or the basic Pathfinder Society Organized Play rules.

When you are running a convention or in-store event in an allotted time slot, the game needs to be far more focused on accomplishing the goals of the scenario and dealing with the encounters. While we certainly encourage you to allow fun, engaging roleplaying to take place, if your players are still playing darts at the tavern an hour after the game started, you'll probably want to 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. Most scenarios simply drop the PCs right into the action, eliminating the problem of stalled starts.

Scenarios and Tiers

Pathfinder Society scenarios are designed so that players of a variety of levels can participate in a given scenario, though with some limitations. Currently, there are five

different Tiers within Pathfinder Society Organized Play. They are:

Tier 1–5

Tier 1–7

Tier 5–9

Tier 7–11

Tier 12

Most of these Tiers have sub-Tiers. They are:

Tier 1–5: 1–2 and 4–5

Tier 1–7: 1–2, 3–4, and 6–7

Tier 5–9: 5–6 and 8–9

Tier 7–11: 7–8 and 10–11

Tier 12: no sub-Tiers

Tiers are a level restriction for play. Anyone playing a level 1 character must always play in a Tier 1–2 sub-Tier whenever possible. Rarely, PCs may be allowed to play “up” a Tier if they’re lower level than all of the other players. For example, suppose you were GM for a full table with one level 1 PC and five level 4 PCs in a Tier 1–5 scenario. Normally the level 1 PC couldn’t play up, but he can in this instance because it’s the only way for him to play. Players who play up need to realize that it comes with significantly increased risks. A player can always refuse to play up when that’s his only option. A player may only ever play up one step—so a level 1 character can play up to sub-Tier 4–5, but cannot play up to sub-Tier 6–7—though these instances should be rare.

Calculating Average Party Level

In order to determine what Tier a mixed-level group of PCs should play, you must determine the group’s average party level, or APL. You should always round this number to the nearest whole value. In addition, because encounters are designed with four players in mind, if there are six or more players at the table, add +1 to the APL. For example, if your group consists of six players, two of whom have 4th level characters and four of whom have 5th level characters, your group’s APL is 6th (divide 28 total levels by six players, round up, and add +1 to the final result). This means your group should play in a sub-Tier appropriate for 6th level, though since you added the +1 from table size, you can play in a sub-Tier appropriate for 5th level as well. We don’t want the above table showing up for a Tier 1–5 scenario, something they’re all the appropriate level for, and being told that they can’t play after their APL calculation. APL is a loose rule for determining your appropriate level of play—it should be followed as often as possible and broken only when following it would bump characters from a scenario that they would normally be able to play. Finally, if the APL of a table is between two sub-Tiers (like APL 3 for a Tier 1–5 scenario), the players may choose to play up to sub-Tier 4–5 or play down to sub-Tier 1–2.

THE IMPORTANCE OF REPORTING YOUR RESULTS

As a GM (and sometimes as the coordinator of a convention), one of your most important (maybe sacred) duties is to report the results of your scenarios online at paizo.com/pathfindersociety. Reporting is a cascading effect. We need accurate records so that we know how many people are playing Pathfinder Society each month so that we can track growth so that we can properly budget the Society. The more people that play, the more money we dedicate to the Society (on potential things like player and GM rewards). Failing to report can also have direct consequences for a player who loses his chronicle sheets—because we track things like sessions played and prestige gained, we can do a fairly decent job of rebuilding a character sheet that was lost in a fire or left behind at a convention. If a character’s online records are not accurate, then in a very real sense the character’s physical records are not as well. Physical records always count as the truest accounting of a character—but keep in mind the consequences of failing to your report your sessions.

Reward Creative Solutions

Sometimes during the course of a scenario, your players might surprise you with a creative solution to an encounter (or the entire scenario) that you didn’t see coming and that isn’t expressly covered in the scenario. If, for example, your players manage to roleplay their way through a combat and successfully accomplish the goal of that encounter without killing the antagonist, do not punish the PCs for their creativity. If that scene specifically calls for the PCs to receive gold piece rewards based on the gear collected from the combatants, instead allow the PCs to find a chest of gold (or something similar) that gives them the same rewards. Additionally, if they roleplayed past a bad guy who carries a specific potion or scroll they might be able to later purchase off their chronicle sheet, don’t cross that item off the sheet—instead, allow them to find it elsewhere as a reward for creatively solving the encounter without resorting to combat. Pathfinder Society Organized Play never wants to give the impression that the only way to solve a problem is to kill it—rewarding the creative use of skills and roleplay not only makes Society games that much more fun for the players, but it gives you, the GM, a level of flexibility in ensuring your players receive the rewards they are due.

