New Character Reference Sheet

Scenario Chronicle #

#0

Every Chronicle or Boon your character earns must be sequenced in the order they are applied to the character.

Player and Character Information

Player Name	Character Name	Pathfinder Society #	Faction
		—	

The first part of the PFS# is your player number. The second part is the character number. Your first character will be 1, your second will be 2, etc. There are two ways to get a PFS membership number. The first is to go to www.Paizo.com/PathfinderSociety and follow the links to join. The second is to get a membership card from the event coordinator or your Game Master. This card will have a confirmation code to use when you register on the Paizo website. Copy the confirmation code here.

Confirmation Code _____

Local Venture Officer Contact Information

Venture Captain Name and Email _____

Venture Lieutenant Name and Email _____

Useful Tips and Tables

Full character creation and campaign guidlines can be found in the current Guide to Pathfinder Society Organized Play. The Guide is available as a free download from the Paizo Website.

The Additional Resources Page, found on the Pathfinder Society player resource page, lists what material from the various Pathfinder RPG product lines produced by Paizo is campaign legal.

When attending an event please remember to bring your character, their chronicle sheets, and the rulebooks to cover any material outside of the Core Rulebook they happen to utilize.

A folder or binder can help keep your paperwork in order. If you use electronic devices to track your character during play, make sure to have physical backups of all needed material in case your device encounters a problem during a session.

If you have any questions please talk to the event coordinator or GM before the start of the session.

Always Available Items

You can always purchase the following items or equipment so long as you're in an appropriately sized settlement.

- All basic armor, gear, items, and weapons from Chapter 6 of the Core Rulebook, including small and large-sized items. This does not include equipment made from dragonhide, but does include equipment made from other special materials, such as cold iron and alchemical silver (see the special material rules on page 154 of the Core Rulebook). All mundane (completely nonmagical) weapons, armor, equipment, and alchemical gear found in any other source that is legal for play are considered always available.
- +1 Weapons, Armor, and Shields
- Potions or Oils of 0- or 1st-level spells at caster level 1(50gp price limit)
- Scrolls of 0- or 1st-level spells at caster level 1 (50gp price limit)
- Wayfinder(50% discount - 250gp; see the Campaign Guide for a full description.

All purchases must be made at full value. Nonmagical ammunition in full lots of 10 or 20, and lots of 50 for magical ammunition. Charged items must be bought fully charged.

Day Jobs

You can take 10 on a Day Job roll

Result	GP Reward	Result	GP Reward
5	1gp	25	50gp
10	5gp	30	75gp
15	10gp	35	100gp
20	20gp	40+	150gp

You must have at least 1 skill point in a day job appropriate skill in order to make a Day Job roll.

Item Value Limits by Fame Score

The value is the full price of the item including the base price of the item + special material costs + magical enhancements.

Minimum Fame	Maximum Cost	Minimum Fame	Maximum Cost
0	0gp	54	70,000gp
5	500gp	58	92,500gp
9	1,500gp	63	120,000gp
13	3,000gp	67	157,500gp
18	5,250gp	72	205,000gp
22	8,000gp	76	265,000gp
27	11,750gp	81	342,500gp
31	16,500gp	85	440,000gp
36	23,000gp	90	565,000gp
40	31,000gp	94	680,000gp
45	41,000gp	99	800,000gp
49	54,000gp		

Generic Prestige Awards and Spell Costs

Award	Prestige[1] Cost	Gold Cost
Atonement	2PP	500gp
Atonement to restore class powers to Cleric/Druid/Inquisitor/Paladin	8PP	3,000gp
Break Enchantment	2PP	450gp
Dispel Magic	1PP	150gp
Greater Dispel Magic	2PP	660gp
Greater Restoration	16PP	5,910gp
Heal	2PP	660gp
Lesser Restoration	1PP	60gp
Make Whole	1PP	60gp
Neutralize Poison	2PP	280gp
Raise Dead	16PP	5,450gp
Regenerate	3PP	910gp
Remove Blindness/Deafness	1PP	150gp
Remove Curse	1PP	150gp
Remove Disease	1PP	150gp
Remove Paralysis	1PP	50gp
Restoration	2PP	380gp
Restoration to remove a permanent negative level	4PP	1,280gp
Resurrection	32PP	10,910gp
True Resurrection	77PP	26,530gp
+4 on any one skill ckeck[2]	1PP	
Free purchase up to 150gp[3]	1PP	
Free purchase up to 750gp[3]	2PP	
Have your body recovered by a rescue team	5PP	

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

2 Does not include Day Job rolls

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

Experience

You start with 0 Experience Points.

You earn XP by completing encounters in PFS sanctioned Scenarios, Modules, and Adventure Paths.

Fame and Prestige

You start with 0 Fame and 0 Prestige

Prestige is earned by completing mission objectives. Your Fame is the total prestige earned by the character.

Besides raising your Fame score Prestige can be used to purchase vanities, equipment and spellcasting services from your Faction.

Gold

You start with 150 gold pieces

Before your first adventure spend your starting gold on equipment listed on the Always Available list, and record your purchases below. Any gold not spent before your first mission will be listed as your starting gold on your first chronicle sheet.

Before making a purchase look at the Additional Resources document to see if an item is legal for use in the Pathfinder Society campaign.

When you determine if the item is legal go through the following steps to see if you qualify to make the purchase in a settlement of sufficient size.

1. Is the Item on the Always Available List?
2. If no, is it listed on one of this character's chronicle sheets?
3. If no, is it under the gp cap set by this character's Fame score?

When you find a yes you can spend the gold, and make the purchase. Remember to list the purchase on your Item Tracking Sheet which can be found in the PFS Campaign Guide.

Starting Equipment	Cost

Total Gold Spent	
Remaining Gold	

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