



GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY

BY JOSHUA J. FROST



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

The OGL can be found on page 30 of this product.

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INTRODUCTION

Welcome to Pathfinder Society Organized Play! Within the pages of this guide book you will find everything you need to know about organizing, running, and playing in Paizo Publishing's massive world-wide organized play campaign. Pathfinder Society began in August 2008 with Season 0, the first year playtest that utilized the 3.5 rules set of the world's oldest roleplaying game. With Paizo Publishing shifting to the 3.5-compatible Pathfinder Roleplaying Game in August 2009, Pathfinder Society is re-launching under the new rules. We have some exciting changes in store for you in the pages of this document and we hope these changes make the system even better than before! Take a moment to read and review the rules herein and feel free to participate on the Pathfinder Society messageboards at paizo.com/pathfindersociety. Our organized play system is only as good as you make it—so give us feedback frequently. Happy hunting and may the gods of Golarion guide you on your path!

CHAPTER 1: THE BASICS OF PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Roleplaying Game

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

Roleplaying Game Bestiary releases in September 2009. Together, these books comprise the “Core Rules” of the Pathfinder Roleplaying Game. For additional information on the Pathfinder Roleplaying Game, visit paizo.com/pathfinderRPG.

The Core Assumption

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

Common Terms

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

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

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

Coordinator: The coordinator is usually the person at a convention or game store who is organizing the play of Pathfinder Society scenarios. Coordinators are responsible for organizing (or “mustering/marshaling”) each slot of Pathfinder Society and they are responsible



for reporting all of the results of a given Pathfinder Society event.

Event: Event in this context refers to a place (such as a convention, game store, etc.) where multiple Pathfinder Society scenarios are being run.

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

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

HQ: Stands for headquarters—HQ is often where you can find the coordinator for Pathfinder Society, typically at a convention.

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

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

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

Slot and Slot o: Slot is a convention term that usually refers to a 4- or 5-hour window of play. For example, the first slot of a convention might be at 8:00 A.M. on Thursday morning and might run through 12:00 P.M. These four hours would be called “slot 1” as they are the first slot of the convention. Slot o is a precon slot in which Game Masters gather to play through a scenario in order to be ready to run that scenario at a Pathfinder Society event.

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

Pathfinder Society Organized Play Basics

Pathfinder Society is a world-wide, organized play campaign that utilizes the Pathfinder Roleplaying Game fantasy rules and immerses you, the player, in a world-spanning shared fantasy campaign of great depth and scope. Organized play systems have existed for decades and they are a wonderful tool for bringing the fans of a game system and setting together in a variety of locales

to play out the stories of their heroes. Once you've created a character for Pathfinder Society, you can take that character to any convention, game store, bookstore, or home game that's also running Pathfinder Society and, with no introduction, sit down and join right in with the group just like you'd been playing with them all along. Think of RPG organized play systems as an in-person Massively Multi-Player Game and you'll be on the right mental track for joining in.

Getting Started

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

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

In order to register a character, you'll need to create one using the rules in Chapter 4 and then click “Register a new character.” You'll be asked to choose an avatar name (your character name is fine) in case you want to use your character to post on the paizo.com messageboards. You can select an avatar, your time zone, and your faction symbol. Your faction is something you'll choose during character creation, so we'll get back to that a little later in this document. Once you select your faction on this page, however, you'll be taken back to your “My Pathfinder Society” page. Your first character has a unique ID number that's your 4- or 5-digit Pathfinder Society followed by a dash and then followed by a 1. Your second character will be dash 2, your third dash 3 and so on. This is important to remember for accurate reporting. For example, Bob Smith just registered at paizo.com/pathfindersociety. He wants to make an



elf rogue of the Taldor faction for Pathfinder Society Organized Play. His Pathfinder Society ID number is 0891. He decides to name his rogue Lelani Scar. After registering Lelani, her Pathfinder Society ID number is Bob's number (0891) plus a dash 1, for example: 0891-1. This number will be used in record-keeping on Lelani's chronicle sheets (more on that later) as well as used for Game Master reporting (more on that later as well).

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

Additionally, beginning with Season 1 in August 2009, online play for Pathfinder Society is now legal. Online play constitutes a number of different methods of play. There's Play-by-Post, there are a variety of online digital game tables, and you could even play using webcams and a voice-over-IP system. So long as your Game Master can get you all of the required paperwork (by fax, scan, or otherwise) online play is a legitimate method of playing in Pathfinder Society Organized Play.

Organized Play Quirks

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

Pathfinder Society Organized Play also tracks a new statistic called Prestige Award (PA). Prestige Award is what you earn from your chosen faction for accomplishing various tasks for them during a Society mission or adventure. Prestige Award represents your worth to your faction—your renown or aplomb. It also represents your ability to buy new items, both magic and mundane, as

your faction gives you much wider access to equipment than does the regular world. Starting with Season 1, during every scenario you will have an opportunity to gain 2 Prestige Award. One opportunity will be an easy or normal difficulty request—such as finding an item or talking to a particular NPC about a secret subject—and the other will be quite hard—such as a high Diplomacy skill check or the acquisition of a well-protected item. Prestige Award is a very important part of Pathfinder Society Organized Play—as you gain Prestige Award, your ability to buy better and more powerful items increases. Prestige Award may also be spent on temporary benefits. Spending and tracking PA is explained in greater detail in Chapter 11.

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

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

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

How to Convert Your 3.5 Pathfinder Society Character to PRPG

Many of you started Pathfinder Society Organized Play during Season 0, the playtest season of Pathfinder



Society. First of all: thank you! Your play, feedback, and participation helped put this document together and helped build the 2.0 rules for Pathfinder Society Organized Play.

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

Please note that you must have updated your character to the Pathfinder Roleplaying Game in order to play any scenarios numbered 29 or higher, as these scenarios were designed for Pathfinder RPG. Also, you must update your character following the instructions below, or your character won’t be considered legal for play.

Step 1: Note Your Level, Name, and Faction

For example, if you’re a 7th-level Qadira faction barbarian, note that you’re 7th-level and a member of the Qadira faction, keep your same name (for paizo.com registration purposes), and ignore the rest (including your gear and current wealth).