Dealing with Death

Given the dangers that a character faces once he has made the choice to become a Pathfinder, character death is a very real possibility. If, during the course of a scenario, a character dies and cannot be brought back to life through magical means (most likely because the character is low

level and has very little money or PA), the slot is over for that player and he'll need to make a new character to play any other slots he's signed up for.

Similarly, if the entire party is killed and they can't be brought back to life, then the slot is over for everyone in the party, and they'll all need to make new characters. Obviously, we hope (and are striving to balance the scenarios in such a way) that a total party kill never happens—but, sometimes, the dice just aren't with you and everyone passes to the Great Beyond.

But what if your players accidentally or intentionally kill an important NPC who was supposed to give them a crucial piece of information in order for the scenario to progress? This is a tough one for the GM and requires improvisation. Don't decide the scenario is over just because the old man with the letter was caught in a magical crossfire and roasted alive, destroying both himself and the important letter. Reveal that the letter survived by some freakish miracle (it was in a fire-proof pouch in his pocket) or maybe the old man had a lackey following him around who was watching from a nearby alley and knows everything the old man did, and so on. Improvisation will keep your scenario moving forward and will help get you around unforeseen obstacles.

The Chronicle Sheet

Regardless of whether you are running your Pathfinder Society Organized Play campaign at home or at a convention, the single most important task you are charged with as a GM is keeping a careful record of events on every scenario's chronicle sheet. A chronicle sheet is an important record-keeping device that helps everyone track the progress of players in our world-spanning campaign, as well as attempt to stop those few unscrupulous players from cheating. As you run your players through a Pathfinder Society Organized Play scenario, there are three important things you must keep track of: PA, treasure, and conditions. Tracking PA is fairly simple, requiring you to read over the Faction Missions entry in the back of the scenario before play, hand out the Faction Mission letters after reading the Getting Started text at the beginning of the scenario, and then keep track of whether or not the PCs accomplish these missions during the scenario. It's important to note that each scenario is slightly different with regard to how much PA can be awarded to the players, but from Scenario #29 onward, they will always have 2 possible PA for each faction.

Below is a basic outline of how to fill out a chronicle sheet:

- First of all, fill out chronicle sheets in pen.
- Fill out the PA Gained box and sign off on it (this number is how much PA the PC gained during this scenario, not a running total).
- Fill out the GP Gained box and sign off on it.
- Cross out any treasure items the party didn't find in the scenario; additionally, if you're running a lower-numbered tier, always cross out all of the items for the higher-numbered tier(s).
- Fill in the gray box at the bottom of the chronicle sheet and sign.
- For "Event," write in the name of the event you are playing at—if this is a home game or in-store game, just write "home game" or the name of the store.
- For "Event Code," write in the event code associated with your event on paizo.com/pathfindersociety. This is only necessary if you registered your event so that other players could find it.
- Have the player fill out a list of all Items Sold / Conditions Gained.
- Have the player fill out a list of all Items Bought / Conditions Cleared.
- Have the player finish the calculations down the right hand side of the chronicle sheet.

Treasure works differently in Pathfinder Society Organized Play, so you need to be aware of what items the PCs find (or take as spoils) throughout the scenario in order to record it. You may wish to keep one copy of the chronicle in front of you during play and note which treasure they find and what they miss as they play through, rather than trying to evaluate this all at the end of the 5-hour slot. If the players miss an item, simply cross it out on the chronicle sheet, and then at the end of the slot, you can cross out the same entries on every player's chronicle sheet.

Treasure is treated abstractly in Pathfinder Society Organized Play, with PCs purchasing any items found in a scenario (or from the list of always available for purchase items) from a pool of gold they receive at the end of each act of the scenario. It should be noted that they are allowed to claim and use the items found during the scenario itself, but afterward they take only the items they purchase on to their next scenario.

