

PATHFINDER SOCIETY ORGANIZED PLAY

GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY

Changelog - Last Updated Monday, January 30, 2012



The following is a list of the changes from made in the *Guide to Pathfinder Society Organized Play* version 4.1. Some changes, such as grammar and spelling errors have been left off this changelog.

- **Pages 3-4:** Added the following under Core Assumption: "In addition to these printed materials, players and Game Masters are expected to have familiarity with the official Pathfinder Society Organized Play FAQ at paizo.com/pathfindersociety/faq. If a clarification on the FAQ pertains to your character, you are expected to bring a copy of the relevant sections to any Pathfinder Society Organized Play game."
- **Page 4:** Added following text to Getting Started: "If you play a non 1st-level pregenerated character, you can apply the credit for it to your character as soon as they reach the level of the pregenerated character played. You may also opt instead to apply the credit from the non 1st-level pregenerated character played to a newly created character with the GP gained reduced to 500 GP (or 250 for slow advancement track characters). Equipment listed on the pregenerated character sheet may never be sold."
- **Page 5:** Under Step 2: Race and Class, added language for applying archetypes and gaining languages: "If you wish to apply a legal archetype to your character, you may do so at 1st level as normal. Additionally, you may apply an archetype to an existing class any time you level up as long as the first alternate ability does not replace an ability granted at a previous level."

Your race and class selection will also impact what languages you start with. You gain free languages granted by your race, ethnicity (for humans), and class (ie. Druidic for druids) and may learn bonus languages for possessing a high Intelligence modifier from those listed in your race's entry in the Core Rulebook, the Modern Human Languages list (page 251 of the Inner Sea World Guide), and additional bonus languages granted by class (ie. Draconic for wizards). Humans and half-elves with high Intelligence scores may learn all the above languages as bonus languages as well as any other language except those listed as Ancient Languages and Secret Languages on page 251 of the Inner Sea World Guide). All languages except those denoted as Secret Languages are available by putting a skill rank in Linguistics (see below).
- **Page 6:** Under Step 4: Feats, added the following: "Neither the craft feats nor the item creation section of the magic items chapter in the Pathfinder RPG Core Rulebook are legal for play. Additionally, except for specific examples cited in this Guide or the PFS FAQ, the Craft skill is not legal for play and crafting of mundane items is not allowed in Pathfinder Society."
- **Page 6:** Added equipment trait to list of six available traits to choose from.
- **Page 7:** Added Ranger to the d10 hit point list and rogue to the d8 hit point list on TABLE 2-2: HIT POINT BY CLASS
- **Page 7:** Added the following under Step 10: Finishing Touches: "You may also use a pawn from the Pathfinder Roleplaying Game Beginners Box."
- **Page 8:** Under Cooperate, changed the paragraph to read: "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, a Silver Crusade paladin, an antiquities-obsessed Osirian necromancer, a watchdog Shadow Lodge member, and a friendly Taldan raconteur. Pathfinder agents, no matter which of the ten factions they are a member of, are expected to respect one another's claims and stay out of each other's affairs unless offering a helping hand."