Step 2: Make a New Character at Your Current Level

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

Reference table 1.1 to determine your new character’s new wealth and max value—you will not be using your old 3.5 chronicle sheet-based wealth during the conversion, as the assumptions for wealth by level for PRPG are higher than 3.5. In nearly every instance you’ll receive more gold piece value in gear to spend using this system than you would by adding up all of your current gear. Max value (in table 1.1) is the highest gold piece value item you can buy—if your max value is 2,000 gold pieces, you may not purchase any single item above that value during conversion. Please note that Max Value DOES NOT apply to those items that are considered Always Available for Purchase (see Chapter 9), it only applies to additional magic items and equipment. Max Value will continue as the guideline for purchasing

throughout the rest of Pathfinder Society Organized Play, but will be set by your Prestige Award total (see Chapter 10). Chronicle sheets will still give characters access to new gear earlier than normal (see Chapter 9).

Special Note: Rebuilding your character in this way means you ignore all items and wealth gained up to this point and rebuild a new character of the same name, same level, and in the same faction. You must repurchase new gear, weapons, armor, magic items, etc. using the guidelines in table 1.1 and cannot simply keep the items you have now (as many items have changed in price, name, and description).

(Table 1.1) Pathfinder Society Wealth Conversion Table

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

Step 3: Adjust Your Prestige Award

With the changes to Prestige Award in Season 1, all characters will need to adjust their current PA total based on their level to more accurately match the current system. See table 1.2 for details.

(Table 1.2) Pathfinder Society Prestige Award Conversion Table

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

CHAPTER 2: THE WORLD OF GOLARION

What is Golarion?

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

Absalom

Pathfinder Society Organized Play is based in the teeming metropolis of Absalom. Absalom is the most famous of all cities, and 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, all 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 hulls of sunken warships that safely reaching the city's docks requires the steady eye of a paid pilot.

When the living god Aroden dredged the Isle of Kortos from the depths of the Inner Sea and founded Absalom, he called the wise and brave from nearby lands to inhabit the new land and bade them protect the Starstone from all who would relocate it. Nobles, merchants, and adventurers, particularly those from Osirion, Thuvia, Cheliax, 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

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

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

The Pathfinder Society

The Pathfinder Society has existed for more than 400 years. Its history, fraught with the daring exploits of brave heroes, has long enchanted the populace of the Inner Sea. Members include 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 ten experienced Pathfinders who guide the Society's activities. This guidance is quite subtle, allowing individual Pathfinder agents to believe they act of their own accord when they are actually doing the bidding of the Ten.

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



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

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

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

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

To learn more about the Pathfinder Society, read the *Pathfinder Chronicles Campaign Setting* or the *Pathfinder Chronicles Seekers of Secrets* book due out this fall.

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, record the Society's exploits and share them with the entire organization. Most volumes come packed with maps, trap diagrams, and detailed explanations leading to highly profitable and extraordinarily fragile locales. Common treasure-hunters, bizarre cultists, and wealthy artifact collectors do their best to acquire copies of the journals, and a multi-volume set can often fetch thousands of gold pieces in the right markets. It is the burning dream of every Pathfinder to someday see their own exploits immortalized in the ultra-exclusive pages of the *Pathfinder Chronicles*.

CHAPTER 3: FACTIONS

At present, five shadowy, nation-based factions struggle for secret and subtle dominance of Absalom—Andoran, Chelax, Osirion, Qadira, and Taldor. These ancient and powerful nations have long been major players in Absalom's affairs, each waxing and waning with the sands of time. Now, in the year 4709, 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. 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 young blade of Taldor? Choose wisely, for your actions may change the face of Golarion!

Faction Basics

You do honor to your faction by succeeding in specific missions. Starting with Season 1, each scenario contains two 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 per mission.

As your Prestige Award total increases, your faction rewards your excellent service with ever-increasing boons. In Chapter 10, you'll find an expanded system of rules that allow for new items and rewards your Pathfinder gains access to as his or her PA increases. Additionally, Prestige Award may now be spent on temporary gains that reflect your faction's willingness to assist you in times of need. Finally, your PA total dictates the value of items your character has available to purchase, making your Prestige Award total one of the most important statistics on your character record sheet.

Faction Secrecy

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

While the leadership of the Society turns a blind eye to faction participation, should rival faction Pathfinders ever war openly or violate the three rules of the Society because of their petty shadow war feuds, that would be the day that factions inside the Society came to a close, violently if needs be. As such, the various faction leaders have made it quite clear to their members that open warfare, no matter what the reason, is intolerable and will only jeopardize the ability of each faction to manipulate Absalom to their will.

Rumors

In late 4709, rumors began to swirl through the streets of Absalom that the shadow war was poised to expand. The names of many nations rest on the lips of the common folk, too many to list here, that all agree are about to join in the struggle for Absalom's future. What this means for the Pathfinder Society and the faction-influenced members therein is anybody's guess.

Choosing Your Faction

Every faction has its own unique history, culture, style, and specialty. Each has its own *modus operandi* in the ongoing shadow war for control of Absalom, 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. Be careful! Like your race, once this choice is made, it cannot be changed. Lastly, keep in mind that no matter what faction you choose, you do not have to play a character from that country. Ulfen barbarians in service to Taldor, Thuvian Wizards in service to Cheliaz, Mwangi Rangers in service to Qadira—these are all viable options.

Character Class versus Faction

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

Faction Alignment

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



ANDORAN



The Andoran faction attacks its enemies from within. They find dissidents, freedom fighters, and revolutionaries among the populations of their foes and offer them 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.

Goal: Freedom from Tyranny

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

Alignment: NG

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

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.

Good Class Choices

Cleric, Druid, Paladin, Ranger

Challenging Class Choice

Barbarian

CHELIAX



Chelaxians are masters of seduction as well as pain. They bring their enemies to heel with promises of aid, riches, and glory, but keep them in line with cruel lashes and hellfire. The Cheliox faction wins others to its dark cause with temptation. Lust, power, riches, vanity, the 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 Cheliox faction involve tempting upright people into darkness and vice, and then threatening to expose their sins unless they aid the empire as dutiful agents. The tricks of devils have claimed men's souls since time immemorial and they serve the Chelaxians well in their quest for control of Absalom.