At the end of a scenario, a PC may have been afflicted with any number of possible conditions. If these conditions are resolved before the table breaks up, then you have nothing to worry about. However, if the player is unable to resolve a condition before moving on to the next scenario, you will need to write the condition in the **Items Sold / Conditions Gained** box and initial next to what you wrote. Please write clearly and legibly at all times, but it's specifically important that you note conditions legibly as it could cause problems down the line. Later, when the condition is resolved, another GM will list the condition as cleared under **Items Bought / Conditions Cleared** on the chronicle sheet for the scenario in which the condition

was cleared. If the PC purchased the casting of a spell to clear the condition, the GM will need to make sure the player wrote that in the **Items Bought / Conditions Cleared** box at the bottom of the chronicle. If another PC cleared the condition by casting a spell, it should still be listed in the **Items Bought / Conditions Cleared** box, but with a 0 gp value and the casting character's full Pathfinder Society number (XXXX-XX) written in next to the spell's name.

Chronicle sheets assist you as a Game Master. When you are looking over the character record sheets and chronicle sheets of your players at the start of an event slot, if you notice anything that seems amiss, you may ask the player to justify the math. If you believe a player to be cheating, please call over a coordinator to make a ruling. If you are both the coordinator and the GM, it's your call how to proceed, though we recommend that you proceed calmly, nicely, and with an open mind. The player may have simply made a mistake, or you might have made a mistake in your understanding of their chronicle sheet and character record sheet. Remember that the game is supposed to be fun, so waste as little time as possible on drama and spend as much time as possible providing an exciting, action-packed scenario for your players. If you believe the player to be cheating, ask him to leave your table and then send an email to Paizo's events manager (pathfindersociety@paizo.com), detailing as much as you can remember about the sheet—most importantly, get the Pathfinder Society number of the player in question. We'll work on it from there.

Reporting Scenario Results

Once you've completed a scenario, filled out everyone's chronicle sheets, and are ready to start the next scenario, someone will need to report the results of the scenario. For home games, GMs are always responsible for reporting the results of a scenario. For convention games and retail store games, the coordinator (who might also be a GM) is responsible for reporting the results.

For the home GM, reporting is easy. After each scenario, gather up the chronicle sheets everyone just filled out (and you signed off on in the appropriate places), go to **paizo.com/pathfindersociety**, and click "Report My Event." Follow the instructions carefully and then you're done. You'll note that we collect far less information online than each player's chronicle sheets contain—this is intentional.

Reporting at conventions is even easier. The coordinator can download convention tracking sheets from **paizo.com/pathfindersociety** after creating an event and then hand one out to every GM for each session they run. As the session finishes, the items that need to be tracked online are simply filled out on the convention tracking sheet, turned in to the coordinator, and the coordinator then inputs all that

information online either during the convention or afterward. In retail games and at smaller conventions, the coordinator is also often a GM.

Regardless of play location, do not forget to report the results. As the sidebar on page 27 explains, reporting your results is very important to the success of Pathfinder Society Organized Play.

GM Ranking System

In order to both encourage more reporting from GMs and event coordinators and offer a "bragging rights" type of reward for GMs, Pathfinder Society offers a GM ranking system. This system uses stars to denote the activity and quality of a given GM. The stars are visible on your Pathfinder Society ID card, which you can redownload and print off each time you gain another star.

GMs can earn up to four stars for running (and reporting) a certain number of games:

- 10 sessions reported as GM = 1 star
- 30 sessions reported as GM = 2 stars
- 60 sessions reported as GM = 3 stars
- 100 sessions reported as GM = 4 stars

Four-star GMs are eligible to obtain a fifth star based on the quality of their play. If a 4-star GM attends any convention that the campaign coordinator is personally attending and the campaign coordinator witnesses you running a scenario and find your GMing mojo to be excellent, he will award you a fifth star. Five-star GMs are the cream of the crop. There will be special five-star GM events and possibly even future five-star GM rewards (in addition to planned four-star GM rewards).

Game Master Rewards

Finally, and most importantly, is the topic of rewarding GMs for volunteering their time to run Pathfinder Society scenarios. Starting with version 2.2 of this document (and not retroactive to any previous scenarios that were run) any Game Master who "eats" a scenario gets full credit for that scenario applied to his own character one time. "Full credit" means the GM gets the following:

- +1 XP for the scenario
- 100% of the max gold for the tier most appropriate to the GM's character (see below)
- Full PA

The GM does not get any special boons bestowed by a chronicle sheet, such as free magical treasure, regional boons, or future bonus dice rolls. The GM also does not get a Day Job roll. If the GM previously received partial credit for a scenario (using the old reward system), she must still take the partial credit and cannot run the scenario again for full credit.

