



Date:

Event Code/Location:

<b>Scenario Name:</b>			
<b>GM Name:</b>	<b>GM #:</b>	<b>GM Char #:</b>	<b>GM Prestige:</b>
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court Reporting Codes: <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D <span style="float: right;"><input type="checkbox"/> <b>Core Campaign</b></span>			

<b>PFS #:</b>	<b>Char #</b>	<b>Character Name:</b>	<b>Prestige:</b>	<b>Faction</b>
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# Pathfinder Society After Scenario Reference Sheet

<http://tinyurl.com/aftermodgmref>

## 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 750gp***	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

## Craft Alchemy

Alchemists can use Craft (Alchemy) to craft alchemical Items as well as poisons. Rogues with the poisoner archetype and the Master Poisoner ability can also use Craft (Alchemy) to craft poisons.

Item Craft	DC
Acid	15
Alchemist's fire, smokestick, or tindertwig	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	25
<i>DCs for other items found in Ultimate Equipment</i>	

### Allowed Posions:

Giant wasp poison	18
Large scorpion venom	17
Medium spider venom	14
Shadow essence	17
Small centipede poison	11

### Basic Craft Rules (Full details on page 91-93 of CRB)

1. Find the item's price in silver pieces (1 gp = 10 sp).
2. Find the item's DC from Table: Craft Skills.
3. Pay 1/3 of the item's price for the raw material cost.
4. Make an appropriate Craft check representing one week's worth of work. If the check succeeds, multiply your check result by the DC. If the result x the DC equals the price of the item in sp, then you have completed the item. (If the result x the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result x the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

### Special

If the character has a base of operations to create alchemical items, they get a +2 bonus on the check.

You can make checks by the day instead of by the week. In this case your progress (check result x DC) should be divided by the number of days in a week.

You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

## Fame & Item Purchases

Fame Score	Max 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

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

\*It is legal to take 10 on a day job roll.

## XP/Level

Level	XP
1	0
2	3
3	6
4	9
5	12
6	15
7	18
8	21
9	24
10	27
11	30
12	33
13	36
14	39
15	42

## Costs for Copying a Spell into a Spellbook

Spellcraft Check - DC15 + Spell Level. Specialists get +2 for Specialist School

Spell LVL	Cost from PC	Cost from NPC
0	5 gp	7.5 gp
1	10 gp	15 gp
2	40 gp	60 gp
3	90 gp	135 gp
4	160 gp	240 gp
5	250 gp	375 gp
6	360 gp	540 gp
7	490 gp	735 gp
8	640 gp	960 gp
9	810 gp	1215 gp

## Spellcasting Costs

Caster level x spell level x 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

### Common Spellcasting Costs

Neutralize Poison	280 gp
Raise Dead	5,450 gp
Remove Curse	150 hp
Remove Disease	150 gp
Restoration	380/1280 gp*
Restoration, Lesser	60 gp

\*Higher cost to remove a permanent negative level.