Goal: Rule of Law over All

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

Alignment: LE

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



that not everyone can and are happy serving lower in their hierarchy. They are loath to break laws or promises and condemn others who do.

Faction Leader: Paracountess Zarta Dralneen

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

Good Class Choices

Barbarian, Cleric, Rogue, Sorcerer

Challenging Class Choices

Druid, Paladin

OSIRION



For centuries now, the other powers of the Inner Sea have 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.

Goal: Power through Knowledge

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

Alignment: LN

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

Faction Leader: Amenopheus, the Sapphire Sage

Amenopheus claims to trace his blood to the line of the Jeweled Sages of antiquity. This time-weathered Garundi sage wears his long black beard in a single braid adorned with nothing but copper bands. He wears austere red robes and simple leather sandals, and 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. Few are aware of the sage's true role, and many of the agents serving him think they work for another spymaster.

Good Class Choices

Bard, Monk, Rogue, Wizard

Challenging Class Choice

Barbarian



QADIRA



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

Goal: Total Market Control

The world is small and gets smaller every day. The key to power is trade. Qadira couldn't care less who sits on the Grand Council of Absalom, so long as the Qadiran trade fleet dominates the harbor. Qadira plans to rule the Inner Sea's trade and then bleed 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.

Alignment: N

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

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.

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.

Good Class Choices

Cleric, Fighter, Ranger, Wizard

Challenging Class Choices

Paladin

TALDOR



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

Goal: Glory Once More

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

Alignment: N

Taldor faction members are ruled by their passions, doing whatever feels good at the time. They care not for good or evil, law or chaos, and exhibit a dispassionate regard for true convictions. They've seen evidence of the advantages in both good and evil people and care only if the choices of good or evil people have a direct effect on their own well-being. They are not, by any stretch of the imagination, beholden to the ideals of upholding good, though they're also not scions of evil. In every situation,



Taldor faction members act as they feel they should without prejudice or compulsion.

Faction Leader: Baron Jacquo Dalsine

A few among Taldor's elite realize the foolish end their empire is headed toward and plan to reverse it before the entire nation collapses. Jacquo Dalsine is 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 and hold its sword high once again, making all of Golarion tremble at its power.

Good Class Choices

Bard, Fighter, Rogue, Sorcerer

Challenging Class Choices

Druid

Factions in Play

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

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

otherwise the idea of the faction system gets a little less interesting.

As Pathfinder Society progresses, players may want to create additional characters to continue to play all available released scenarios. When players create a new character, they may select any faction for play and not just the one they selected for their first (or second, etc.) character. Additionally, while we allowed for the idea of changing factions in our Season 0 playtest of Pathfinder Society, we are no longer allowing for that option. Once you choose your faction for your character, that's your character's faction—it's where your character's loyalty lies and since their Prestige Award gained through their faction is directly tied to their gear progression, we were unable to devise a system whereby they could reasonably keep their level of prestige after moving to a rival faction.

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

CHAPTER 4: CHARACTER CREATION

This chapter contains everything you need to know about creating your character for Pathfinder Society Organized Play. See pages 32–33 for a sample character record sheet. All new Pathfinder Society characters begin play at level 1.

Step 1: Choose Your Faction

Carefully review each faction in Chapter 3 and make your decision based on your character concept. Remember that once you've chosen your faction, you cannot later change this choice, just like you can't later change your race choice. Remember, too, that you do not have to be from the nation that the faction represents—Ulfens loyal to Taldor, Thuvians loyal to Cheliax, and even Vudrans loyal to Andoran are all acceptable choices.

Step 2: Abilities

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



Step 3: Race and Class

After you've finalized your ability scores, you must choose your character's race and class. All of the options in the *Pathfinder Roleplaying Game Core Rulebook* are available to you with one minor adjustment: magic item creation of any kind is not used in Pathfinder Society Organized Play, therefore 1st-level wizards do not gain Scribe Scroll as a bonus feat, but rather gain Spell Focus 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. See Chapter 3 for advice on class and faction combinations. Ultimately though, the choice is yours. Once you've selected your race and class apply them to your character record sheet. Be sure to apply your chosen race's racial ability score modifiers.

Step 4: Skills

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

Step 5: Feats

Next choose your character's feats according to the guidelines in the *Pathfinder Roleplaying Game Core Rulebook*. The following feats from the *Core Rulebook* 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.)

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

Please note that while there were "faction feats" included in the *Guide to Pathfinder Society Organized Play* versions 1.0 and 1.1, these feats were removed from play starting with Season 1. Instead, they've been replaced with the faction trait system below in Step 6.

Step 6: Traits

Character traits are a way to encourage you to build a character background that fits into the world of Golarion. Think of character traits as "story seeds"—after you pick your traits, you'll have a point

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

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

Faction Traits

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

Andoran Traits

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

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

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

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

Indomitable (Andoran Faction): Your strong, self-determined swagger has made you more resistant to



domination and control. You gain a +1 trait bonus on saving throws versus enchantment spells and effects.

Cheliox Traits

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

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

Fires of Hell (Cheliox Faction): Your parents signed a pact with a fiend of Hell before you were born and you can summon fire to your aid. Once per day, as a swift action, you can summon fire, imbuing a single weapon you hold with a nimbus of fire that deals an extra 1 point of fire damage for as many rounds as your Charisma bonus. This fire gives off light equivalent to a torch. This is a supernatural ability.

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

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

Osirion Traits

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

Dunewalker (Osirion Faction): Your people have long roamed the shifting and treacherous sands and you do not fear the harsh wrath of the unforgiving desert. You gain a +4 trait bonus on Fortitude checks to resist non-

lethal damage from hot conditions and can always move through non-magical sand as if it were normal terrain.

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

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

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

Qadira Traits

Dervish (Qadira Faction): You trained at a secret fighting school in Katheer where you learned the art of rapid movement in combat. You gain a +1 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. Dodge bonuses stack with each other, unlike most types of bonuses.

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

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

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

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

Taldor Traits

Expert Duelist (Taldor Faction): In your youth, you spent countless hours perfecting the art of the duel, focusing



your feints on defeating a single foe. You gain a +1 trait bonus to your Armor Class so long as you are adjacent to a single foe. This trait bonus is not applied to your Armor Class for touch attacks or when denied your Dex bonus.