The Tier for which a GM's character receives credit depends on the character's level and the sub-Tier played.

If a GM with a level 1 rogue runs a sub-Tier 1–2 scenario, she takes a sub-Tier 1–2 chronicle sheet for her level 1 rogue. If she runs a Tier 1–5 or Tier 1–7 scenario in any sub-Tier other than 1–2 (such as sub-Tier 4–5 or sub-Tier 6–7), she still takes a sub-Tier 1–2 chronicle sheet.

If the GM with a low-level character runs any higher Tier scenarios that don't include a sub-Tier for her level 1 rogue, she takes the lowest sub-Tier chronicle sheet from that scenario and holds it for her PC. Then, once her PC achieves the appropriate level for that chronicle sheet, it is immediately applied. For example, if a GM with a level 1 rogue runs a Tier 5–9 scenario, she would take a sub-Tier 5–6 chronicle sheet (the lowest sub-Tier for that Tier) for running the scenario and set it aside. Once her rogue reaches level 5, she can immediately apply the chronicle sheet to her character. This means that GM characters can potentially level up in bursts.

Should a GM receive a chronicle sheet that her character is between tiers for (for example, if she runs a Tier 1–5 scenario with sub-Tiers 1–2 and 4–5 but has a level 3 character), she must always play down, taking a chronicle sheet for the lower sub-Tier. This rule is meant to balance the fact that the GM's character does not have to expend any resources while gaining a chronicle sheet for running a scenario.

A GM may only apply a chronicle from a specific scenario to one of her PCs once—in other words, she may only receive character credit for GMing Scenario #29 once. Any additional sessions spent GMing that scenario earn no additional credit, but will of course apply to her GM Ranking.

GMs receive the full prestige award for scenarios they run. The exact amount depends on the scenario; for example, most of the Season 0 scenarios had only 1 PA—GMs can't gain 2 PA from one of those scenarios.

We are considering many additional rewards to offer our Game Masters for donating so much of their time to helping make Pathfinder Society a success. We know we couldn't do it without you!

Ordering Scenarios

All available Pathfinder Society Organized Play scenarios can be found at paizo.com/pathfindersociety. Anyone can purchase a scenario PDF—all you need is a free paizo.com account (which you need, anyway, in order to be a member of Pathfinder Society). Once you've purchased a scenario, you need not purchase it again in order to run it again. Scenarios are generally available for \$3.99 and are released the last week of each month. Two scenarios are available every month except for June and August, when we release four scenarios for PaizoCon and four for Gen Con, for an annual total of 28 scenarios.

CHAPTER 13: ADDITIONAL RESOURCES

Below is a specific list of Paizo Publishing products and the equipment, traits, deities, spells, feats, and classes contained within that are legal for play in Pathfinder Society Organized Play. While most of the *Pathfinder RPG Core Rulebook* is legal for play (with some feat and spell exceptions), these additional resources give you new character options. If a product does not appear on this list, then it is not considered legal for play. This list will be updated frequently as new products are released.

In order to use these additional resources for your character, you must bring a physical copy of the book with you or printouts of the appropriate pages detailing cost (if any) and explanations for each feat, item, spell, prestige class, and so on that you use. (If you're bringing a printout of the pages, it must be from the actual Paizo PDF and not text copied and pasted into a blank word processing document). Since the core assumption for Pathfinder Society Organized Play is the *Pathfinder RPG Core Rulebook*, *Pathfinder Chronicles: Seekers of Secrets*, and the *Pathfinder RPG Bestiary*, we cannot assume that every Game Master will have the products listed below. As such, it's up to players to bring these items in order to familiarize their Game Masters with the rules.

