

# Pathfinder Society

## After Scenario GM Reference Sheet

### 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 so long as their characters are in a town of more than 5,000 residents. If outside of a town, PCs may be restricted from buying anything, though this will vary by scenario.

### Always Available Items

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

- All basic armor, gear, items, and weapons from Chapter 6 of the Pathfinder RPG Core Rulebook, including Small and Large-sized items. This does not include equipment made from dragonhide, but it does include equipment made from the other special materials, such as alchemical silver and cold iron (see the Special Materials section on page 154 of the Core Rulebook). All mundane (completely nonmagical) weapons, armor, equipment, and alchemical gear found in any other source that is legal for play are considered always available.
- +1 weapons (2,000 gp + 300 for the masterwork weapon cost + item cost)
- +1 armor (1,000 gp + 150 for the masterwork armor cost + item cost)
- +1 shields (1,000 gp + 150 for the masterwork armor cost + item cost)
- Potions and oils of 0 or 1st-level spells at caster level 1st (50 gp or less)
- Scrolls of 0 or 1st-level spells at caster level 1st (50 gp or less)
- Wayfinder (50% discount—250 gp; see page 299 of Pathfinder Campaign Setting: Inner Sea World Guide)

### Generic Prestige Awards

Award	Cost*
+4 to any one skill check**	1 PP
<i>Dispel Magic</i>	1 PP
<i>Lesser Restoration</i>	1 PP
<i>Make whole</i>	1 PP
<i>Remove blindness/deafness</i>	1 PP
<i>Remove curse</i>	1 PP
<i>Remove disease</i>	1 PP
<i>Remove paralysis</i>	1 PP
Free purchase up to 150 gp***	1 PP
<i>Atonement</i> ****	2 PP
<i>Break enchantment</i>	2 PP
<i>Greater Dispel Magic</i>	2 PP
<i>Neutralize Poison</i>	2 PP
<i>Restoration</i> *****	2 PP
Free purchase up to 750 gp***	2 PP
<i>Regenerate</i>	3 PP
Have your body recovered by a rescue team	5 PP
<i>Raise dead</i>	16 PP
<i>Greater restoration</i>	16 PP
<i>Resurrection</i>	32 PP
<i>True Resurrection</i>	77 PP

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

\*\* Does not include the Day Job check.

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

\*\*\*\* 8 PP to restore cleric/druid/inquisitor/paladin powers

\*\*\*\*\* 4 PP to remove a permanent negative level

### Fame and Item Purchases

Fame Score	Maximum Item Cost
5	500 gp
9	1,500 gp
13	3,000 gp
18	5,250 gp
22	8,000 gp
27	11,750 gp
31	16,500 gp
36	23,000 gp
40	31,000 gp
45	41,000 gp
49	54,000 gp
54	70,000 gp
58	92,500 gp
63	120,000 gp
67 or more	157,500 gp

### Day Job Check Rewards

DC Result	GP 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

### Spellcasting Costs

Caster level × spell level × 10 gp.

See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available. Use a spell level of 1/2 for 0-level spells to calculate the cost

**TABLE 5–2: SAMPLE SPELLCASTING COSTS FOR COMMON SPELLS**

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

**TABLE 2–2: HIT POINTS BY CLASS**

Class	Hit Dice	Hit Points at 1st Level	Hit Points Gained per Level
Sorcerer, witch <sup>1</sup> , wizard	d6	6	4
Alchemist <sup>1</sup> , bard, cleric, druid, inquisitor <sup>1</sup> , magus <sup>2</sup> , monk, ninja <sup>3</sup> , oracle <sup>1</sup> , rogue, summoner <sup>1</sup>	d8	8	5
Cavalier <sup>1</sup> , fighter, gunslinger <sup>3</sup> , paladin, ranger, samurai <sup>3</sup>	d10	10	6
Barbarian	d12	12	7

<sup>1</sup> Appears in the *Advanced Player's Guide*.

<sup>2</sup> Appears in *Ultimate Magic*.

<sup>3</sup> Appears in *Ultimate Combat*.