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

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

Performance Artist (Taldor Faction): As a youth, you studied in the avant garde theatre scene of Oppara. Your performance skills have been known to bring even the toughest crowd to their feet. Choose one type of Perform skill. You gain a +1 trait bonus on related Perform skill checks. This bonus increases to +5 when using that Perform skill to make money.

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

Step 7: Alignment

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

Step 8: Hit Points

Hit points and how you gain them as you level function differently in Pathfinder Society Organized Play. Table 7.1 shows Hit Dice per class, hit points at first level, and hit points gained each level.

Step 9: Background

Now that you have the mechanical framework for your character settled, it's time to think about and decide upon your character's background. Work up a short description of your character's physical appearance that you can read to the other players at your table, jot down a few notes about your character's background and history so that you can be reminded each session of the events that shaped your character's personality, select a religion

(Table 7.1) Hit Points per Level

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

¹Add this number to your Constitution bonus plus any applicable feats, such as Toughness, and any applicable favored class bonuses.

and deity for your character or instead choose the life of the unaligned or atheists—all of these decisions will influence how you play your character and how he interacts with the others seated at your table.

When working on your background, it's important to remember a few things. You receive no bonuses for making your character middle age or older. It's a nice flavor choice, but no bonuses are awarded for such a choice in Pathfinder Society Organized Play. You may choose to worship an evil god, but keep in mind that your alignment has to be within one step of your god's alignment. For clerics, this is an especially important choice since their choice of deity influences their ability to either channel good or negative energy—a choice that can seriously impact play. A list of the basic deities for Golarion and their portfolios, domains, and favorite weapons are included on Table 7.2. You can learn additional information about each deity by reading the *Pathfinder Chronicles Campaign Setting*.

Step 10: Equipment

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



(Table 7.2) Deities of Golarion

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

CHAPTER 5: THE RULES OF PATHFINDER SOCIETY ORGANIZED PLAY

Below are the three basic rules of Pathfinder Society Organized Play.

No Player versus Player Combat

The goal of Pathfinder Society Organized Play is to provide an enjoyable experience for as many players as possible. Player 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 never use your character to kill another character—ever. Note that this does not apply to situations where your character is mind-controlled by an NPC and forced to attack a fellow Pathfinder.

Do Not Bully Other Players

We're all friends here and we're all playing a game together with the 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 the table. 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 the table.

Do Not Cheat

If you, as a Pathfinder Society Organized Play member, are caught cheating, you will be booted from the campaign forever. Do not falsify rolls, do not falsify your chronicle results, and do not add mysterious new items to your inventory. Do not lie to a GM under



any circumstances. Please keep good records of your character and make sure to bring all of your 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 pregenerated character 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: ADDITIONAL RULES AND CLARIFICATIONS

Below are several issues that have come up during the course of Season 0, the playtest season, of Pathfinder Society Organized Play. This chapter attempts to clarify these issues. As this document is updated, so will this chapter be updated with additional questions and clarifications.

Animals and Companions

Animals and companions are a sticky subject in organized play and can be one of the most annoying ways to min-max the rules and slow down play. Since Pathfinder Society operates on a 4-hour time limit for scenarios, the rules for animals and companions need a few clarifications.

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

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

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

How do you determine the passing of time for replacing a dead familiar or paladin’s mount? You can accomplish this “between scenarios.” If you lose a companion during the course of a scenario, work with your GM of that scenario to properly note the loss on your chronicle sheet as well as noting that you’ve gained your new companion. The new companion is ready for play in the next scenario after your previous companion died.

Faction Shirts

Right now on paizo.com/pathfindersociety, a variety of shirts are available for purchase for each faction. These stylish additions to any Pathfinder Society player’s wardrobe come with an added benefit. Anyone wearing ANY faction shirt (not just their own faction) during a session of Pathfinder Society Organized Play may re-roll one d20 die roll during the course of that scenario. This re-roll must happen before the original result is determined and the re-roll result is then the final result, even if it’s worse than the original. Game Masters can also wear their favorite faction shirt, but gain no additional benefit from doing so.

Spell Duration

Simply put, any spell cast during a scenario ends at the end of that scenario.



Critical Hit/Fumble Deck

Neither of these GameMastery accessories are legal for play.

Wizards and Their Spellbooks

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

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

Pregenerated Characters

A variety of pregenerated characters are available on paizo.com/pathfindersociety. These pregenerated characters are the only pregenerated characters that are legal for play. Over time, we'll expand this list to make additional race/class combinations available. Pregenerated characters are created for players who wish to sample the Pathfinder Society, or perhaps just Pathfinder RPG, but don't want to create a character for the Society in order to do so. They're available at a variety of levels so that new or interested players can try out Pathfinder Society at a variety of levels. Pregenerated characters also give GMs and organizers the opportunity to jump into a quick game (for no credit) to help a smaller table hit the table minimum and insure the table plays. Note that a GM or organizer who does so, should keep quiet about the story and let the actual players make the appropriate decisions. This should be a rare occurrence, but it's one that needs mentioning in the interests of smooth play. Please note that pregenerated characters differ in one key respect from actual generated characters in Pathfinder Society: they do not have traits.

CHAPTER 7: CHARACTER DEATH

Death is a part of any roleplaying game and unfortunately it happens in Pathfinder Society Organized Play just like in a regular Pathfinder RPG game session. The basic rule for Pathfinder Society is that if a PC dies during the course of a scenario, he can be raised by a PC of appropriate class and level that's seated at his table (paying all expected costs), or he can be raised by an NPC in an appropriately-sized settlement (see Chapter 10, "Where can I buy gear?"), or he can be raised by his faction if he has sufficient Prestige Award (see Chapter 11). PCs brought back from the dead in Pathfinder Society suffer no energy drain if brought back through *raise dead*. Note: this is different than how *raise dead* is normally handled (see page 329 of the *Pathfinder RPG Core Rulebook*).

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

In any scenario, so long as a PC played three encounters, they're awarded their XP for that scenario. This assumes they're brought back to life—PCs who decide not to return to the realm of the living are awarded no XP for that scenario. Finally, note that a 1st-level PC can be returned to life in Pathfinder Society.