| Product Title | Legal for Play (Unless Otherwise Noted) |
|--|---|
| <i>Curse of the Crimson Throne Player's Guide</i> | Equipment: all equipment on pages 12–13; Feats: Acadamae Graduate, Crossbow Mastery |
| <i>Legacy of Fire Player's Guide</i> | Equipment: all equipment on pages 22–23, all magic items on pages 26–27 (Note: Handstraps of Roofjumping applies to the Acrobatics skill); Feat: Sandwalker; Traits: all traits on pages 7–9 are allowed except Duskwalker Agent (Notes: Uwaga Highlander applies only to the Stealth skill and Eyes and Ears of the City applies only to the Perception skill; no campaign traits are allowed.) |
| <i>Pathfinder Adventure Path #9: "Escape from Old Korvosa"</i> | Equipment: all equipment on page 83 |

| | |
|--|---|
| Pathfinder Adventure Path #26: "The Sixfold Trial" | Feat: Iomedean Sword Oath; Prestige Class: Inheritor's Crusader; Spells: inheritor's smite; Other: customized summon list on page 72 |
| Pathfinder Adventure Path #27: "What Lies in Dust" | Magic Items: bones of Founder Raccona, clasp of the mind scream, entwined syrinx, felhart, golden dragon kite, hand of abendego, dream journal of the pallid seer, Kybwa'ka war mask, skin of Klendar the Troll King, talisman of the orc mother's fury, Vudran ashak helmet (never an intelligent magic item); Prestige Class: Hellknight |
| Pathfinder Adventure Path #29: "Mother of Flies" | Spells: greater infernal healing, greater spellcasting contract, infernal healing, lesser spellcasting contract, spellcasting contract; Other: customized summon list on page 67 |
| Pathfinder Adventure Path #31: "Stolen Land" | Animal Companions: elk, megaloceros, thylacine |
| Pathfinder Adventure Path #32: "Rivers Run Red" | Spell: tracking mark; Other: customized summon list on page 71 |
| Pathfinder Campaign Setting: Adventurer's Armory | Everything in this book is legal for play with some exceptions: a pseudodragon is not legal for purchase unless you're a wizard with the Improved Familiar feat and elephants are never legal for play. |
| Pathfinder Campaign Setting: Cities of Golarion | Feats: Corsair of Taldor, Endure Pain, Indomitable Mount, Irrisen Ice Mage, Master Delver, Mounted Onslaught, Wheeling Charge; Equipment: heathensnuff; Spell: Irissen mirror sight |
| Pathfinder Campaign Setting: Classic Horrors Revisited | Equipment: aklys, crystal chakram, fauchard, injection spear |
| Pathfinder Campaign Setting: Classic Monsters Revisited | Equipment: minotaur double crossbow; Feat: Minotaur's Charge |
| Pathfinder Campaign Setting: Classic Treasures Revisited | Feat: Instrumental; Magic Items: aligned horn of Valhalla, corpse-ferrying bag, cube of varied force walls, discriminating cube, executioner's hand, frostkiss whip, helm of electric radiance, helm of reclamation, independent cube of force, Jorngarl's harm, lesser helm of brilliance, minor bag of holding, rechargeable cube of force, remote activation cube, twinned cube of force; Feat: Companion Figurine; Spell: retrieve item |
| Pathfinder Campaign Setting: Dark Markets, a Guide to Katapesh | Feats: Jackal Blood, Lucky Halfling; Prestige Class: Balanced Scale of Abadar |
| Pathfinder Campaign Setting: Dungeon Denizens Revisited | Equipment: alkali flask, alkali salt, bulette bulwark (shield), delving (armor quality); Feats: Indigestible, Ooze Whisperer; Spell: flesh to ooze |
| Pathfinder Campaign Setting: Gods and Magic | Equipment: Azlant pendant, barbed pentacle of Asmodeus, belt of the snake king, broken chain of the beast, bronze dagger of Erastil, cloak of the crusader, cloak of the Dark Tapestry, dawnflower sash, deathlurker's cloak, gossamer amberstone, hag's shabble, holy mask of the living god, icon of the midwife, inheritor's gauntlet, key of the second vault, mask of cutting flesh, nightstone of sorrow, orb of the waybringer, pallid crystal, Preklikin's Book of Cults, rhombocrystal, robe of the master of masters, sacrificial dagger of the blood mother, Shad'Gorum nugget, spellsight bracer, stinging stiletto, tankard of the drunken hero, veil of veils, vurra of the maker, windwave kilt; Gods: all of the gods listed on the inside front cover are legal choices for clerics; Spells: Abadar's truthtelling, blessing of the watch, burst of glory, channel the gift, channel vigor, Deadeye's arrow, defending bone, fallback strategy, Gorum's Armor, Gozreh's trident, greater infernal healing, infernal healing, pick your poison, poisoned egg, shield of the dawnflower, traveling dream, unbreakable heart, waters of Lamashtu |
| Pathfinder Campaign Setting: Guide to the River Kingdoms | Feat: Touvette Defender; Spell: silverlight; Other: focused performance bard alternate class ability |
| Pathfinder Campaign Setting: Princes of Darkness | Prestige Class: Diabolist; Spells: agonize, hellfire ray, malediction, vision of hell |
| Pathfinder Campaign Setting: Seekers of Secrets | Everything in this book is legal for play (and considered part of the core assumption) with one note: <i>ioun stones</i> use method 1 for resonance and never use method 2. Additionally, only normal <i>ioun stones</i> have resonance—inferior <i>ioun stones</i> never do. |