- **Page 11:** Under Goals of Lantern Lodge, changed word “mysteries antiquities” to “mysterious antiquities.”
- **Page 12:** Changed Meticulous Artisan trait to apply to day job rolls.
- **Page 15:** Under Chapter 5: Pathfinder Society Special Rules, changed “...you might consider printing..” to “you should print that section of the FAQ”
- **Page 16-17:** Under Replaying Scenarios, changed the text to read: “There is one exception to this rule: All Tier 1 scenarios and Tier 1-2 sanctioned modules are available for unlimited replay with a 1st level character for credit. The sanctioned modules can also be played with a 2nd level character once for credit. You may continue to replay the sanctioned modules with 1st level characters after playing through them with a 2nd level character. GMs can receive character credit (a chronicle) each time they run one of the Tier 1 scenarios or Tier 1-2 sanctioned modules. No character can ever have two of the same Chronicle.”
- **Page 17:** Under Step 2: Day Job, added the word “trained” in front of Craft, Perform, or Profession.
- **Page 17:** Under Step 2: Day Job, second paragraph, changed “...but temporary bonuses such as those granted by magical effect...” to “...but temporary bonuses such as those granted by spell effects...”
- **Page 17:** Under Step 2: Day Job, second column, last line above table 5-1, add “your Chronicle sheet.” to the end of the sentence.
- **Page 18:** Under Death, first paragraph, end of last line on that page, changed PA to PP.
- **Page 18:** Under Death, second paragraph, last sentence, changed “...so long as the played at least three encounters...” to “...so long as they completed at least three encounter.”Also, deleted “before dying and being brought back to life.”
- **Page 19:** Under Other Items, changed “prestige “ to “fame”.
- **Page 21:** Under Benefits of Fame, changed reference for Table 5-2 to Table 5-3.
- **Page 21:** Extended the Fame score chart out to 99 PPs.
- **Page 21:** Under Spending Prestige Points, changed reference for Table 5-3 to Table 5-4.
- **Page 22:** Under Spending Prestige Points, changed “...each faction offers specific Prestige Awards available on to members...” to “each faction offers specific Prestige Awards available only to members...”
- **Page 22:** Under Spending Prestige Points, changed “The character must earn more Prestige Points by completing additional faction missions to replenish her total.” to “The character may earn more Prestige Points by completing additional faction missions.”
- **Page 22:** Changed the subheading from “Level Cap” to “Retirement and Beyond” and wrote new text for inclusion of 13 and higher level character advancement.
- **Pages 22-23:** Under Shirt rerolls, added, “but gain no additional benefits other than supporting Pathfinder.”Also added, “...or Pathfinder branding...”Also added, “Paizo Golem, Pathfinder goblin with d20, Gray Maiden, Pathfinder song (both color and black and white), and Venture-Captain red polo” under currently available Pathfinder Society Organized Play shirts.
- **Page 23:** Under Playtests and Errata, changed, “Alternatively, you may replace the feat entirely with another feat that has no prerequisites” to ““Alternatively, you may replace the feat entirely with another feat for which you meet all prerequisites.”
- **Page 23:** Under Playtests and Errata, deleted the word “changes’ from line 4.
- **Page 23-24:** Added a new chapter, “Chapter 6: Sanctioned Modules.”
- **Page 24:** Renumbered “Chapter 6: Pathfinder Society Organized Play Game Masters” from Chapter 6 to Chapter 7.
- **Page 25:** Under Average Party Level, added the following text: “In fringe cases where rounding to the nearest whole number would force a party to play up to the next subtier (i.e. a group of three 2nd level and two 3rd level and one 4th level equals 2.67 would round up to 3 add +1 for 4 and would then be eligible for tier 4-5), they may instead choose to play down.”
- **Page 25-26:** Under Average Party Level, changed, “...if there are six or more players...” to “...if there are six or seven players...”
- **Page 26-27:** Under Slow Advancement Track, added the following, “Similarly, a Pathfinder using the slow advancement track that plays a Season 0-2 scenario offering 2 Prestige Points may only earn a maximum of 1 Prestige Point for completing both mission objectives, half for the faction mission and half for the completion of the scenario.”
- **Page 27:** Added a new subheading and text titled “Alignment Infractions.”
- **Page 29:** Added the following text to Step 3: “If the player is playing a non 1st level pregenerated character , he may choose instead to apply this Chronicle to a newly created 1st level character. If this is the case, reduce this value to 500 (or 250 for slow advancement track).”
- **Page 29:** Under Step 5, changed the word “wishes” to “qualifies”.

- **Page 30:** Under Step 6, changed, “and must succeed at both her faction mission and the scenario’s success condition to earn such.” to “and may earn one-half prestige point for completing her faction mission and one-half prestige point for the scenario’s success condition.”
- **Pages 31-32:** Changed the requirements for achieving and maintaining a 5th star for GM.
- **Page 32:** Renumbered “Chapter 7: Pathfinder Society Regional Coordinator” from Chapter 7 to Chapter 8.
- **Page 33:** All regions with a Venture-Officer have been updated to the list.