CHAPTER 8: PURCHASING SPELLCASTING SERVICES

Sometimes awful things happen to adventurers. After an all-night romp through the sewers, 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 spells cast on your character, subtracting the gold piece cost from your total. If your gold is insufficient, the other players around the table may chip in to get you back on your feet, but they cannot be compelled to do so. It is their choice whether or not they wish to aid you. Additionally, your faction may be able to aid you with certain issues as well, so long as your Prestige Award is high enough (see Chapter 11).

(Table 8.1)

Sample Spellcasting Costs for Common Spells

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

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

For Pathfinder Society Organized Play, PCs may only purchase spells with a total cost of above 3,000 gp by visiting a settlement of more than 5,000 residents. Any settlement sized smaller than that will have a mystic, wise woman, or full-blown wizard or cleric who can cast spells at a cost lower than 3,000 gp, but never above. Please note that PCs may never purchase the traveling service of a spellcaster—ie, the wizard at the local town is not, for any price, going to accompany the PCs on their mission into the nearby haunted castle.

SPELLS THAT ARE NOT LEGAL FOR PLAY

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

Awaken
 Permanency
 Reincarnate

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

CHAPTER 9: AFTER THE SCENARIO

After you finish a scenario, you 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. 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 Pathfinder RPG does not contain any penalties for multiclassing (see page 30 of the *Pathfinder RPG Core Rulebook*).

Step 2: Day Job

Not every Pathfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra gold on the side. If your character has any ranks in a Craft, Perform, or Profession skill, he 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 modifier + any applicable feat bonuses. After rolling, consult the following table and add this gold to your total earned for the scenario. You may not roll for a skill in which you have purchased no ranks. Note: this roll can cause you to exceed the maximum gold for a scenario.



| Day Job Roll Rewards | |
|----------------------|------------------|
| 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, though the chronicle will never include items found that are automatically available to every Pathfinder Society character. 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 gold for their scenario that they may then spend to acquire whatever items and loot that's available for them to purchase (either from the chronicle or from the item availability table in Chapter 10). For example, if the evil Hellknight faced at the end of a scenario is wielding a *+1 frost longsword* and he falls to your blades and spells, the sword is claimed for that adventure. Every PC who wishes to do so has the opportunity to acquire that *+1 frost longsword*. If two players in the scenario want it, they both can purchase their own. This system, while not necessarily realistic, ensures that all players have a fair and equitable chance to acquire the items that best suit their 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. This is most applicable to consumables such as potions, scrolls, and so on but can also apply to weapons, magic items, etc.

Some items may be so valuable that the gold you receive in one scenario is insufficient to purchase it. If you are unable to purchase the item from the example above, you can save up your 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 encounter during a scenario, your GM will award each player a set amount of gold that reflects your share of the potential loot (though not all encounters will have treasure rewards). This gold piece total can fluctuate depending on what you accomplished and how you accomplished it. We assume that you have enough bags, backpacks, or muscle to haul around the loot you find or, in the 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.

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

If during a scenario you find the *+1 frost longsword* from the examples above and decide to use it until the end of the adventure and then get disarmed or sundered, you are still able to buy that item off the chronicle sheet at the end of the scenario.

CHAPTER 10: PURCHASING MAGIC ITEMS AND EQUIPMENT

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

Where Can I Buy Gear?

For the sake of ease of play in Pathfinder Society Organized Play, players may always buy gear, spells and so on that are available to their characters so long as their character is in a town of more than 5,000 residents. Pathfinder



Society Organized Play assumes that every faction has at least one representative in every small city or larger on Golarion. If outside of a town, PCs may be restricted from buying anything, though this will vary by scenario.

Always Available Items

In addition to any items listed on your current or two previous chronicles, you may always purchase the following items or equipment so long as you're in an appropriately-sized settlement (see above):

All basic armor, gear, items, and weapons from Chapter 6 (the equipment chapter) of the *Pathfinder RPG Core Rulebook*. This does not include dragonhide under the "special materials" section of that chapter on page 154, but it does include the other special materials such as alchemical silver and cold iron.

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

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

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

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

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

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

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

Other Items

Beyond the gear noted above, your character is restricted to purchasing additional items from either his current and last two chronicle sheets (see Chapter 9, Step 3), or through his Prestige Award total with his faction (see Chapter 11). Weapons, armor, equipment, magic items and so on that are outside of these lists are not available for purchase at any time. See Chapter 13 for additional items outside of the *Pathfinder RPG Core Rulebook* that are considered legal for play.

Additional Equipment Rules

For ease of play in Pathfinder Society, a masterwork item can always be upgraded to a +1 item without paying for the masterwork cost again. In essence, you're paying the difference. This applies to upgrading from a +1 item to a +2 item and so on—you never have to repay the original cost or sell your current item for half to upgrade to the next step. Note that this only applies to the same item—you can't, for example, turn your masterwork rapier into a +1 *greatsword*.

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

CHAPTER 11: SPENDING AND TRACKING PRESTIGE AWARD

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

Spending Prestige Award

Your character may "spend" her Prestige Award for temporary boons, favors, or access to spellcasting services. Prestige Award is tracked as a fluid statistic, just like hit points. For example, with hit points, if you have 20 hit points as your current maximum and a street thug hits you for 4 points of damage, you now have 16 hit points, but your maximum total has not changed (it's still 20). You could list this change in hit points as 16/20, where 16 is your current total and 20 is your max total.

With Prestige Award, you'll now be tracking it as an XX/YY designation as well, where XX is your current available total to spend and YY is your current maximum Prestige Award total. Though you'll be able to spend your character's Prestige Award, her current maximum Prestige Award total can never go down—it only ever goes up as she successfully completes missions for her faction. If you spend down your XX total it has no affect on your character's ability to purchase items (see below), it only affects her ability to buy boons, favors, and access to spells. Keep in mind that once Prestige Award has been spent (XX) it cannot be regained, though you can gain additional Prestige Award by successfully completing future faction missions.

Note: any spellcasting purchased using Prestige Award is cast at minimum caster level. Additionally, any spellcasting purchased outside of a settlement of 5,000 residents or more costs an additional 5 Prestige Award—this represents the difficulty for your character's faction agents locating and aiding her. You may never spend Prestige Award in this way during combat. You also may never spend your Prestige Award on other characters and you may never pool Prestige Award for purchases, even with members of your character's same faction.