PATHFINDER SOCIETY SCENARIO

| | |
|--|--|
| <i>Pathfinder Character Traits Web Enhancement</i> | Available at paizo.com/traits ; Feat: Additional Traits; Traits: all traits are legal except for the following: Hedge Magician, Magical Knack, Natural-Born Leader, and Rich Parents—all other traits are legal |
| <i>Pathfinder Chronicles Campaign Setting</i> | Equipment: <i>wayfinder</i> , all weapons on page 209, all armor on page 211 (except the armored kilt), all gear on page 213; Feats: Aldori Dueling Master, Altitude Affinity, Andoran Falconry, Arcane Vendetta, Berserker's Cry, Careful Speaker, Cosmopolitan, Crossbow Mastery, Demon Hunter, Desperate Battler, Fey Foundling, Focused Shot, Godless Healing, Green Faith Acolyte, Katheer Scholar, Massed Charge, Molthuni Discipline, Necromantic Resistance, Parting Shot, Rugged, Sniper Shot, Stoic, Storm-Lashed, Teleport Sense, Twisted Flesh, Warped Mind, Veiled Vileness, Vermin Heart, and Wand Dancer (replace Tumble 1 rank with Acrobatics 1 rank); Prestige Classes (reduce each skill rank requirement by -3): Low Templar, Shackles Pirate (for both Prestige Classes, ignore the "Use Rope" requirement) |
| <i>Pathfinder Player Companion: Andoran, Spirit of Liberty</i> | Magic Items: all <i>feather tokens</i> , <i>figurine of wondrous power (serpentine eagle)</i> , <i>golden eagle epaulets</i> , <i>talon sword</i> , <i>talonstrike sword</i> ; Prestige Class: Steel Falcon (you must be a member of the Andoran Faction to join, as you'll receive the invite from Captain Colson Maldriss; in order to use the Natural Traps ability your total character level must be equal to or exceed the CR of the trap, and all traps are subject to GM approval); Spells: <i>detect charm</i> , <i>liberating command</i> , <i>suppress charms and compulsions</i> , <i>summon flight of eagles</i> ; Traits: Bellis Axe Master, Bellis Honey Harvester, Bellis Log Roller, Carpenden Lobber, Carpenden Roof Runner, Kobold's Neighbor, Oregent Desperation, Oregent Timing, Oregent Vandal, Prismati Player |
| <i>Pathfinder Player Companion: Cheliox, Empire of Devils</i> | Equipment: all items on pages 20–21; Feats: all feats on pages 26–27; Spells: all spells on pages 22–23; Traits: all traits on pages 18–19 |
| <i>Pathfinder Player Companion: Dwarves of Golarion</i> | Equipment: dwarven dorn-dergar; Feats: Bounding Hammer, Darting Viper, Dorn-Dergar Master, Sliding Axe Throw, Stance of the Xorn; Gods: all gods listed on the inside front cover (note that all gods with favored weapons listed as "hammer" should read "warhammer"); Spells: <i>ancestral communion</i> , <i>ancestral gift</i> , <i>bloodsworn retribution</i> , <i>dwarven veil</i> , <i>invigorating repose</i> , <i>mighty strength</i> , <i>oath of justice</i> , <i>peacemaker's parley</i> , <i>planned assault</i> , <i>rune of durability</i> , <i>rune of warding</i> , <i>summon ancestral guardian</i> , <i>see through stone</i> , <i>tactical formation</i> , <i>watchful eye</i> ; Traits all traits except Coin Hoarder, Eldritch Smith, and Toilcrafter |
| <i>Pathfinder Player Companion: Elves of Golarion</i> | Deities: all deities on page 10; Equipment: clustershot, healer's sorrow, and sparkfly crystal arrow weapon qualities; Traits: all traits on page 15 except Kyonin Gatekeeper and Lapsed Faith |
| <i>Pathfinder Player Companion: Gnomes of Golarion</i> | Equipment: all equipment in the table on page 22; Feats: Arcane School Spirit, Bewildering Koan, Blood Ties, Caustic Slur, Effortless Trickery, Extra Gnome Magic, Helpless Prisoner, Invoke Primal Instinct, Tantrum, Threatening Illusion, Witty Feint; Gods: all gods on the inside front cover; Spell: <i>illusory poison</i> ; Traits: Brastlework Businessman, Charlatan, Collector, Excitable, Explorer, Etymologist, First Memories, Naturally Gifted, Rapscaillon, Sprint, Trickster, and Zealot |
| <i>Pathfinder Player Companion: Osirion, Land of Pharaohs</i> | Equipment: all items on page 25; Feats: all feats on pages 27–29 (reduce all skill rank requirements by -3 and remember that the Hide skill is now Stealth and that the Search skill is now Perception) Prestige Class: Living Monolith (reduce all skill rank requirements to 1); Spells: all spells on pages 26–27 |
| <i>Pathfinder RPG Advanced Player's Guide</i> | All playtest versions of the six new base classes from this book are no longer legal for play as of 8/3/10. Anyone playing the playtest version of |

