



GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY™

BY JOSHUA J. FROST AND NICOLAS LOGUE

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INTRODUCTION

“As to your life and limb, I make you no promises, novice. Rest assured, you shall never succumb to boredom and your feats and exploits will be sung and scripted for the common folk to marvel. The time to find your path is at hand.”

—Venture-Captain Alissa Moldreserva

Welcome to the Guide to Pathfinder Society Organized Play! Within these pages you will find everything you need to bring your very own Pathfinder character to life. Whether you are new to the 3.5 edition of the world's most popular roleplaying game, or a veteran of pen & paper roleplaying games, the answers to your questions about Pathfinder Society Organized Play are right here! Beyond this guidebook you will need the core 3.5 rulebooks (PH, DMG, and MM), since this document references the 3.5 rules on numerous occasions.

CHAPTER 1

THE PATHFINDER SOCIETY

On Golarion, the world of the *Pathfinder Chronicles* campaign setting, the Pathfinder Society is an organization of explorers, vagabonds, sages, and treasure hunters determined to plumb the depths of the darkest tombs and collect relics and lore from bygone ages. They travel the world braving traps, monsters, assassins, dangerous natives, and worse, all in order to discover the secrets of the past and to advance understanding of Golarion's many cultures. Some Pathfinders are dedicated explorers who risk life and limb in the pursuit of ancient lore or lost relics. Just as many Pathfinders are little more than feckless mercenaries, glory hound adventurers, and gold-hungry tomb raiders. Regardless of their intentions, every member shares one common dream: to contribute to the *Pathfinder Chronicles*, printed editions of lore coveted

by the Society wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized. Pathfinders also follow a loose code that governs their actions: **Explore**, **Report**, and **Cooperate** (more on this later.)

Pathfinders are a diverse bunch of scoundrels and wanderers. Beyond their adventures as Pathfinders, they often find themselves mixed up in the murky politics of Absalom and the five nations who seek to control the City at the Center of the World from behind the scenes. The campaign centers on the sprawling city of Absalom, where five factions engage in a shadow war for control of the city's politics and economy (more on Factions in Chapter 3.) As you play, the outcome of your adventures, your actions, and your deeds affect events on a global scale, turning the tide of secret wars between some of Golarion's most powerful nations.

In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the five competing nation-based factions, all with their own motivations and secret agendas.

Pathfinder Society Organized Play is a constantly evolving mega-campaign played by thousands of players and the adventures you experience are shared by players around the world. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline. Season 0 launches at Gen Con in 2008. Season 0 is Paizo's playtest season, a chance for us to explore possibilities and determine the best structure for our organized play system. This allows us to perfect Pathfinder Society Organized Play for Season 1 launch at Gen Con 2009, when we will begin using the *Pathfinder Roleplaying Game* as the official roleplaying game of the Society. For more information on the *Pathfinder Roleplaying Game*, visit paizo.com/pathfinderRPG.

Each season consists of dozens of Pathfinder Scenarios (short, 4-hour adventures). Some of these take place in the teeming city of Absalom, while others range all across Golarion. Throughout the course of a season, the exploits

of you and your fellow Pathfinders help shape the story of our campaign. Pathfinder Society Scenarios are threads in a tapestry, and the tale they weave is entirely up to you.

The Pathfinder Society on Golarion

The Pathfinder Society has existed since the founding of Absalom 400 years ago. Its history, fraught with the daring exploits of brave heroes, has long enchanted the populace of the Inner Sea. Members include treasure hunters, explorers, tomb raiders, historians, 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 ever-more-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). 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.

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 exploit 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 at-times-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 this 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 further understanding of lost races, cultures, and times. This is what sets the Pathfinders apart. The *Chronicles*, gathered over centuries of daring work, records the Society's exploits and shares 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 every Pathfinder to someday see their own exploits immortalized in the ultra-exclusive pages of the *Pathfinder Chronicles*.

CHAPTER 2:

PATHFINDER SOCIETY ORGANIZED PLAY BASICS

Joining Pathfinder Society Organized Play is easy! First, create a Paizo account by visiting paizo.com, clicking on the “Sign-In” link at the top of the page, and then clicking on the “Create a New Account” button. Then, following the guidelines in Chapter 4, create your very own 1st level Pathfinder character and register him or her at paizo.com/pathfindersociety by clicking on the “My Pathfinder Society” link. Here, you can also set up an optional profile for your character, talk to other Pathfinder Society members, and download and print your membership card. In the future, you’ll be able to use the Pathfinder Society website to locate nearby Pathfinder Society events run at conventions, game stores, or other sanctioned play. You’ll even be able to even organize events on your own with a group of your friends.

You can play your Pathfinder Society Organized Play character in any sanctioned Pathfinder Society Scenario, and you can play with a wide variety of players by attending conventions and playing in events anywhere in the world. You can even make multiple Pathfinder Society characters if you like and play them in different adventures, though you cannot play the same scenario twice (more on this later.)

The special nature of this campaign means a couple of changes from the home games you are accustomed to. For one, your Pathfinder Society character cannot earn experience or treasure from any adventure, scenario, or event outside of the campaign. Pathfinder Society Scenarios may only be run by an official Game Master (defined as someone who has registered as a Pathfinder Society member, has a membership number, and wishes to GM), who is then responsible for insuring the accuracy of each player’s chronicle for that scenario as well as reporting the tracked results to a coordinator (at a convention) or reporting them to us on paizo.com (for in-store and home play).

For each scenario, players will receive a chronicle sheet that they’ll need to fill out in order to accurately track their progression and there are three spots on that sheet that need to be signed off on by their GM. At conventions, there will also be a small, additional convention tracking sheet that the GM has to fill out for each player and then turn in to Pathfinder Society HQ so the convention coordinator can upload the information tracked online at paizo.com. For non-convention play, the GM is responsible for uploading the information tracked online (see Chapter 9).

In Pathfinder Society Organized Play, experience is streamlined. When you complete a scenario you gain 1 XP. For every 3 XP you earn your character gains one level. Experience points are no longer an expendable resource (there are no item creation rules, and spells that normally require XP to cast are either rebuilt so as to no longer utilize XP as a component or have been excluded from the campaign completely). Anytime you would normally receive an XP penalty for a multiclassing choice, you are instead prohibited from making that choice in Pathfinder Society Organized Play.

Beyond XP, you will also gain Prestige Awards (PA) based on the number and difficulty of faction missions you complete while playing through scenarios. PA not only earns you special rewards from your faction, but it’s also added to your faction’s total Prestige Score. Your faction’s Prestige Score is a measure of their influence in the Inner Sea region and their level of control over the city of Absalom. The PA you earn is pooled with PA earned by other members of your faction, together contributing to the increased power of said faction. Factions and PA are covered in greater detail in Chapter 3.

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 4708, 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 have their own unique reasons for wanting to control Absalom, but they all share 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. At the end of Season 0, one faction shall stand higher than the others, their talons sunk deep into Absalom’s affairs reaping grand rewards. 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 Chelax, a brave Andoren freedom fighter, a veiled vagabond of Qadira, an Osirian with pharaohs’ blood running in your veins, or a secret blade of Taldor? Choose wisely, for your actions may change the face of Golarion.

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, Iomedae, Aroden, Norgorber, Cayden Cailean, Nethys, Sarenrae, Calistria, Shelyn, Irori

NOTES

Absalom is the most famous of all cities, and takes pride in being 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 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 earns its title: “City at the Center of the World.” Of course, it also attracts would-be conquerors, many of whom have unsuccessfully assaulted the city throughout history. The ruins of dozens of siege castles litter the grounds outside Absalom’s walls, and its harbor is so choked with the masts and moldering hulls of sunken warships that safely reaching the city’s docks requires the steady eye of a paid pilot.

When 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 Osirion, Thuvia, Chelias, Andoran, Taldor, and Qadira, settled in the 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 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, song, and clothing from nearly every corner of Golarion can be found here if the visitor knows 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, consult the *Pathfinder Chronicles Campaign Setting* hardcover.

Missions and Prestige

You do honor to your faction by succeeding in specific missions. Each scenario contains one or more missions dedicated to your specific faction, all tasks that, if completed, give your faction a small advantage in their shadow war against the other four. During a scenario, your faction might ask you to make sure a crime lord dies, protect an innocent merchant caught in 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 you and your faction one point of Prestige Award. Every Pathfinder Society Scenario offers the same potential amount of PA to each faction. It’s up to you to make sure your faction scores higher than its competitors.

As your Prestige Award total increases, your faction rewards your excellent service with ever-increasing boons. In Chapter 8, you’ll find an expanded list of items, abilities, and services your Pathfinder gains access to as his or her PA increases. These items are rewards from your faction for your loyalty and hard work and reflect your growing influence within your own faction. All of these items are outside of the normal list of items available for purchase and can be purchased at any time once you’ve unlocked the ability to purchase them.

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, and each offers Pathfinders in their service different boons. Choosing your Faction is as important as choosing your character class or race—it defines your character in the campaign, and ties your Pathfinder to one particular nation’s destiny. Before you choose your Faction, peruse each carefully and pick the most exciting one. Once this choice is made, it cannot be changed until the end of Season 0 (after next year’s Origins in June of 2009), so choose wisely.

ANDORAN

“The days of kings are long gone. We are the future of humanity, and of all peoples. Ruled by no crown or scepter, we instead rule ourselves.”

—Captain Colson Mardris, Eagle Knight of Andoran

From humble beginnings as loggers and merchants, the Andorens proved themselves survivors on a hard frontier. Even before they won their independence they were an impressive people. Brave explorers and canny merchants, they were the first to sail the sea beyond the Arch of Aroden. They settled distant colonies, hewing a life

from wild lands and an inhospitable coastline fraught with peril. The power of Old Taldor's navy rested on the shoulders of capable Andoren commanders whose skill at arms, fiery tenacity, and naval puissance was unrivaled in the empire's glory day.