(Table 11.1) Spending Prestige Award

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

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

²Does not include the day job roll.

³Once per scenario, you can acquire any single item of this cost or less from your faction by spending the appropriate Prestige Award.

Tracking Prestige Award

Your character's access to gear will be dependent almost entirely on her success in completing her faction's missions. Prestige Award only effects your character's faction's opinion of her—it never effects her interaction with other factions, with the Pathfinder Society, or with NPCs encountered during her many adventures. Keep in mind that your character may always purchase gear from her current or two previous chronicles and may always purchase the items listed in Chapter 10 under "Always Available Items." Prestige Award simply expands the list of items your character can purchase.

On table 11.2 you'll find the specific details for how to use Prestige Award to gauge when your character can purchase items above the basic limits. "Prestige Award Attained" is the total needed to then purchase items below the "Item Cost" limit in the second column. For example, Bob's character has achieved a Prestige Award of 27 with the Cheliox faction. As a result, Bob's character

(Table 11.2) Prestige Award and Item Purchases

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

may now purchase any item below 11,750 gp that's legal for play. Purchasing items in this way represents your faction's willingness and ability to find and sell you new and better gear, equipment, weapons, and magic items.

Note: Every faction has 2 possible Prestige Award available for each scenario beginning with Pathfinder Society Scenario #29.

CHAPTER 12: 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 all of the 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.

What is a Game Master (GM)?

A Game Master is the person who adjudicates the rules and controls of all of the elements of the story and world that the players explore. A GM's duty is to provide a fair



and fun game. In Pathfinder Society Organized Play, a GM's duty is also to accurately assist players in filling out their paperwork, insuring each player has an accurate accounting of their character, and (often) to report the results of their game on paizo.com/pathfindersociety.

Your Duties as a Pathfinder Society Game Master

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

- Introduce yourself
- Encourage your players to introduce themselves (and their characters)
- Look over each player's character sheet and previous chronicles, quickly checking totals, math, etc.
- Start playing the scenario
- Play for no more than 4 hours (Note: home games and online games do not necessarily have to follow this restriction and some conventions may run 5-hour slots)
- Give each player an accurate chronicle for that scenario (see below)
- At conventions, you may also be expected to quickly fill out small sheets with additional tracking information—these sheets need to be turned in to your coordinator so that he can report the results back to Pathfinder Society HQ
- When acting as both the Game Master and coordinator for an event, you are expected to report the results of your scenario on paizo.com/pathfindersociety in a timely fashion. Failing to do so can have dire consequences for Pathfinder Society as a whole (see below).

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 Prestige Award, experience, or gold beyond the limitations of the scenario's chronicle sheet or the basic Pathfinder Society Organized Play rules.

When you are running a convention or in-store event in an allotted time slot, the game needs to be far more focused on accomplishing the goals of the scenario and dealing with the encounters. While we certainly

encourage you to allow fun, engaging roleplaying to take place, if your players are still flirting with the bar maid at the tavern an hour after the game started, you'll probably want to prod them into action. Though they may be having fun, they'll have considerably less fun later when 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.

Calculating Average Party Level

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

Scenarios and Tiers

Pathfinder Society scenarios are designed so that players of a variety of levels can participate in a given scenario, though with some limitations. Currently, there are five different Tiers within Pathfinder Society Organized Play. They are:

Tier 1–5

Tier 1–7

Tier 5–9

Tier 7–11

Tier 12

Each of these Tiers has sub-Tiers. They are:

Tier 1–5: 1–2 and 4–5

Tier 1–7: 1–2, 3–4, and 6–7

Tier 5–9: 5–6 and 8–9

Tier 7–11: 7–8 and 10–11

Tier 12: no sub-Tiers



Tiers are a level restriction for play. If a character is level 1, he must always try to play in a Tier 1–2 sub-Tier whenever possible. Rarely, PCs may be allowed to play “up” a Tier if they’re lower level than all of the other players. For example, Bob goes to PaizoCon and finds himself the only level 1 PC at a full table of level 4 PCs in a Tier 1–5 scenario. Normally Bob wouldn’t be able to play “up” but he can in this instance because it’s the only option for him to play. Players who play “up” need to realize that if they choose to do so, it comes with significantly increased risks. A player may always refuse to play “up” if that’s his only option. A player may only ever play “up” one step—so in Bob’s case, he can play “up” to sub-Tier 4–5, but may not play “up” to sub-Tier 6–7—though these instances should be rare.

Dealing with Death

Given the dangers that a character faces once he has made the choice to become a Pathfinder, character death is a very real possibility. If, during the course of a scenario, a character dies and cannot be brought back to life through magical means (most likely because the character is low level and has very little money or Prestige Award) 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 magical crossfire and roasted alive, destroying both himself and the important letter. Reveal that the letter survived by some freakish miracle (it was in a fire-proof pouch in his pocket) or maybe the old man had a lackey following him around who was watching from a nearby alley and knows everything the old man did, etc. Improvisation will keep your scenario moving forward and will help get you around unforeseen obstacles.

The Chronicle Sheet

Regardless of whether you are running your Pathfinder Society Organized Play campaign at home or at a convention, the single most important task you are charged with as a GM is keeping a careful record of

THE IMPORTANCE OF REPORTING YOUR RESULTS

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

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 must 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 beginning with scenario #29 (Season 1 onward) will always have 2 possible Prestige Award for each faction.