one of the six new base classes, must update their character as of 8/3/10. Updating your character means adjust the things that have changed, but not rebuilding the character. The following parts of the *Advanced Player's Guide* are NOT legal for play: Craftsman alternate Dwarven racial trait, Practicality alternate Halfling racial trait, Heart of the Fields alternate Human racial trait, Alchemist's Brew Potion class ability (he receives Extra Bombs instead as a Bonus Feat), Cavalier's Expert Trainer class ability (he receives Skill Focus (Handle Animal) instead as a Bonus Feat), Witch's Cauldron hex, Antipaladin Alternate Class, Cooperative Crafting feat, the Master Alchemist feat may only be selected by Alchemists and Poisoners, all of the Cursed magic items and artifacts, the Hero Point new rule and associated feats, spells, and magic items, the Hedge Magician, Magical Knack, Natural Born Leader, and Rich Parents traits, and all of the Campaign Traits. The remainder of the *Advanced Player's Guide* is legal for play as of 8/3/10.

| | |
|---|--|
| <i>Pathfinder Player Companion: Taldor, Echoes of Glory</i> | Equipment: all equipment on pages 26–27; Feats: all feats on pages 28–29 with the exceptions of Master of the Ledger and Taldan Knight (reduce all skill rank requirements by –3 to a minimum of 1); Spells: all spells on pages 24–25; Traits: all traits on pages 13–14 (note that Divine Warrior should read “Your damaging divine spells gain a +1 trait bonus to damage” and Militant Merchant applies to Perception checks and the Perception skill); Prestige Class: the Lion Blade (decrease all skill rank requirements by –3) |
| <i>Pathfinder RPG Bestiary</i> | Animal Companions: ankylosaurus, aurochs, brachiosaurus, dire bat, dire rat, dolphin, elasmosaurus, electric eel, elephant/mastodon, frog, goblin dog, hyena, monitor lizard, moray eel, octopus, orca, pteranodon, rhinoceros, roc, squid, stegosaurus, triceratops, and tyrannosaurus; Familiars: all familiars listed on pages 131–133; Feats: none of the feats are legal for play |
| <i>Qadira, Gateway to the East</i> | Equipment: all equipment, items, and materials on pages 19, 23, and 25; Feats: all feats on pages 9 and 23; Prestige Class: The Daivrat; Traits: all traits on pages 9, 15, 19, 23, and 25 |
| <i>Rise of the Runelords Player's Guide</i> | Equipment: all equipment on pages 10–11 (except hide shirt) |
| <i>Second Darkness Player's Guide</i> | Equipment: all magic items on page 25 and pages 28–29; Prestige Class: Liberator (reduce all skill rank requirements by –3) |



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Guide to Pathfinder Society Organized Play v2.2. Copyright 2010, Paizo Publishing, LLC; Author: Joshua J. Frost.

PATHFINDER

ROLEPLAYING GAME

~~3.5 Survives!~~
3.5 Thrives!

50,000 BETA PLAYTEST DOWNLOADS

THE BIGGEST RPG EVENT OF THE YEAR

CORE RULEBOOK

AVAILABLE
NOW!

PAIZO.COM/PATHFINDER





CHARACTER NAME _____ ALIGNMENT _____ CHARACTER NUMBER _____

CHARACTER CLASS/LEVEL _____ DEITY _____ FACTION _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

CHARACTER RECORD SHEET

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP ADJUSTMENT | TEMP MODIFIER | HP HIT POINTS | TOTAL | DR |
|----------------------------|---------------|------------------|-----------------|---------------|------------------|-------|----|
| STR STRENGTH | | | | | | | |
| DEX DEXTERITY | | | | | | | |
| CON CONSTITUTION | | | | | | | |
| INT INTELLIGENCE | | | | | | | |
| WIS WISDOM | | | | | | | |
| CHA CHARISMA | | | | | | | |

| SPEED | | TEMP MODIFIERS | |
|------------|-----------------|----------------|--------|
| LAND | FLY | FLY | SQ. |
| | | | |
| BASE SPEED | | WITH ARMOR | |
| | | | |
| FLY | MANEUVERABILITY | SWIM | BURROW |

AC ARMOR CLASS: $\square = 10 + \square + \square + \square + \square + \square + \square + \square + \square$

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS: \square **FLAT-FOOTED** ARMOR CLASS: \square MODIFIERS: \square

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER | MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|---------------|--------------------|-----------|
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

BASE ATTACK BONUS \square **SPELL RESISTANCE** \square

CMB $\square = \square + \square + \square + \square$ MODIFIERS: \square

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

CMD $\square = \square + \square + \square + \square + 10$

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

| WEAPON | | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE | | |
| | | | | | |

| WEAPON | | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE | | |
| | | | | | |

| WEAPON | | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE | | |
| | | | | | |

| WEAPON | | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE | | |
| | | | | | |

| WEAPON | | | | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE | | |
| | | | | | |

SKILLS

| SKILL NAMES | TOTAL BONUS | ABILITY MOD. | RANKS | Misc. MOD. |
|---|-------------|--------------|-------|------------|
| <input type="checkbox"/> ACROBATICS | | =DEX | + | + |
| <input type="checkbox"/> APPRAISE | | =INT | + | + |
| <input type="checkbox"/> BLUFF | | =CHA | + | + |
| <input type="checkbox"/> CLIMB | | =STR | + | + |
| <input type="checkbox"/> CRAFT | | =INT | + | + |
| <input type="checkbox"/> CRAFT | | =INT | + | + |
| <input type="checkbox"/> CRAFT | | =INT | + | + |
| <input type="checkbox"/> DIPLOMACY | | =CHA | + | + |
| <input type="checkbox"/> DISABLE DEVICE* | | =DEX | + | + |
| <input type="checkbox"/> DISGUISE | | =CHA | + | + |
| <input type="checkbox"/> ESCAPE ARTIST | | =DEX | + | + |
| <input type="checkbox"/> FLY | | =DEX | + | + |
| <input type="checkbox"/> HANDLE ANIMAL* | | =CHA | + | + |
| <input type="checkbox"/> HEAL | | =WIS | + | + |
| <input type="checkbox"/> INTIMIDATE | | =CHA | + | + |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (NATURE)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (PLANES)* | | =INT | + | + |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)* | | =INT | + | + |
| <input type="checkbox"/> LINGUISTICS* | | =INT | + | + |
| <input type="checkbox"/> PERCEPTION | | =WIS | + | + |
| <input type="checkbox"/> PERFORM | | =CHA | + | + |
| <input type="checkbox"/> PERFORM | | =CHA | + | + |
| <input type="checkbox"/> PROFESSION* | | =WIS | + | + |
| <input type="checkbox"/> PROFESSION* | | =WIS | + | + |
| <input type="checkbox"/> RIDE | | =DEX | + | + |
| <input type="checkbox"/> SENSE MOTIVE | | =WIS | + | + |
| <input type="checkbox"/> SLEIGHT OF HAND* | | =DEX | + | + |
| <input type="checkbox"/> SPELLCRAFT* | | =INT | + | + |
| <input type="checkbox"/> STEALTH | | =DEX | + | + |
| <input type="checkbox"/> SURVIVAL | | =WIS | + | + |
| <input type="checkbox"/> SWIM | | =STR | + | + |
| <input type="checkbox"/> USE MAGIC DEVICE* | | =CHA | + | + |

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