Andoran shrugged off the auspices of Old Taldor when Qadira invaded the empire. Shortly thereafter they shattered Cheliox's diabolic chains. Now Andoran holds the reins of its own destiny in the strong hands of its people. They are the first government of the Inner Sea to entrust its power to its own citizens instead of dolloping it upon the crowned brow of a king. Their weapons are innovation, a stubborn dedication to idealism, and a firm belief in the potential of humanity. The Andorens are a hard people, dedicated to freedom for all, and unable to sit by and watch as the world around them submits to savagery and tyranny.

WHERE ARE YOU FROM?

People from Andoran are known as Andorens, use Andoren items, and speak Common.

People from Cheliox are known as Chelaxians, use Chelish items, and speak Common.

People from Osirion are known as Osirians, use Osirian items, and speak Osiriani.

People from Qadira are known as Qadirans, use Qadiran items, and speak Kelish.

People from Taldor are known as Taldans, use Taldan items, and speak Common.

Goals: Common Rule for All

Andoran would see the tyrannic 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.

Methodology: Light the Fires of Freedom

"Our greatest weapon is the tyranny of our enemies."

—Captain Colson Maldris, Eagle Knight of 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 covert aid, equipment, intelligence and the funds they need to topple the tyrants. Missions assigned to Andoran faction members tend toward helping dissident groups within the other factions, though anything that shakes

these tyrants' power is a worthy cause for an Andoren to lend himself to.

Faction Leader: Captain Colson Maldris

The Eagle Knights of Andoran are champions of freedom. 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 twenty three 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.

Whatever the reason, Maldris has been assigned as Andoran's Special Attache to the Grand Council of Absalom. His true duties in the city are to acquire assets and agents in the ongoing shadow war between the five greatest nations of the Inner Sea. Five men and women orchestrate a covert conflict over whose hand will guide Absalom's political and economic destiny in the coming age, and Maldris is Andoran's chosen general. His courage and patriotism are without question, but more than a few wonder if this young commander isn't a little out of his depth in a city whose murky politics can quickly drain an eager man's soul.

Andoren Pathfinders

Andorens are particularly suited to the life of a Pathfinder. Natural explorers, with the bravery to face ominous frontiers of mystery and danger, these sons and daughters of freedom are perfect candidates for membership in the world's most elite adventuring society.

Pathfinders not raised in Andoran yet still loyal to the Andoran faction in Absalom typically support the fledgling democracy's values of freedom and the destruction of tyranny. Regardless of where they came from, non-Andorens in service to Andoran generally hold these ideals above all others.

To learn more about Andoran, read the *Pathfinder Chronicles Campaign Setting* hardcover and the *Pathfinder Chronicles Guide to Darkmoon Vale* or play in or read any of the following Pathfinder Modules: *D1: Crown of the Kobold King*, *E1: Carnival of Tears*, *Do: Hollow's Last Hope* (available as a free download on paizo.com), *D1.5: Revenge of the*

Kobold King (available as a free download on paizo.com,) and *LB1: Tower of the Last Baron*. Keep checking paizo.com for future Pathfinder products set in Andoran.

CHELIAX

“Asmodeous himself smiles upon our endeavor and we shall not rest until the entire world trembles before Him.”

—Paracountess Zarta Dralneen

When Aroden died, some say the soul of Cheliasx perished with him. The once mighty empire tore itself apart, and only through the power of three noble Houses, each steeped in deviltry, was order restored. The empire runs on the backs of fiends now, a perfect machine of hellfire and blood, where morality surrenders to the needs of law and order. It's easy to curse Cheliasx as a nation of devil-lovers, but few can argue with the results of their fiend-binding craft. House Thrune, the greatest of its diabolic noble families, has brought the empire under control once more. Cheliasx rises like a dark star, as strong as ever, despite the recent losses of Galt and Andoran to rebellious forces.

FACTIONS AND YOUR PC'S HOMELAND

Though a big chunk of this chapter offers examples of how to play certain classes from specific countries, you are by no means required to create a Pathfinder Society Organized Play character from the same country as the faction they are loyal to. Ulfen barbarians in service to Qadira, Vudrani monks in service to Andoran, Mwangi Wizards in service to Cheliasx, and so on are all possibilities. Don't let our suggestions shorten the list of locales your PCs could call home.

Asmodeus proves as powerful a divine patron as Aroden ever did, shepherding his people toward glory and dominance of the Inner Sea. His plans reach eons into the future, and the minor setbacks of yesterday are all factored into the cost of doing a devil's business. Chelaxians always plan for a long campaign, and never trifle over today's skirmishes. In the end all will burn in hellfire. It is only a matter of time.

The pale-skinned Chelaxians believe themselves superior to all other peoples. Their compact with great devils gives them power beyond measure, and no other nation of the Inner Sea can compete with their summoners when it comes to trafficking with dark forces. These devils require payment for their service, often offered up in the form of tender flesh and fresh blood. Slaves are an important

resource of the Chelaxians, as are artifacts of ancient power whose secrets are revealed to them by their timeless patrons. Even as Andoran revels in its newfound freedom, the tendrils of Cheliasx's empire continue to expand. Arcadia lays open before them and Sargava is ready to fall under their hellish sway. The Inner Sea will fall with the rest as soon as Absalom rests firmly in the bloodied hands of House Thrune.

Goals: Hell on Golarion

Chelaxians plan to spread the dark influence of Asmodeus 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. The devils of the Nine Hells 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 will be purged in a torrent of fire.

Methodology: The Kiss and the Lash

“A true corrupter can convince a man to hand over his soul, a blissful smile on his face.”

—Paracountess Zarta Dralneen

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 Cheliasx faction wins others to its dark cause with temptation. Lust, power, riches, vanity, the Chelaxians offer all, and cater to the sinful nature in every man to bring him low. If a foe cannot be seduced, he must instead be scourged. Many missions of the Cheliasx 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 Chelaxians well in their quest for control of Absalom.

Faction Leader: Paracountess Zarta Dralneen

Most people thought Zarta was nothing more than the spoiled daughter of a wealthy paracount. Then her father collapsed, his face purpled by poison, and she assumed control of House Dralneen smoothly with her elder brother's consent. Contant rumors abound that her elder brother has long been deceased, and the “thing” that wears his skin now is just one of Zarta's many diabolic servants.

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. It's been said Zarta is an erinyes in human form, but one victim of her corrupting influence who lost his entire family in a quest to please the coy woman's evil whims claims: "She could set the most salacious succubi to school."

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 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.

Chelaxian Pathfinders

Since House Thrune rose to prominence, reclaiming the past glories of Chelias and re-establishing their footholds across the world has been their primary goal. Chelish armies amass in the ruthless homeland, and their agents push far and wide seeking to expand the diabolic empire's influence. Chelish culture is widely popular, and their fashions show up in most nations across Avistan and Garund. House Thrune places a high priority on discovering the relics of the past and controlling the revelation and interpretation of historical finds. The noble houses of Chelias encourage the populace and even their own scions to join the Pathfinder Society and seek treasures of ancient power to bolster the empire.

Pathfinders not raised in Chelias yet still loyal to the Chelias faction in Absalom typically seek some form of personal power that they feel their loyalty to Chelias will provide them. They see the advantages in bending fiends to the will of men (despite the incredible risks) and are generally more obsessed with ancient artifacts of power than their fellow Pathfinders.

To learn more about Chelias, read the *Pathfinder Chronicles Campaign Setting* hardcover.

OSIRION

"We must find the strength of mountains buried in our past and bring it to bear on those fools who think we are nothing but dust in the wind."

—Amenopheus, the Sapphire Sage
Osirion was once the most glorious empire of Golarion. Pharaohs ruled as gods on earth, their monuments towered over even Thassilon's mightiest, and their armies could churn a kingdom to mud and blot out the sun on wings of death.

Now, Osirion emerges from millennia of foreign rule under the rulership of the youthful Ruby Prince Khemet III, who hearkens back to the ancient days of Osirion's glory. One year ago, Khemet opened the vast deserts of Osirion—long closed by the Keleshite overlords who held the nation as a satrapy of Qadira—to foreign exploration. Today the great treasures and arcane formulas of the living gods of ancient Osirion are unearthed for the entire world to see, and the ascendancy of the Land of Pharaohs is at hand.

Most Inner Sea nations view Osirion as a relic from a bygone age. In truth, Osirion is a slumbering giant that, when awakened, could wash away all fledgling challengers with the power of its traditions. The Osirians are wise people who look deep into the past for answers to present troubles. Their sense of history gives them a unique perspective on the ebb and flow of power in the political landscape of the modern Inner Sea. Many folk of Osirion are of old Garundi blood, bronze-skinned, and gifted with the noble bearing of the ancient pharaohs. It would take a special brand of fool to ignore this semblance of power and dismiss the Osirion faction as less of a threat than any of the other four factions clamoring for control of Absalom.

Goals: Uncover the Power of the Past

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. Osirion is interested in rediscovering the powerful artifacts of its heritage, and preventing their theft by aggressive powers such as Chelias. Once these powers are returned to their rightful hands, no one shall dare breach Osirion's borders again.

Methodology: Hide Your Power

"The grasping hands of petty thieves cannot take what they do not know you have."

—Amenopheus, the Sapphire Sage
For centuries now, the other powers of the Inner Sea have regarded 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 sits 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.

Faction Leader: Amenopheus, Sapphire Sage

The Jeweled Sages of Osirion were plotting the courses of the stars when the other people of the Inner Sea were living in caves and wearing rotting furs. When the Keleshite satrapy seized control of the kingdom, they razed monuments to the ground and savaged the ancient traditions of Osirion. The Jeweled Sages were disbanded, and those who didn't recant their astrological powers were executed in a most gruesome fashion.

Now the Ruby Prince has reinstated the order. They no longer gaze toward the stars, but rather seek the answers to Osirion's destiny in the hearts of their enemies. The Jeweled Sages are now Osirion's spymasters, agents of the throne who gather webs of operatives and oversee their missions.

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 dodders, losing his train of thought often or blathering humorous tales or anecdotes that seem simple to most, but often conceal a profound lesson. Those unfortunate to get on Amenopheus's bad side fear the old man's piercing gaze, and know 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.

Some rumormongers claim Amenopheus was a Pathfinder in his youth who wandered the world for years before returning to Osirion to serve his Prince. He has been assigned to Absalom since Prince Khemet III ascended the throne in Osirion and knows the city better than most natives born and bred there. Few are aware of the sage's true role, and many of the agents serving him think they work for another spymaster. Only the most trusted operatives in his service ever meet face to face with the Sapphire Sage. They say he favors Pathfinders, perhaps out of nostalgia for his own past exploits in the organization's service.

Other rumors concerning Amenopheus's true nature abound. Some claim to have glimpsed ancient tapestries

dating back to Osirion's golden age thousands of years past where a sage bearing a striking resemblance to Amonphues administered to the pharaohs of old. A few whisper that Amenopheus is no mortal man at all but rather some ancient undead abomination, the original Sapphire Sage whose tomb was cracked open by the Ruby Prince and whose mummified corpse was awakened to serve as advisor to the Prince, as he once did to the pharaohs of ancient Osirion.

Osirion Pathfinders

Osirion is rife with ancient tombs, lost relics, and forgotten cities buried under the swirling sands. Many of the best and brightest Pathfinders cut their teeth in this sprawling empire of living history and ancient tradition. Few countries possess such wizened sages or as competent explorers as Osirion.

Pathfinders not raised in Osirion yet still loyal to the Osirion faction in Absalom usually come from strong, ancestor worship-based cultures from across Golarion. They see the goals of the Osirians as laudable and hope to ride the coat tails of powerful pharaohs to glory and honor in the after life. Others see vast, unplumbed tombs buried deep beneath the desert sands and pledge their loyalty to Osirion on a sliver of hope that they'll one day crack the seal on an ancient burial chamber and uncover wealth beyond imagination.

To learn more about Osirion, read *Pathfinder Chronicles Campaign Setting* hardcover and read or play in the following Pathfinder Modules: *J1: Entombed with the Pharaohs* and the soon-to-be-released *J4: The Pact Stone Pyramid*. Keep an eye on paizo.com this December for the third Pathfinder Companion, *Osirion: Land of the Pharaohs*.

QADIRA

"Let them sit on their thrones and revel in their power. They still need spice for their meat, cloves for their breath, and incense for their barbaric stench. Let their taxes flow to our golden coffers as fast as we can collect them."

—Pasha Muhlia Al-Jakri

The westernmost satrap of Casmaron's Padishah Empire of Kelesh, Qadira is a kingdom with the power of a sprawling empire at its back. Qadira is Kelesh's doorway to Avistan, and is perhaps the single most valuable piece of real estate on Golarion. Rivers of spice and gold flow through its capital of Katheer, and Xerbystes II, the Satrap of Qadira, boasts correctly that his kingdom holds the wealth of any other three on the Inner Sea.

Qadira has long been a power to be reckoned with. Taldor has felt the bite of their scimitars and nearly lost their entire empire in the struggle. Osirion bowed before them for over three thousand years. The war drums of Katheer have been silent for an age, but they never stopped waging their wars. Gold is their weapon now, spices are their shield, and their incredible trading power is their armor.

Qadirans value wealth above all else and they seek to make their fortunes abroad. The wealth of Absalom, and more importantly the trading opportunities proffered by control of the great city, has long drawn the gaze of the satrap's most powerful merchant princes. Many Qadirans are ready to leave their deserts behind for the promise of lustrous Absalom gold.

Goals: No Life without Trade

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 their enemies' coffers dry. Collecting debts and supplying the demands of other nations' peoples is how Qadira plans to rule. If their kingdoms slave to send gold east, the satrapy remains contented.

Methodology: All that Glitters is Power

"You can always pay someone to murder your enemies."

—Pasha Muhlia Al-Jakri

The Qadiran 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 put the devil-bowing Chelish 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.

Faction Leader: Pasha Muhlia Al-Jakri

The first female pasha in an age, Muhlia's 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, he sold Muhlia to absolve himself. Muhlia 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 street shah's rival in

a sack. She was a natural murderess and the shah decided to train her.

She soon surpassed her teacher's skills with a blade and earned the recognition of one of Xerbystes' more dangerous operatives. She became a Silent Blade of Katheer in short order and was responsible for the deaths of dozens of merchant princes and trader captains who refused to comply with the satrap's commands.

Absalom is Muhlia's current assignment and has earned her the title of pasha. Her official role in the city is as a trade commissioner overseeing Qadiran trader captain's manifests. This paper-pushing job is boring enough to cast off too much 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.

Qadiran Pathfinders

Qadira is an outward-looking nation seeking profitable trade in every port on Golarion. The wealth of the world is theirs for the taking. Opportunists by nature, Qadirans make excellent Pathfinders. They are fearless, adaptable, and highly cosmopolitan. They find other cultures, while obviously inferior to their own, interesting and rife with plunder. The Pathfinder Society is the perfect instrument with which Qadira can scatter agents and emissaries across the globe to increase trade contacts and negotiate lopsided alliances with lesser peoples a thousand leagues from the shining glory of Katheer.

Pathfinders not raised in Qadira yet still loyal to the Qadiran Faction in Absalom are generally from two types of people: those who wish to use their rewards as a Qadiran loyalist to create a personal empire of trade wealth that spans the Inner Sea, and those who see service to one of the wealthiest trade nations on Golarion as an opportunity to gain wealth by simple association. Either way, the massive armadas of trade ships that Qadira launches every week into the salty waters of the Inner Sea are clearly creating roads throughout the Inner Sea that any loyalist could easily follow.

To learn more about Qadira, read *Pathfinder Chronicles Campaign Setting* hardcover.

TALDOR

"The sun of Taldor's empire has set. It is up to us to see it rise again in our time."

—Baron Jacquo Dalsine

Old Taldor once ruled the entire northern coast of the Inner Sea, from gold gilded Oppara to the wild frontier of Varisia. Now it's reduced to a quarter of its former glory. As Old Taldor's gaze turned ever inward, its vassals and conquered colonies slowly slipped away without a fight. Andoran and

Cheliox broke off hundreds of years ago, and few in Taldor had either the desire or the motivation to go to war to stop it. Why bother dealing with petty trifles in the countryside when your own political destruction is taking place in the limelight of Taldan high society?

It's easy to forget Taldor's former glory and dismiss the entire country as a band of narcissistic fools who spend more time preening their wigs than they do defending their borders or quelling the unrest roiling within their great cities. Little do most know that while the majority of Taldor's upper crust are more concerned with this season's fashions than the well being of their collapsing empire, a few of the world's most dangerous operatives are honed in the constant battleground of Oppara's feuds. Old enmities between ancient houses have engulfed the Gilded City in shadowy violence and assassinations for hundreds of years, and more than a fair share of skilled adventurers have come up surviving the feuds, either as hired muscle or scions of noble houses mixed up in these cauldrons of bloodshed.

Taldans are decadent bon vivants, favoring rich foods, ornate attire, and jeweled accoutrements for even the most minor of casual affairs. To a Taldan, appearance is an expression of power, and a keen sense of fashion represents a keen mind. Their appreciation for the arts extends beyond fashion and painting, dabbling in sorcery, dueling, and the murky strategies of politics and war. A Taldan mind, when raised to ire, is a dangerous thing, and the rest of the Inner Sea is about to receive a painful reminder of this timeless fact.

Goals: Get Back in the Game

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.

Methodology: Wolf and Tiger

"Our weakness must now be our strength: centuries of petty infighting have afforded us one weapon—surely there is no one who can claim as true a mastery of intrigue as we Taldans!"

—Jacquo Dalsine

Taldor's strategy for seizing control of Absalom lies in turning its enemies upon 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 Cheliox 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.

Faction Leader: 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 the very picture of a Taldan dandy. A slender and effete gentleman, Jacquo appears 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 than 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 again and hold its sword high once again, making all of Golarion tremble at its power.

Taldan Pathfinders

Joining a secret society is just another dalliance for most Taldans. The Pathfinders are all the rage and everyone loves to hear of their exploits. Many Taldans join the Society simply to keep with the fashion of the times or to ensure they have something particularly engaging to converse about at parties. Others join the Pathfinder Society in hopes of sparking a renewed golden age for their decaying empire, and bringing Taldor back to the forefront of power in Avistan. What most foreigners can't seem to understand is that many Taldans join up for both reasons. Misdirection is a staple of every Taldan's diet, and most rely on a foppish or flippant exterior to hide their harder machinations.

Pathfinders not raised in Taldor yet still loyal to the Taldor faction in Absalom often see the decadent, crumbling empire as a haven for untapped historic wealth. Taldor has plundered nearly every country on the Inner Sea and for an unscrupulous treasure hunter or collector of rare artifacts, attaching ones self to the Taldor factions means a closer proximity to millennia of significant archaeological treasures. Still others hope that by pledging loyalty to a culture based entirely on the whims of the wealthy with an incredibly complex system of honor and respect that they might learn a great deal about how to make the world move around them rather than be moved by the world.

To learn more about Taldor, read *Pathfinder Chronicles Campaign Setting* hardcover.

CHANGING FACTIONS

Every season ends in June at the Origins Game Fair, and July is a “bridge” month between seasons. In the month of July (and *only* in the month of July,) you have the option to change factions if you so desire. Though the option to change factions exists, the consequences of sacrificing your loyalty to one faction and pledging it to another are dire.

By changing factions, your Pathfinder immediately loses all Prestige Awards gained previously, resetting your PA score to 0. Though you retain any gear, items, or rewards previously gained through your PA score, you cannot gain any new gear, items, or rewards from your new faction until you’ve gained enough new prestige to do so. Also, any feats you possess that have a membership requirement of your old faction are lost. You can replace any feats selected from the old faction’s feat list during the course of character advancement with feats from the new faction’s feat list, but you cannot replace the bonus feat you gained at 1st level. That feat is lost forever as a consequence of your shifting loyalties.

It’s good to keep in mind that the total PA score for each faction (not each player) is reset every August at the beginning of the new season. Changing factions to switch to the “winning team,” for example, doesn’t guarantee that you’re switching to the team that will win the next season, as every faction starts each new season at 0.

Factions and Your Fellow Pathfinders

Every PC in Pathfinder Society Organized Play is a Pathfinder first and a member of their faction second. At no point should you betray, harass, or murder another Pathfinder in order to accomplish your missions. The missions built into the scenarios for you to pursue are designed to NEVER involve direct conflict with another faction’s Pathfinders. Remember that you are pawns in a massive shadow war, and escalating this to a hot war is not in the best interest for any faction. Play it cool, do your best to accomplish your missions subtly, and do not attempt to derail the efforts of fellow Pathfinders, as this is more likely to see you booted out of the Society more than it will aid your faction.

The long term plans of your faction are clouded in obfuscation and mystery. If you are kicked out of the Society for interfering in another Pathfinder’s activities or worse, for killing them, you will be of no further use, and the damage you may have caused them by your brash actions far outweighs any boon. Remember the shadow war your faction fights is one of intrigue, not of flashing blades and killing spells.

CHAPTER 4:

CREATING YOUR PATHFINDER

Herein lies everything you need to know to create your own Pathfinder and register this character at paizo.com/pathfindersociety for official play in Season 0 of Pathfinder Society Organized Play and beyond. See pages 30–32 for a character record sheet and a quick-start sheet for convention play.

Step 1: Faction

You’ve had a chance to familiarize yourself with the five factions in Season 0 of Pathfinder Society Organized Play, so at this point you decide where your loyalties lie. Select your faction and start thinking about how and why your character works for them. Remember that you don’t have to be from a nation to be a member of their faction. Carefully review all of the possibilities among the five factions in Chapter 3 and then make your choice.

Step 2: Abilities

In Pathfinder Society Organized Play, all characters are created equal. Each character’s ability scores are allocated by spending a pool of 20 points. The cost of ability scores is on the table below:

Ability Score Costs

Score	Points
7	–4
8	–2
9	–1
10	0
11	1
12	2
13	3
14	5
15	7
16	10
17	13
18	17

In the case of negative point values, the points are added to the character’s pool.

Note: No character may begin play with an ability score below 7. Keep this in mind when assigning racial modifiers.

For example, let’s say Mr. Gary Olem is creating his Pathfinder, and he has his heart set on creating a hairless Ouath of the Osirion court named Taar Rahkt, a former bodyguard of a Sothan wizard who has decided to take on

his master's obsession with rare artifacts by becoming a Pathfinder. Gary's character starts off with a pool of 20 points to spend on Taar's ability scores:

Gary decides that he wants Taar Rahkt to be a monk, so he first spends 7 points on Wisdom for a score of 15, and then decides to spend 5 more on Strength and 5 more on Dexterity. With 3 points left he puts them on his Constitution for a score of 13, so now Taar Rahkt's stats are as follows:

ABILITYNAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER	HP HIT POINTS	TO
STR STRENGTH	14					
DEX DEXTERITY	14					
CON CONSTITUTION	13					
INT INTELLIGENCE	10					
WIS WISDOM	15					
CHA CHARISMA	10					

After re-evaluating his choices, Gary decides it might be fun for Taar to be a little slow. He thinks playing a character with a high Wisdom and a low Intelligence is a fun roleplaying challenge, and he's toying with the idea that this Ouat bodyguard might have been a slave in his youth and didn't have access to proper education and learning—maybe he even has trouble reading. So, Gary decides to take 2 points off of his Intelligence (lowering his score to 8). He also decides Taar is not exactly a charmer. As a former bodyguard, he never really learned the gift of gab and so Gary decides to take 1 point off his Charisma (lowering his score to 9). With 3 extra points in his pool now, Gary decides to spend them all to increase his Wisdom to 16. Taar Rakht's abilities now look like this:

ABILITYNAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER	HP HIT POINTS	TO
STR STRENGTH	14					
DEX DEXTERITY	14					
CON CONSTITUTION	12					
INT INTELLIGENCE	8					
WIS WISDOM	16					
CHA CHARISMA	9					

Step 3: Race and Class

After you've spent your pool of attribute points and finalized your ability scores, you must decide the race and class of your Pathfinder. All of the options in the PH are available to you with one minor adjustment. Magic item

creation is not used in Pathfinder Society Organized Play, therefore 1st level wizards do not gain Scribe Scroll as a bonus feat, but rather get Spell Focus instead.

Since you've chosen your faction already you may wish to factor it into this decision. Any combination is valid, but some are more difficult to roleplay than others. Playing a halfling paladin from Cheliax is certainly possible, though it requires an interesting backstory to make it believable. Ultimately though, the choice is yours.

Once you've selected your race and class apply them to your character record sheet. If you chose a race besides human, adjust your attributes according to their modifiers. To continue our example of Taar Rakht from Step 2, Gary has already decided he wants Taar to be a dwarf, more specifically an Ouat from Osirion, and chooses the monk class for his first level (he's already thinking about branching out into fighter later though.) Keep in mind, though, that anything that causes an XP penalty to leveling, such as a penalty received from multi-classing against your race's favored class, is simply prohibited in Pathfinder Society Organized Play due to the simplified XP system.

Getting back to Taar, Gary notes that the monk receives a bonus of +2 on his Constitution and a —2 on his Charisma accordingly, and then adds Taar's racial and class features as well as base saves and base attack bonus to his character record sheet. Taar Rakht now looks like this:

Name: Taar Rahkt
 Faction: Osirion
 Race: Dwarf
 Class: Monk
 Level: 1st
 Base Attack Bonus: +0
 Fortitude +4
 Reflex +4
 Will +5
 Strength: 14
 Dexterity: 14
 Constitution: 14
 Intelligence: 8
 Wisdom: 16
 Charisma: 7
 Racial Features:
 Base Land Speed: 20 feet
 Size: Medium
 Darkvision 60 feet
 Stonecunning
 Weapon Familiarity: Dwarven Waraxes and Dwarven Urgoshes
 Stability
 +2 racial bonus on saves vs. poison

+2 racial bonus to saves vs. spells and spell-like abilities.
+1 racial bonus to attack rolls against orcs and goblinoids
+4 dodge bonus to AC against giants
+2 racial bonus to Appraise checks
2 racial bonus to Craft checks related to stone or metal.
Automatic Languages: Common and Dwarven
Class Features:
Bonus feat (Gary selects Stunning Fist)
Flurry of Blows
Unarmed Strike

Step 4: Skills

Next up is the specific training your character has received. This is done in the standard fashion described in the PH. Determine your starting skill points and spend them as you see fit.

Taar's slow wits deprive him of a plethora of skill points to spend, so Gary has to be thrifty. He decides Taar's training as a bodyguard defines him so he purchases 3 ranks in both Listen and Spot (leaving him only 6 ranks remaining to spend). He spends another 2 ranks each on Climb, Jump and Tumble and calls it a day. After applying his attribute modifiers, Taar's skills look like this:

Climb +4
Jump +4
Listen +6
Spot +6
Tumble +4

Step 5: Feats

Next choose your character's feats according to the guidelines in the PH.

The following feats are not available in Pathfinder Society Organized Play:

Brew Potion
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.)

In addition to the usual feats listed in the PH, every character in Pathfinder Society Organized Play has access to faction feats and may select one from their chosen faction as a bonus feat at 1st level in addition to feats they are entitled to from race or class. A Pathfinder may only

select faction feats from their chosen faction's list. These feats may also be chosen whenever a character of the appropriate faction gains the ability to select a new feat.

ANDORAN

CAPTAIN'S BLADE

You were born ship-board and learned to walk and fight alongside the sailing men and women of the Andoren fleet.

Prerequisites: Andoran faction.

Benefit: While on board a ship, you get a +2 bonus on Balance and Climb skill checks. In addition, you receive a +1 circumstance bonus on attack rolls made while flanking on board a ship.

EXPLORER

A proud Andoren explorer heritage runs in your veins and you are a natural wayfinder.

Prerequisite: Andoran faction.

Benefit: You get a +2 bonus on Survival skill checks. In addition, when traveling through the wilderness, you and your allies can move faster through trackless land. When calculating your overland movement rate, increase your hourly and daily travel rates by 25%.

FREEDOM FIGHTER

Your family has long battled the foes of freedom and you are skilled in waging guerilla campaigns against oppressors.

Prerequisite: Andoran faction.

Benefit: You get a +2 bonus on Hide skill checks. In addition, you receive a +1 circumstance bonus on attack rolls when you attack a flat-footed foe during the surprise round.

HUNTER'S EYE

You are especially blessed by Erastil and are a prodigy with a longbow or shortbow.

Prerequisite: Andoran faction.

Benefit: You do not suffer a penalty for the first range increment when using a longbow or shortbow. The penalty for attacks made at targets within the second range increment is -4 as normal. In addition, you can draw a longbow or shortbow as a free action.

Normal: Drawing a weapon is a move action or (if your base attack bonus is +1 or higher) as a free action as part of movement.

INDOMITABLE

Your strong, self-determined swagger has made you more resistant to domination and control.

Prerequisites: Andoran faction.

Benefit: You get a +1 bonus on saves against enchantment spells and effects. In addition, you receive a +4 bonus on opposed level checks to avoid being affected by an Intimidate skill check.

LIBERATOR

Your people have worn shackles and you swear to never let it happen again.

Prerequisite: Andoran faction.

Benefit: You get a +2 bonus on Escape Artist checks and can attempt to escape from rope-binding, manacles, and other nonmagical restraints as a standard action. You also receive a +2 bonus on Strength checks made to break bonds.

Normal: Using Escape Artist to attempt to escape from rope bindings, manacles, and other nonmagical restraints takes 1 minute.

CHELIAX

DEVIL'S MARK

You bear the blasphemous stain of a higher fiend upon you and any evil creature who sees it may think twice before crossing you.

Prerequisite: Cheliox faction.

Benefit: You get a +4 bonus on all Bluff, Diplomacy, Gather Information, Handle Animal, and Intimidate skill checks when dealing with outsiders of the evil subtype.

DRINKER OF SOULS

You have in you a fell hunger that can only be satisfied by the souls of dying foes. You gain obscene power when you satisfy this hellish craving.

Prerequisite: Cheliox faction.

Benefit: Once per day, whenever you use a coup de grace action to kill a living creature you gain a number of temporary hit points equal to its Hit Dice. This is a supernatural ability that does not stack with other temporary hit points or effects that trigger on a foe's death. These temporary hit points last for 1 hour.

MASTER OF PENTACLES

The subtle and complicated arts of summoning are as simple as numerals and the alphabet to you.

Prerequisite: Cheliox faction.

Benefit: Whenever you cast a spell of the conjuration (calling) or conjuration (summoning) school, you are at +2 caster level when determining the duration of the spell.

PRESENCE OF THE PIT FIEND

Your people hold court with pit fiends and erinyes on a regular basis and, as a result, mere mortals are often like putty in your hands.

Prerequisite: Cheliox faction.

Benefit: You gain a +2 bonus on Intimidate and Diplomacy skill checks. Whenever you use Intimidate to demoralize a foe, that foe is shaken for a number of rounds equal 1 plus your Charisma modifier (if positive).

SCION OF THE NINE HELLS

Your bloodline is mingled with powerful fiends and you rarely fear their fire.

Prerequisite: Cheliox faction.

Benefit: You gain fire resistance 2. This resistance increases by +1 for every six levels you possess, to a maximum of 5 at 18th level.

WRATH OF HELL

You have within you a furious storm of hellfire that can lash out at foes.

Prerequisite: Cheliox faction.

Benefit: You can, as a swift action, summon the hellfire that lurks inside you. This fire surrounds your weapons, adding 1 point of fire damage to all of your melee attacks for one round. In addition, for one round, anyone who strikes you with a melee attack takes 1 point of fire damage. You can use this ability a number of times per day equal to 3 plus your Charisma modifier. This is a supernatural ability.

OSIRION

ATTUNED TO THE ANCESTORS

The undead are not monsters, but rather the souls of your honored ancestors. You need not fear them.

Prerequisite: Osirion faction.

Benefit: Once per day, you can surround yourself with an aura of unlife. Unintelligent undead ignore you unless you take action against them, as per *hide from undead*. This protection lasts for 1 minute per character level you possess. If you attack, or otherwise take an offensive action, against undead during this effect, it immediately ends.

DUNE WALKER

Your people have long roamed the shifting and treacherous sands and you do not fear the harsh wrath of the unforgiving desert.

Prerequisite: Osirion faction.

Benefit: You receive a +4 bonus on Fortitude saves to avoid taking nonlethal damage from hot conditions and Constitution checks made to avoid damage from thirst. In addition, you can move through sand as if it were normal terrain and do not suffer any penalties on Balance and Tumble checks when moving through desert terrain.

MUMMY-TOUCHED

As a young child, you encountered the damning curses of a thousand ages and survived.

Prerequisite: Osirion faction.

Benefit: You receive a +4 bonus on saves against diseases and curses.

SECRET OF THE SPHINX

Your ancestors paid the proper obeisance to Nethys, granting their heirs special divinatory gifts.

Prerequisite: Osirion faction.

Benefit: Once per week, you can ask a single question of the gods. This functions as an *augury* spell, using your character level as your caster level. Asking this question takes 1 hour and requires the expenditure of 25 gp worth of incense. This is a spell-like ability.

STAY DEATH'S EMBRACE

Your studies of death and your devout worship of Pharasma have unlocked many secrets of the great beyond. As a result, it is harder to send you there.

Prerequisite: Osirion faction, worshiper of Pharasma.

Benefit: You have a 25% chance to stabilize each round when below 0 hit points. Once stable, you become conscious one round later, although you are still disabled.

Normal: You have a 10% chance to stabilize each round when below 0 hit points.

TOMB RAIDER

Treasures lying below the sands have enticed you since childhood and you are adept at prying loose their secrets.

Prerequisite: Osirion faction.

Benefit: You get a +2 bonus on Search skill checks. In addition, if you are aware of a trap, you receive a +2 bonus on saves to avoid that trap and a +2 dodge bonus to your Armor Class when attacked by that trap.

QADIRA

DERVISH

Your people survive on the move and you are at your best when whirling through and around your foes.

Prerequisite: Qadira faction.

Benefit: As long as you move more than 10 feet on your turn and wear light or no armor, you receive a +1 circumstance bonus on melee attack rolls.

DESERT SHADOW

You move with a quick and quiet grace and your enemies are often taken unawares by your silent speed.

Prerequisite: Qadira faction.

Benefit: You get a +2 on Move Silently skill checks. In addition, you do not take a penalty on Move Silently checks while moving at full speed.

Normal: You take a -5 penalty on Move Silently skill checks while moving at full speed.

DEVOTEE OF THE SUN GODDESS

You give your heart and soul to Sarenrae with unequivocal zeal and she rewards you with a powerful blessing.

Prerequisite: Qadira faction, worshiper of Sarenrae.

Benefit: Any divine spell you cast with the fire or good descriptor that deals damage deals an additional amount of damage equal to your Charisma modifier.

EASTERN MYSTERIES

Your long study of ancient, arcane arts has made your spell-casting style unique and opaque.

Prerequisite: Qadira faction, ability to cast arcane spells.

Benefit: You get a +2 bonus on Concentration skill checks. In addition, Spellcraft skill checks made to identify your spells suffer a -4 penalty. You can, as a full-round action, cast any spell that normally requires one standard action to cast. Spells cast in this way increase their DC by +1. This has no effect on spells that take longer than 1 standard action to cast.

GOLD FINGER

Theft is your family's traditional profession and you are proud example of that tradition.

Prerequisite: Qadira faction.

Benefit: You get a +2 bonus on Sleight of Hand skill checks. In addition, anyone who is observing your attempt to use Sleight of Hand gets a -4 penalty on their Spot check to notice the attempt.

HORSE LORD

Your people are masters of battling on horseback and you have mastered their rare skill.

Prerequisite: Qadira faction.

Benefit: You get a +2 bonus on Ride skill checks. While mounted, you also receive a +1 dodge bonus to your Armor Class.

SCIMITAR MASTER

You are well-trained in the art of your nation's signature blade.

Prerequisite: Qadira faction.

Benefit: While wielding a scimitar, you gain a +4 bonus on opposed checks against disarm and sunder attempts. If you score a critical threat with a scimitar, you receive a +2 bonus on the confirmation attack roll.

TALDOR

EXPERT DUELIST

You have spent countless hours perfecting the art of the duel, focusing your feints on defeating a single foe who has earned your ire.

Prerequisite: Taldor faction.

Benefit: You gain a +1 dodge bonus to your Armor Class and a +2 bonus on Bluff skill checks made to feint as long as you are only adjacent to a single foe.

FORGOTTEN MAGIC

Taldor's mystic arts are old and archaic. Some are lost to most, but your family has passed a few mysteries down for generations.

Prerequisite: Taldor faction.

Benefit: Select one spell that you can cast. You cast this spell at +1 caster level. In addition, any dispel check made against this spell through dispel magic, or a similar effect, is at a -4 penalty.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new spell.

IMPRESSIVE PRESENCE

Taldans know how to make an entrance and are skilled beyond measure in the art of shock and awe. Your grandiose sense of style makes it difficult for anyone (or anything) to ignore you.

Prerequisite: Taldor faction

Benefit: As a full-round action, you can attempt to draw attention to yourself. All creatures within 30 feet must make a Will save (DC 10 + 1/2 your character level + your Charisma modifier), or become distracted by your display. Distracted creatures suffer a -2 penalty on Listen and Spot skill checks as well as a -2 penalty on Initiative checks. These penalties persist for 1 minute, as long as you are still within line of sight. This ability cannot be used during combat.

PERFORMANCE ARTIST

You studied in the avant garde theatre scene of Taldor. Your performance skills have been known to bring even the toughest crowd to their feet.

Prerequisite: Taldor faction.

Benefit: Choose one type of Perform skill. You get a +2 bonus on such Perform skill checks. This bonus increases to +5 when you are using Perform to earn money.

POISONER

Your family has long carried on the gloried tradition of ending men's lives with bitter herbs and venoms.

Prerequisite: Taldor faction.

Benefit: You gain a +2 bonus on Fortitude saves against poison. In addition, you do not risk accidentally poisoning yourself when you roll a natural 1 on an attack roll with a poisoned weapon.

VINDICTIVE

Prone to endless feuds, your people simply do not forgive a slight easily.

Prerequisite: Taldor faction.

Benefit: You receive a +1 bonus on attack rolls made against creatures that damaged you in the previous round with a ranged or melee attack.

Gary decides his Ouat bodyguard is going to take Improved Initiative for his first-level feat (he wants Taar to be ready to defend his friends at a moment's notice.) For his bonus faction feat, Gary decides Taar will take Stay Death's Embrace, a lasting symbol of his former career as a bodyguard.

Step 6: Alignment

No evil-aligned PCs are allowed in Pathfinder Society Organized Play. You may select any of the good or neutral alignments (though obviously not neutral evil). Gary chooses Lawful Neutral for Taar's alignment.

Step 7: Hit Points

Hit points and how you gain them as you level function differently in Pathfinder Society Organized Play. The table below shows hit dice per class, hit points at first level, and hit points gained each level.

Class	Hit Dice	Hit Points at 1st-Level ¹	Hit Points Gained Per Level ¹
Barbarian	d12	12	7
Bard	d6	6	4
Cleric	d8	8	5
Druid	d8	8	5
Fighter	d10	10	6
Monk	d8	8	5
Paladin	d10	10	6
Ranger	d8	8	5
Rogue	d6	6	4
Sorcerer	d4	4	3
Wizard	d4	4	3

¹: Add this number to your constitution bonus plus any applicable feats, such as Toughness.

Step 8: Character Background, Physical Features, and Beliefs

What you have above is the mechanical skeleton of your character. Now its time to flesh it out. Let's give your character some personality and some fun quirks to roleplay. Make the character a real person with motivations, distinctive physical and emotional traits, and a unique and interesting personal history.

A good way to bring your character to life is to ask yourself some questions about them. Or ask them. If they talk to you, go ahead and conduct a little interview using the following questions or others of your devising. Though not required, answering these questions can give you a clearer understanding of your character in a Society that appreciates well thought out and well roleplayed characters.

1. Where were you born? When? How old are you? Were you born into opulence? Were you born behind a dung cart on a short break from another of your mother's back-breaking work days?
2. Are your parents still alive? If not, when and how did they die? Does their present situation or the circumstances surrounding their death have any effect on your life choices? What is their legacy? Did they pass on a family curse? Was their fortune swindled away by a scurrilous villain? Were they nobles? Were they dirt poor? Were you ashamed of them? Were you proud of them? Were they ashamed of you? Were there secrets? Did your father have a strange signet ring that disappeared mysteriously when he died? Did your mother run a mage academy? Did people give you sidelong glances and mutter about your "real" father when you walked past them in the market?
3. Do you have any siblings or other extended family? How important are they to you? Do you love them? Hate them? A little of both? Are they dead? Are they missing? Are they cursed by an evil lich? Do they own a ship? Do they embarrass you? Do you embarrass them? Did they marry the love of your life? Do they steal? Were they crippled in an accident you caused? Blinded by a torturer because they wouldn't give you up to the authorities? Do they hunt you in vengeance?
4. What is your favorite color? If you could only eat one food for the rest of your life, what would it be? If you had 100,000 gold pieces to spend, and you couldn't buy anything even remotely useful, what would you spend it on? A menagerie of exotic animals? A magical pleasure barge? An ostentatious harpsichord? A personal chef who follows you around? A parcel of swamp land? A fossilized dire sloth?
5. Who do you hate? Who would you murder if you were sure you could get away with it and no one would ever find out? If you could erase one custom, invention, or practice from the face of existence, what would it be? Why?
6. Who do you love? What person would you sacrifice a thousand people to save? Why do you love them? Do they love you? Are you sure?
7. What do you look like? Are you stocky? Do you have huge jowls? A pug nose, broken from too many bar brawls? The thick forearms of a sailor? Spindly legs with knobby knees? A scar across your forehead? A facial tick? A lazy eye? Are you missing two fingers on your left hand? What happened to those other fingers? Are you bald? Do you have a braided beard with golden ornaments in it? Are you unnaturally tall? Are you an albino? Do you have particularly (and unsettlingly) sharp teeth?
8. What do you believe in? Do you have faith in a higher power? A god? A demon lord? If so which one? Are you a pragmatist? Do you believe people are born good? Evil? Do you believe in fate? Do you think people choose their own

destiny? Do you believe peace is the answer to the world's ills? Education? Conquest? Are you a patriot? What's an ideal you hold on to? Compassion? Bravery? Righteousness? Power?

9. How do you see yourself? Are you superior to others in your own mind? Are you unworthy of another's love? Do you love yourself? Do you hate yourself? What are you afraid of most? What have you done that you are most ashamed of? What single deed makes you most proud?
10. How do you dress? Do you wear black satin doublets because they are slimming and hide the weight you put on since you left the monastery? Do you wear worn gray robes because you believe hiding your power is more important than showing off and inviting unwanted attention? Do you wear sparkling jewels and garish colors to make a splash wherever you roam? Do you favor the dress of your people, or scorn it? Why?
11. How do you talk? Do you stutter? Do you speak slowly, careful to phrase every sentence perfectly? Are you eloquent? Do you favor strange syntax, such as always referring to yourself in the third person? Do you speak softly, or are you especially boisterous? Do you have an accent? Do you grumble? Mutter? Prattle? Do you speak in a high pitch? A low growl? Do you only speak when spoken to?
12. What are your goals in life? Do you want to restore your family honor? Do you want to impress the woman of your dreams? Find your lost child? Find the secret of immortality? Write a poetic masterpiece worthy of passing down through the ages? Find your mother's long lost sword?

Now for the most important question: Why did you join the Pathfinder Society? The life of a Pathfinder is not one commonly chosen. Why did you choose it? Was it your destiny? Are you trying to prove something? Do you have a burning obsession with the past? A burning obsession with money? Do you do it because it drives the tavern wenches mad? Because it drives your parents crazy? Because somebody has to? Because life is the gods' biggest joke and you plan to laugh your way through it?

In Pathfinder Society Organized Play, you may be playing your character at conventions with several different Game Masters. These GMs may ask to peruse

your character record sheet and previous chronicles prior to starting a scenario. If you wish it might be useful to jot a few of your favorite answers to the above questions on a 3 × 5 Card and include it with the sheet so that the GM can get a good handle on who your character is at a quick glance. This may allow them to bring your background into the adventure in subtle ways or even cater the occasional situation to create a fun dramatic moment based on your personality traits.

Step 9: Starting Equipment

Now your Pathfinder is alive! She is a whole person dedicated to a faction hailing from a distinct racial background, with a class, abilities, skills, and feats, not to mention a rich character background, distinctive physical traits, and personal beliefs. All she lacks now is gear.

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 Chapter Seven of the PH are available for purchase as well as any of the items listed in the Equipment section of Chapter 5 in the *Pathfinder Chronicles Campaign Setting* hardcover. You may not select items from outside of these lists during character creation.

CHAPTER 5:

THE THREE COMMANDMENTS OF PATHFINDER SOCIETY ORGANIZED PLAY

Thou Shalt Not Engage in Player Versus Player Conflict:

The goal of Pathfinder Society Organized Play is to provide an enjoyable experience for as many players as possible. Player vs. player conflict only sours a session. While killing another character might seem like fun to you, it certainly won't be for them. And while you may 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 themselves. In short, you can't kill another PC—ever. By having your character follow these rules, you shouldn't have any trouble with the above.

Thou Shalt Not Bully Other Players: Some of you may be thinking: "I don't have to kill another player's character to ruin their good time!" We're all friends here and we're all playing a game together with the singular purpose of (hopefully) 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 undo everything they are trying to accomplish in-game, you've probably lost sight of the purpose of Pathfinder Society Organized Play and may be asked to leave. Playing your character is not an excuse for childish behavior. GMs will 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.

Thou Shalt 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 chronicles 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 pre-gen or start another character within Society rules. GMs rely on accurately kept chronicles to keep the campaign honest, fair, and fun for everyone. So keep them 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:

DEATH, DYING, AND DISMEMBERMENT

Sometimes awful things happen to adventurers. After an all-night romp through the sewers, those 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 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 any of the following spells cast on your character, subtracting the gp 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 wish to aid you. (Though we certainly encourage players to do so—a fighter at –6 STR is not really an asset for your group, is he?)

Generally speaking, you can pay to have these spells cast on you at any time during the scenario so long as you're in a city or have access to a church, temple, shrine, or wandering holy man. We leave it up to the GM to decide if these services are available deep inside Absalom's dankest dungeons, far out in a desert oasis in the Zho Mountains, or high above the earth in a magical floating tower of Nex.

The spells you can pay to have cast on your Pathfinder and their costs are as follows:

SPELL	COST
<i>Atonement</i>	950 gp (or 3,450gp; see the PH)
<i>Break enchantment</i>	450 gp
<i>Dispel magic</i>	150 gp
<i>Greater restoration</i>	3410 gp
<i>Lesser restoration</i>	380 gp
<i>Raise dead</i>	5,450 gp
<i>Remove blindness/deafness</i>	150 gp
<i>Remove curse</i>	150 gp
<i>Remove disease</i>	150 gp
<i>Restoration</i>	380 gp
<i>Resurrection</i>	10,910 gp

CHAPTER 7:

ADDITIONAL MAGIC NOTES AND RESTRICTIONS

Magic works in Pathfinder Society Organized Play much like it does in the 3.5 core rulebooks. However, spells that cost XP no longer do so. Instead, multiply the spell's XP cost by five and add that amount in gp to the material components requirement of the spell. For example, if your spell would normally cost 100 xp and 50 gp in material components to cast, in the Pathfinder Society that spell would instead cost 550 gp in material components to cast.

Due to the unique nature of an organized play RPG system, the following spells do not exist in Pathfinder Society Organized Play and may never be selected (nor may any magic items that use these spells be found or purchased):

Polymorph
Reincarnate
Permanency

CHAPTER 8:

AFTER THE SCENARIO

In Chapter 4, you generated your Pathfinder. Now it's time to go out there and play! After you finish your first scenario, you will need to chronicle your character's exploits and track her advancement, the wealth she gained, any items purchased or sold, and the Prestige Award she earned for her faction. When the scenario ends (or you run out of time,) your Game Master will give you that scenario's chronicle sheet. This allows you to keep an accurate accounting of your character's advancements.

Step 1: Experience (XP)

Experience is simplified in Pathfinder Society Organized Play. Spells that require XP costs no longer do, though, and some of them are eliminated altogether (see Chapter 7.) Magic item creation, too, is not available to player characters this campaign.

For every scenario your Pathfinder successfully completes, she receives 1 XP. For every 3 XP your Pathfinder receives, she advances one level. Keep in mind that any time you would normally incur an XP penalty for a multiclassing choice (in the 3.5 rules) you are instead prohibited from making that choice in Pathfinder Society Organized Play. (See Chapter 2.)

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 Craft, Perform, or Profession skills, they 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. Your roll may only consist of the following modifiers: Skill Ranks + Ability Score + any applicable feat bonuses.

After rolling, consult the following table and add this gold to your total earned for the Scenario:

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 equal access to each piece of specific loot available in a scenario. Every chronicle has all of the loot found during the scenario recorded on it. (The chronicle will never include items found that are already available to you to purchase—see below.) The Game Master will check which items you and your fellow Pathfinders discovered and each of these will be available for purchase immediately by all party members. Items not discovered in play will be blacked out or lined out by the GM.

Every player who completes a scenario receives a set amount of total gold for that scenario that they may then spend to acquire whatever items and loot they wish from the chronicle. 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. (Items not found but listed on the chronicle sheet for that scenario are lined out and initialed by the GM, signifying that those items were not found.) 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 character's specific needs.

Note: Items that you find during the scenario may be used during the scenario, but you have to purchase the item after the scenario is over in order for your character to be able to continue to use the item. For example, Taar finds a *+2 quarterstaff* during a scenario and the party agrees he should use the item for the remainder of the adventure. Once the scenario is over, he no longer has the item and must buy it from his chronicle in order for it to actually be counted as part of his inventory.

Some items may be so valuable that the gold you receive in one scenario is insufficient to purchase it. If Taar was unable to purchase the item from the example above, he could save up his gold and later purchase it during or after another scenario. You are restricted, however, in how far back you can reach to purchase items and may only purchase items off your current scenario's chronicle sheet or the two chronicle sheets preceding the current one. 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 Act of a scenario, your GM will award each player a set amount of gold that reflects your share of the potential loot. This gold piece total can fluctuate depending on what you accomplished and how you accomplished. We assume that you have enough bags, backpacks, or muscle to haul around the loot you find

or, in the cast of an urban scenario, immediate access to markets and bazaars where you can sell your goods. 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 fast. So while you may be "looting" the foes you have defeated, you're only allowed to keep the loot per the guidelines earlier in this section.

In addition to items listed on your current or two previous chronicles, you may *always* purchase the following items or equipment:

- +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)
- Alchemical silver weapons (gp cost varies, see DMG Chapter 7)
- Cold iron weapons (×2 gp cost)

Step 4: Prestige Awards (PA)

At the start of every scenario, players are assigned missions according to their faction. Each scenario includes a hand out for each faction, a missive or letter from the leader of each of the five factions describing their needs and the tasks laid before the characters loyal to them. These missives send the PCs on one or more seemingly inconsequential side quests during the course of the scenario. For each mission completed, the GM will award you one or more PA and will need to add your PA gained to the appropriate section on the current scenario's chronicle.

Your PA adds to your faction's total Prestige Score. Accruing these points also offers you special rewards. As you score PA for your faction, they reward your diligence and excellent service with an expanded list of items and services available for purchase. These items, once achieved, will always be available for purchase as long as you're still a member of that faction. (See **Changing Factions** in Chapter 4.)

For every ten PA you earn your faction gives you access to new rewards and abilities. The rewards and their costs are listed on the tables below—all costs are listed in gold pieces. Abilities, such as the skill bonuses given for **PA10**, are free. For information on the *Wayfinder*, see page 195 in the *Pathfinder Chronicles Campaign Setting* hardcover.

Important Note about Prestige Awards: You may never buy any of the items on the prestige reward lists for players outside of your faction. These are rewards specifically for your service to your faction, and cannot be shared. You also may not buy items for players in your faction that haven't achieved the proper PA level. IE, you're PA20 for Andoran and have access to the *wand of detect secret doors*. You may never buy that wand for anyone outside of the Andoran faction and you cannot buy it for fellow Andoran faction members with less than 20 prestige award.

ANDORAN PRESTIGE REWARDS

Item	Cost
PA10	
<i>Potion of heroism</i>	750
<i>Scroll of magic circle against evil</i>	375
<i>Scroll of eagle's splendor</i>	150
<i>Silversheen</i>	250
<i>Wand of remove fear</i>	750
<i>Ring of protection +1</i>	2,000
<i>Wayfinder</i>	500
Andoran faction members gain a +2 circumstance bonus on diplomacy checks when dealing with people from Andoran.	FREE
PA20	
<i>Gloves of dexterity +2</i>	4,000
Any +2 armor or +2 shield	4,000 (+150, +item cost)
<i>Oil of magic vestment +1</i>	750
<i>Wand of detect secret doors</i>	750
Once per scenario, choose one spell from the spell list in Chapter 6 that's 150 gp or less and have that spell cast on your character for free. Casting the spell in this manner takes 1 hour and can only be cast in Absalom or Andoran.	FREE
PA30	
Any +2 weapon	8,000 (+300, +item cost)
<i>Wand of enthrall</i>	4,500
<i>Efficient Quiver</i>	1,800
<i>Bracers of armor +2</i>	4,000
Once per scenario, you may borrow one item from your faction's PA10 list and use it for the remaining duration of the scenario. If the item is disposable, such as a potion or wand, and you use all or a portion of it, you have to purchase what you used at the end of the scenario before buying any other equipment.	FREE

PA40

Any +3 armor or +3 shield	9,000 (+150, +item cost)
Gloves of dexterity +4	16,000
Strand of prayer beads, lesser	9,600
Cloak of charisma +2	4,000

CHELIAX PRESTIGE REWARDS

Item	Cost
PA10	

Potion of resist energy (fire) 20	700
Scroll of suggestion	375
Scroll of bull's strength	150
Elixir of hiding	250
Wand of cause fear	750
Ring of protection +1	2,000
Wayfinder	500

Cheliah faction members gain a +2 circumstance bonus on intimidate checks when dealing with people from Cheliah. FREE

PA20

Periapt of wisdom +2	4,000
Any +2 armor or +2 shield	4,000 (+150, +item cost)
Oil of flame arrow	750
Wand of feather fall	750

Once per scenario, choose one spell from the spell list in Chapter 6 that's 150 gp or less and have that spell cast on your character for free. Casting the spell in this manner takes 1 hour and can only be cast in Absalom or Cheliah. FREE

PA30

Any +2 weapon	8,000 (+300, +item cost)
Wand of darkness	4,500
Bag of holding (type I)	2,500
Headband of Intellect +2	4,000

Once per scenario, you may borrow one item from your faction's **PA10** list and use it for the remaining duration of the scenario. If the item is disposable, such as a potion or wand, and you use all or a portion of it, you have to purchase what you used at the end of the scenario before buying any other equipment. FREE

PA40

Any +3 armor or +3 shield	9,000 (+150, +item cost)
Periapt of wisdom +4	16,000
Cape of the mountebank	10,080
Amulet of health +2	4,000

OSIRION PRESTIGE REWARDS

Item	Cost
PA10	

Potion of shield of faith +4	750
Scroll of arcane sight	375
Scroll of owl's wisdom	150
Dust of tracelessness	250
Wand of silent image	750
Ring of protection +1	2,000
Wayfinder	500

Osirion faction members gain a +2 circumstance bonus on diplomacy checks when dealing with people from Osirion. FREE

PA20

Gauntlets of ogre power	4,000
Any +2 armor or +2 shield	4,000 (+150, +item cost)
Potion of neutralize poison	750
Wand of hypnotism	750

Once per scenario, choose one spell from the spell list in Chapter 6 that's 150 gp or less and have that spell cast on your character for free. Casting the spell in this manner takes 1 hour and can only be cast in Absalom or Osirion. FREE

PA30

Any +2 weapon	8,000 (+300, +item cost)
Wand of hold person	4,500
Handy haversack	2,000
Circlet of persuasion	4,500

Once per scenario, you may borrow one item from your faction's **PA10** list and use it for the remaining duration of the scenario. If the item is disposable, such as a potion or wand, and you use all or a portion of it, you have to purchase what you used at the end of the scenario before buying any other equipment. FREE

PA40

Any +3 armor or +3 shield	9,000 (+150, +item cost)
Belt of giant strength +4	16,000
Phylactery of undead turning	11,000
Headband of Intellect +2	4,000

QADIRA PRESTIGE REWARDS

Item	Cost
PA10	

Potion of displacement	750
Scroll of fireball	375
Scroll of fox's cunning	150
Elixir of vision	250
Wand of lesser confusion	750
Ring of protection +1	2000

Guide to Pathfinder Society Organized Play

Wayfinder 500

Qadira faction members gain a +2 circumstance bonus on bluff checks when dealing with people from Qadira. FREE

PA20

Amulet of health +2 4,000

Any +2 armor or +2 shield 4,000 (+150, +item cost)

Oil of greater magic weapon 750

Wand of expeditious retreat 750

Once per scenario, choose one spell from the spell list in Chapter 6 that's 150 gp or less and have that spell cast on your character for free. Casting the spell in this manner takes 1 hour and can only be cast in

Absalom or Qadira. FREE

PA30

Any +2 weapon 8,000 (+300, +item cost)

Wand of blur 4,500

Amulet of mighty fists +1 6,000

Once per scenario, you may borrow one item from your faction's **PA10** list and use it for the remaining duration of the scenario. If the item is disposable, such as a potion or wand, and you use all or a portion of it, you have to purchase what you used at the end of the scenario before buying any other equipment. FREE

PA40

Any +3 armor or +3 shield 9,000 (+150, +item cost)

Amulet of health +4 16,000

Bag of holding (type IV) 10,000

Gauntlets of ogre power 4,000

Once per scenario, choose one spell from the spell list in Chapter 6 that's 150 gp or less and have that spell cast on your character for free. Casting the spell in this manner takes 1 hour and can only be cast in

Absalom or Taldor. FREE

PA30

Any +2 weapon 8,000 (+300, +item cost)

Wand of scare 4,500

Boots of striding and springing 5,500

Once per scenario, you may borrow one item from your faction's **PA10** list and use it for the remaining duration of the scenario. If the item is disposable, such as a potion or wand, and you use all or a portion of it, you have to purchase what you used at the end of the scenario before buying any other equipment. FREE

PA40

Any +3 armor or +3 shield 9,000 (+150, +item cost)

Cloak of charisma +4 16,000

Boots of speed 12,000

Gloves of dexterity +2 4,000

CHAPTER 9:

PATHFINDER SOCIETY ORGANIZED PLAY GAME MASTERS

Game Mastering for Pathfinder Society Organized Play is not that much different from running your home campaign (with a few minor caveats.) You need to know what the players know, so before you read any more of this chapter, stop and read the eight previous chapters first. The previous 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.

The Basics

In Pathfinder Society Organized Play, the basic structure of running a convention or in-store scenario is:

- Introduce yourself
- Encourage your players to introduce themselves
- Look over each player's character sheet and previous chronicles, quickly checking totals, math, etc
- Start playing the scenario

TALDOR PRESTIGE REWARDS

Item **Cost**

PA10

Oil of keen edge 750

Scroll of invisibility sphere 375

Scroll of bear's endurance 150

Elixir of sneaking 250

Wand of shocking grasp 750

Ring of protection +1 2,000

Wayfinder 500

Taldor faction members gain a +2 circumstance bonus on sense motive checks when dealing with people from Taldor. FREE

PA20

Cloak of charisma +2 4,000

Any +2 armor or +2 shield 4,000 (+150, +item cost)

Potion of barkskin 600

Wand of charm person 750

- Play for 3 and ½ hours
- Give each player a chronicle for that scenario and do the following:
 - Fill out the PA Gained box and sign off on it
 - Fill out the GP Gained box and sign off on it
 - Line out any items the party didn't find in the Items Found During This Scenario box—if you're running the lower numbered tier, you will always line out all of the items in the higher numbered tier
 - Fill in the grey box at the bottom of the chronicle sheet and sign
- 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 back to Pathfinder Society HQ

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, XP, or GP 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 (we call them "Acts") therein. While we certainly encourage you to allow fun, engaging roleplaying to take place, if your players are still flirting with the bar maid at the tavern an hour after the game has begun, you'll probably want to prod them into action. Though they may be having fun, they'll have considerably less fun later when you're unable to complete the scenario in the allotted time. Most scenarios, it should be noted, simply plop the PCs right into the action, eliminating the problem of stalled starts.

Dealing With PC and NPC Deaths

Given the dangers that a character faces once they've 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 they're low level and have very little money) 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.

On the same side of that coin, if the entire party is killed then the slot is over for everyone in the party and they'll all need to make new characters if they can't otherwise be brought back to life. 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.

On the flip side of the PC death coin, is the question of NPC death. What if your players accidentally or intentionally kill an important NPC who was supposed to give 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 fireball crossfire and roasted alive, destroying both himself and the important letter the PCs needed to unlock the curse of the mysterious house cat. 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, etc. Improvisation will keep your scenario moving forward and will help get you around unforeseen obstacles. Only player death, really, should stop a scenario slot—if you're unable to think up a way around one of these obstacles, call over the coordinator to help you out or, if you're playing somewhere without a coordinator, ask the players how to get around this wrinkle in the story. (Without telling them the plot, of course!)

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 GM is keeping a careful record of events in every scenario's chronicle. The chronicle is an important record-keeping device that helps everyone track the progress of players in our world-spanning mega campaign, as well as attempt to stop those few unscrupulous players from engaging in cheating. As you run your players through a Pathfinder Society Organized Play scenario there are three important things you have to keep track of: Prestige Award, Treasure, and Condition.

Tracking Prestige Award is fairly simple, requiring you to read over the Faction Missions entry in the back of the scenario before play, handing out the Faction Mission letters after reading the Getting Started text at the beginning of the scenario, and then keeping track of whether or not the PCs accomplish these missions throughout the scenario. It's important to note that each scenario is slightly different as to how much Prestige

Award can be awarded to the players, but each scenario will always have the same possible PA total for each faction.

Treasure works differently in Pathfinder Society Organized Play, so you need to be aware of what treasure 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 found and what they missed as they play through, rather than trying to evaluate this all at the end of the four-hour slot. If the players miss an item, simply cross it out on the chronicle and then at the end of the slot you can cross out the same entries on every player's chronicle.

Treasure is abstracted 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 what 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 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 their conditions legibly as it could cause problems down the line. Later, when the condition is resolved, another GM will line through the condition noted and initial again next to the lined out text. 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 Pathfinder Society # written in next to the spell's name.

Chronicles assist you as a Game Master. When you are looking over the character record sheets and chronicles 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 keep an open mind. The player may have simply just made a mistake and you might have made a mistake in your understanding of their chronicles and

character record sheet. Remember: the game is supposed to be fun, so waste as little time as possible on drama and spend a 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 campaign coordinator and detail as much as you can remember about the sheet—most importantly, get the Pathfinder Society # of the player in question. We'll work on it from there.

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 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 will be available for \$3.99 and will release the last week of each month. Two scenarios will be available every month except for June and August, when we will release four each for the Origins Game Fair and Gen Con for an annual total of 28 scenarios.

Beginning in fall 2008, scenarios will be released up to six weeks in advance to retail stores participating in Pathfinder Society Organized Play as well as conventions in order to offer those unique play locations an exclusivity period in order to attract new players. Home GMs and anyone else interested in them will have to wait for the normal release of the last week of each month. The first four scenarios will be available for download the day after Gen Con 2008.

Reporting 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 rather easy. 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." Once clicked, 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—this is intentional.

Reporting at conventions is much easier. The coordinator can download convention tracking sheets from paizo.com/pathfindersociety and then hand those out to each GM. As the scenario 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. It is important to note that 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.** Though the physical chronicle sheets will always count as the permanent record for each character, keeping track of the results online guarantees a few things: that each faction's Prestige Score will be accurate (which, in turn, means the race to see who wins the season is kept accurate,) that any future conflicts about scenarios played will be caught (players can only play each scenario once, regardless of how many characters they have,) and players have a digital resource to compile their records from if they're lost. There's no guarantee ever that lost records can be reconstructed using the online database, but making sure you report your results online will help make that process easier if it ever needs to happen.

Running a Slot o

At conventions, RPG organized play events are often carved up into time increments called slots. A slot is usually a four- to five-hour time slot in which the GM needs to complete the scenario. (There can be multiple different scenarios running in any given slot.) GMs will often try to get a game together before a convention in order to play their own character through the scenario before they have to run it. Once a GM has run a scenario, she cannot ever play in that scenario as a character. Since the first slot of any convention is called slot 1, past organized play campaigns have taken to calling this pre-con GM slot, slot o. We shall do the same.

The rules of running a slot o are very simple:

A GM can never play in a scenario as a character once she has run it, so the GM will need to find someone else to run the scenario for her. The GM who runs the slot o can also never play through the scenario as a character, unless she's had someone else run it for her. Basically, someone is going to have to "eat the scenario," meaning they get no credit for playing it. Slot o events can only be played in person—at this time we have no rules for playing Pathfinder Society Organized Play online and won't for Season o. Slot o events should be run before the convention or retail event that the scenario is to be run at.

In order to report your Slot o, just keep your chronicles per the guidelines in previous chapters and lump your reporting in with the rest of the reports at the convention. Remember: even though you're a GM, you also need to follow the rules as a player for any characters you may have in Pathfinder Society Organized Play.

GOOD LUCK!

We hope you enjoy our first season of Pathfinder Society Organized Play. Have fun, meet friends, and spread the word!



Guide to Pathfinder Society Organized Play

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RACE	DEITY	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES
------	-------	------	--------	-----	--------	--------	------	------

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP

HIT POINTS

TOTAL

DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER

=

+

$$\boxed{\text{AC}} = 10 + \boxed{\text{ARMOR BONUS}} + \boxed{\text{SHIELD BONUS}} + \boxed{\text{DEX MODIFIER}} + \boxed{\text{SIZE MODIFIER}} + \boxed{\text{NATURAL ARMOR}} + \boxed{\text{DEFLECTION MODIFIER}} + \boxed{\text{MISC MODIFIER}}$$

TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS			MODIFIERS
-----------------------------	--	-----------------------------------	--	--	-----------

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
REFLEX (DEXTERITY)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
WILL (WISDOM)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	

BASE ATTACK BONUS **SPELL RESISTANCE**

$$\text{GRAPPLE} = \text{TOTAL} = \text{BASE ATTACK BONUS} + \text{STRENGTH MODIFIER} + \text{SIZE MODIFIER} + \text{MISC MODIFIER}$$

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	

SPEED					TEMP MODIFIERS
LAND	FT.	SQ.	FT.	SQ.	
	BASE SPEED		WITH ARMOR		
	FT.		FT.	FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

SKILLS

SKILL NAMES	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> APPRAISE	INT	_____	= _____	+ _____	+ _____
<input type="checkbox"/> BALANCE	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> BLUFF	CHA	_____	= _____	+ _____	+ _____
<input type="checkbox"/> CLIMB	STR	_____	= _____	+ _____	+ _____
<input type="checkbox"/> CONCENTRATION	CON	_____	= _____	+ _____	+ _____
<input type="checkbox"/> CRAFT _____	INT	_____	= _____	+ _____	+ _____
<input type="checkbox"/> CRAFT _____	INT	_____	= _____	+ _____	+ _____
<input type="checkbox"/> CRAFT _____	INT	_____	= _____	+ _____	+ _____
<input type="checkbox"/> DECIPHER SCRIPT	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"/> FORGERY	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> GATHER INFORMATION	CHA	_____	= _____	+ _____	+ _____
<input type="checkbox"/> HANDLE ANIMAL	CHA	_____	= _____	+ _____	+ _____
<input type="checkbox"/> HEAL	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> HIDE	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> INTIMIDATE	CHA	_____	= _____	+ _____	+ _____
<input type="checkbox"/> JUMP	STR	_____	= _____	+ _____	+ _____
<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"/> LISTEN	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> MOVE SILENTLY	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> OPEN LOCK	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> PERFORM _____	CHA	_____	= _____	+ _____	+ _____
<input type="checkbox"/> PROFESSION _____	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> PROFESSION _____	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> PROFESSION _____	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> RIDE	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> SEARCH	INT	_____	= _____	+ _____	+ _____
<input type="checkbox"/> SENSE MOTIVE	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> SLEIGHT OF HAND	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> SPELLCRAFT	INT	_____	= _____	+ _____	+ _____
<input type="checkbox"/> SPOT	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> SURVIVAL	WIS	_____	= _____	+ _____	+ _____
<input type="checkbox"/> SWIM	STR	_____	= _____	+ _____	+ _____
<input type="checkbox"/> TUMBLE	DEX	_____	= _____	+ _____	+ _____
<input type="checkbox"/> USE MAGIC DEVICE	CHA	_____	= _____	+ _____	+ _____
<input type="checkbox"/> USE ROPE	DEX	_____	= _____	+ _____	+ _____

ARMOR CLASS GEAR	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

MONEY	
CP	
SP	
GP	
PP	

[illegible][illegible]

LANGUAGES: _____

EXPERIENCE POINTS	PRESTIGE AWARD

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>
CONDITIONAL MODIFIERS				

[illegible]

[illegible]

8TH

9TH



--

This Chronicle Certifies That

Has Completed This Scenario.

TIER

TIER

TOTAL COST OF ITEMS BOUGHT

Sub Total

GM Pathfinder Society