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

- First of all, fill out the chronicle sheets in pen
- Fill out the PA Gained box and sign off on it (this is how much they gained this scenario, not a running total)
- Fill out the GP Gained box and sign off on it
- Line out any treasure items the party didn’t find in the scenario; additionally, if you’re running a lower-numbered tier, you will always line out all of the items in the higher-numbered tier(s)



- Fill in the gray box at the bottom of the chronicle sheet and sign
- For “Event” write in the name of the event you are playing at—if this is a home game or in-store game, just write “home game” or the name of the store.
- For “Event Code” write in the event code associated with your event on paizo.com/pathfindersociety. This is only necessary if you registered your event so that other players could find it.
- Fill out all Items Sold / Conditions Gained
- Fill out all Items Bought / Conditions Cleared
- Finish the calculations down the right hand side of the chronicle

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 list the condition as cleared under **Items Bought / Conditions Cleared** on the chronicle sheet for the scenario in which the condition was cleared. If the PC purchased the casting of a spell to clear the condition, the GM will need to make sure the player wrote that in the **Items Bought / Conditions Cleared** box at the bottom of the chronicle. If another PC cleared the condition by casting a spell, it should still be listed in the **Items Bought / Conditions**

Cleared box, but with a 0 gp value and the casting character’s full Pathfinder Society number (XXXX-XX) written in next to the spell’s name.

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 as much time as possible providing an exciting, action-packed scenario for your players. If you believe the player to be cheating, ask him to leave your table and then send an email to Paizo’s events manager (josh@paizo.com) and detail as much as you can remember about the sheet—most importantly, get the Pathfinder Society number of the player in question. We’ll work on it from there.

Reporting Scenario Results

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

For the home GM, reporting is 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. As we note in the sidebar above, reporting your results is very important to the success of Pathfinder Society Organized Play.



Running a Slot 0

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 an official character. Since the first slot of any convention is called slot 1, most GMs call this pre-con GM slot, slot 0.

The rules of running a slot 0 are very simple:

A GM can never play in a scenario as an official 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 0 can also never play through the scenario as an official character, unless she's had someone else run it for her. Basically, someone is going to have to "eat the scenario," meaning they get partial credit for playing it instead of full credit (see GM rewards, below). Slot 0 events can be played online just like regular scenarios. Slot 0 events should be run before the convention or retail event that the scenario is to be run at.

In order to report your slot 0, 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.

Ordering Scenarios

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

Game Master Rewards

Finally, and most importantly, is the topic of rewarding GMs for volunteering their time to run Pathfinder Society scenarios. Starting with Season 1 (and not retroactive to any previous scenarios that were run) any Game Master "eating" a scenario gets partial credit for that scenario applied to their own character one time. For example, if you run Scenario 40 three times, your character gets credit for it once. If you have multiple characters, you

must choose which character gets the credit. You may only assign credit for a single scenario to a single character.

Partial credit means the GM gets the following:

- +1 XP for the scenario
- 50% of the max gold for the tier appropriate to the GM's character; for example, a level 1 GM character gets 50% of the Tier 1–2 gold (yes, this means a GM who runs a scenario at higher level than his current character receives no extra credit for his character)
- Half credit (meaning 1) Prestige Award

The Game Master's character does not get:

- Any "special" bonuses bestowed by a chronicle sheet such as free magical treasure, boons, or bonus dice rolls in the future

Note: you cannot get partial credit for a scenario and full credit. So if you play through a scenario in a Slot 0 event, you cannot then later get partial credit for being the Game Master for that scenario.

Additionally, we are considering many more rewards (including exclusive "secret" scenarios) to offer our Game Masters for donating so much of their time to helping make Pathfinder Society a success. We know we couldn't do it without you!

CHAPTER 13: ADDITIONAL RESOURCES

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

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



Product Title

Cheliah, Empire of Devils

Classic Monsters Revisited

Curse of the Crimson Throne Player's Guide

Dark Markets, a Guide to Katapesh

Dungeon Denizens Revisited

Elves of Golarion

Gods and Magic

Legacy of Fire Player's Guide

Osirion, Land of Pharaohs

Pathfinder #9: "Escape from Old Korvosa"

Pathfinder Character Traits Web Enhancement

Pathfinder Chronicles Campaign Setting

Legal for Play

Equipment: all items on pages 20–21; **Feats:** all feats on pages 26–27; **Spells:** all spells on pages 22–23; **Traits:** all traits on pages 18–19

Equipment: minotaur double crossbow; **Feat:** Minotaur's Charge

Equipment: all equipment on pages 12–13; **Feats:** Acadamae Graduate, Crossbow Mastery

Feats: Jackal Blood, Lucky Halfling; **Prestige Class:** Balanced Scale of Abadar

Equipment: alkali flask, alkali salt, bulette bulwark (shield), delving (armor quality); **Feats:** Indigestible, Ooze Companion, Ooze Whisperer; **Spell:** *flesh to ooze*

Deities: all deities on page 10; **Equipment:** clustershot, healer's sorrow, and sparkfly crystal arrow weapon qualities; **Traits:** all traits on page 15 except Kyonin Gatekeeper

Equipment: Azlant pendant, barbed pentacle of Asmodeus, belt of the snake king, broken chain of the beast, bronze dagger of Erastil, cloak of the crusader, cloak of the Dark Tapestry, dawnflower sash, deathlurker's cloak, gossamer amberstone, hag's shabble, holy mask of the living god, icon of the midwife, inheritor's gauntlet, key of the second vault, mask of cutting flesh, nightstone of sorrow, orb of the waybringer, pallid crystal, Preklikin's book of cults, rhombocrystal, robe of the master of masters, sacrificial dagger of the blood mother, Shad'Gorum nugget, spellsight bracer, stinging stiletto, tankard of the drunken hero, veil of veils, vurma of the maker, windwave kilt; **Spells:** Abadar's truthtelling, blessing of the watch, burst of glory, channel the gift, channel vigor, Deadeye's arrow, defending bone, fallback strategy, Gorum's Armor, Gozreh's trident, greater infernal healing, infernal healing, pick your poison, poisoned egg, shield of the dawnflower, traveling dream, unbreakable heart, waters of Lamashtu

Equipment: all equipment on pages 22–23, all magic items on pages 26–27 (Note: Handstraps of Roofjumping applies to the Acrobatics skill); **Feat:** Sandwalker; **Traits:** all traits on pages 7–9 are allowed except Duskwalker Agent (Notes: Uwaga Highlander applies only to the Stealth skill and Eyes and Ears of the City applies only to the Perception skill; no campaign traits are allowed.)

Equipment: all items on page 25; **Feats:** all feats on pages 27–29 (reduce all skill rank requirements by –3 and remember that the Hide skill is now Stealth and that the Search skill is now Perception)

Prestige Class: Living Monolith (reduce all skill rank requirements to 1); **Spells:** all spells on pages 26–27

Equipment: all equipment on page 83

Available at paizo.com/traits; all traits in this document are allowed except for the following: Adopted, Focused Mind, Hedge Magician, Magical Knack, Natural-Born Leader, Rich Parents, and Sacred Touch; **Feat:** Additional Traits

Equipment: wayfinder, all weapons on page 209, all armor on page 211 (except the armored kilt), all gear on page 213; **Feats:** Aldori Dueling Master, Andoran Falconry, Arcane Vendetta, Berserker's Cry, Careful Speaker, Cosmopolitan, Demon Hunter, Desperate Battler, Fey Foundling, Focused Shot, Godless Healing, Katheer Scholar, Massed Charge, Molthuni Discipline, Necromantic Resistance, Parting Shot, Rugged, Sniper Shot, Stoic, Storm-Lashed, Teleport Sense, Twisted



Qadira, Gateway to the East

Rise of the Runelords Player's Guide
Second Darkness Player's Guide

Taldor, Echoes of Glory

Flesh, Warped Mind; **Prestige Classes** (reduce each skill rank requirement by -3): Low Templar, Shackles Pirate

Equipment: all equipment, items, and materials on pages 19, 23, and 25; **Feats:** all feats on pages 9 and 23; **Prestige Class:** The Daivrat; **Traits:** all traits on pages 9, 15, 19, and 25

Equipment: all equipment on pages 10–11 (except hide shirt)

Equipment: all magic items on page 25 and pages 28–29; **Prestige Class:** Liberator (reduce all skill rank requirements by -3)

Equipment: all equipment on pages 26–27; **Feats:** all feats on pages 28–29 (reduce all skill rank requirements by -3 to a minimum of 1); **Spells:** all spells on pages 24–25; **Traits:** all traits on pages 13–14 (note that Divine Warrior should read “Your damaging divine spells gain a +1 trait bonus to damage” and Militant Merchant applies to Perception checks and the Perception skill); **Prestige Class:** the Lion Blade (decrease all skill rank requirements by -3)



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CHARACTER RECORD SHEET

| Character Name | | Alignment | | Character Number | | | |
|-----------------------|------|-----------|-----|------------------|--------|----------|------|
| Character Class/Level | | | | Deity | | Homeland | |
| Race | Size | Gender | Age | Height | Weight | Hair | Eyes |

| | | | | | | | | | | | | | | | | | | |
|-------------------------|----------------------|-------------------------|------------------------|----------------------|----------------------------|-----------------|-----------|-------------------|--------------------|------------|------------------------|------------|-----------------------|--|--------------------|---------------------|---------------|-------------------|
| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP ADJUSTMENT | TEMP MODIFIER | HP HIT POINTS | TOTAL | DR | SPEED LAND | FT. | SQ. | FT. | SQ. | TEMP MODIFIERS | | | | | |
| STR STRENGTH | | | | | | | | | | | | | | | | | | |
| DEX DEXTERITY | | | | | | | | | | | | | | | | | | |
| CON CONSTITUTION | | | | | | | | | | | | | | | | | | |
| INT INTELLIGENCE | | | | | | | | | | | | | | | | | | |
| WIS WISDOM | | | | | | | | | | | | | | | | | | |
| CHA CHARISMA | | | | | | | | | | | | | | | | | | |
| | | | | | WOUNDS/CURRENT HP | | | | | | | | | | | | | |
| | | | | | NONLETHAL DAMAGE | | | | | | | | | | | | | |
| | | | | | INITIATIVE MODIFIER | [] = [] + [] | | | | | | | | | | | | |
| | | | | | | | | | BASE SPEED | | | | | | | | | |
| | | | | | | | | | FLY | | MANEUVERABILITY | | SWIM | | CLIMB | | BURROW | |
| | | | | | | | | | FT. | | FT. | | FT. | | FT. | | | |
| | | | | | | | | | SKILLS | | | | | | | | | |
| | | | | | | | | | SKILL NAMES | | | | | | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
| | | | | | | | | | [] ACROBATICS | | | | | | [] = Dex | [] + | [] + | [] |
| | | | | | | | | | [] APPRAISE | | | | | | [] = Int | [] + | [] + | [] |

| | | | | | | | | | | | | | | | | |
|--------------------------|----------------------|--------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|-----------|
| AC ARMOR CLASS | <input type="text"/> | = 10 + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | MODIFIERS |
| | TOTAL | | ARMOR BONUS | | SHIELD BONUS | | DEX MODIFIER | | SIZE MODIFIER | | NATURAL ARMOR | | DEFLECTION MODIFIER | | MISC MODIFIER | |

| 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 | <input style="width: 80%;" type="text"/> | SPELL RESISTANCE | <input style="width: 80%;" type="text"/> | | | | | | | |
| CMB | <input style="width: 80%;" type="text"/> | = | <input style="width: 80%;" type="text"/> | + | <input style="width: 80%;" type="text"/> | + | <input style="width: 80%;" type="text"/> | + | <input style="width: 80%;" type="text"/> | MODIFIERS |
| | TOTAL | | BASE ATTACK BONUS | | STRENGTH MODIFIER | | SIZE MODIFIER | | <input style="width: 80%;" type="text"/> | |
| CMD | <input style="width: 80%;" type="text"/> | = | <input style="width: 80%;" type="text"/> | + | <input style="width: 80%;" type="text"/> | + | <input style="width: 80%;" type="text"/> | + | <input style="width: 80%;" type="text"/> | + 10 |
| | TOTAL | | BASE ATTACK BONUS | | STRENGTH MODIFIER | | DEXTERITY MODIFIER | | SIZE MODIFIER | |

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

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

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

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

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

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

SKILLS

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

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



SAMPLE CHRONICLE

This Chronicle Certifies That

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

Items Found During This Scenario

TIER

TIER

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Scenario Chronicle #

TIER

TIER

MAX GOLD

EXPERIENCE

Starting XP

+1 XP

Final XP Total

Prestige Award

Starting PA

GM's Initial

PA Gained (GM ONLY)

Final PA Total

GOLD

Start GP

GM's Initial

GP Gained (GM ONLY)

Items Sold

Sub Total

Items Bought

Sub Total

Gold Spent

Sub Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #