

# PATHFINDER TALES: CITY OF THE FALLEN SKY

PATHFINDER SOCIETY ORGANIZED PLAY



**P**athfinder Tales: *City of the Fallen Sky* has now been incorporated into the Pathfinder Society. This additional option provides fans of the novels with an additional way to use content from the book in-game in a sanctioned format. Because of the differences between reading a novel and playing a game, this document outlines the specific rules needed for using sanctioned content from a Pathfinder Tales novel and provides a Chronicle sheet for players to use with their characters.

## HOW TO USE

Because Pathfinder Tales novels are stories first, there is no easy way to sanction items, spells, feats, or other special abilities whole-cloth. Therefore, *City of the Fallen Sky* Chronicle sheets use the following rules.

- Only items, feats, boons, or abilities found on the Chronicle sheet are legal for play.
- Each player must have a copy of the Chronicle sheet with his or her character at all times.
- In order for the Chronicle sheet to be considered legal for play, the player must show to the GM a copy of *City of the Fallen Sky*, either in printed or digital format.

## ADVICE FOR USING PATHFINDER TALES CHRONICLE SHEETS

GMs are advised to work with players to make the sanctioning of Pathfinder Tales Chronicle sheets easy and fast. As long as the player has a copy of the book, she should be able to use the Chronicle sheet just like any other.

If you would like to learn more about *City of the Fallen Sky* or other novels in the Pathfinder Tales line, please visit [paizo.com](http://paizo.com) or your local bookstore. Other novels in the line include *Master of Devils* by former *Dragon Magazine* editor Dave Gross, *Plague of Shadows* by Howard Andrew Jones, and *Death's Heretic* by James L. Sutter.





# PATHFINDER TALES: CITY OF THE FALLEN SKY

This Chronicle Certifies That \_\_\_\_\_

	A.K.A.			
Player Name		Character Name	Pathfinder Society #	Faction
Has Received This Chronicle. _____				

## Items Found During This Scenario

TIERS

All

**Fugitive from Numeria:** You spent time studying the secrets of the Silver Mount and have acquired both a rudimentary understanding of its cosmic technology and the enmity of a dangerous organization. When you would be targeted or affected by an activated magical item, as a free action you gain a +2 bonus to AC and on saving throws against that item's effects for 1d4 rounds. When this boon is used, cross it off your Chronicle sheet.

Choose one of the following three boons for your character and cross the rest off the Chronicle sheet:

- Practiced Artificer:** Your tinkering with long-forgotten artifacts has granted you considerable insight into how other mysterious devices might work. You gain a +1 insight bonus on Use Magic Device checks—increasing to a +4 bonus when activating an item blindly—lasting until the end of the scenario in which the boon is used. When this boon is used, cross it off your Chronicle sheet.
- Duplicitous Charm:** As a confidence artist, you are adept at earning the trust of others and bending them to your needs. Choose a creature. Until the end of the scenario you gain a +2 competence bonus on Bluff checks to lie to the creature and Diplomacy checks to improve the creature's attitude or request favors from it. When this boon is used, cross it off your Chronicle sheet.
- Shameless Opportunist:** Years of practice with a blade, a brick, or any other weapon at hand have taught you what matters most in a fight—striking quickly and striking hard. When you hit with an attack against a flat-footed target, as a free action you may increase the damage dealt by 4. When this boon is used, cross it off your Chronicle sheet.

+1 adamantine armored coat of fire resistance (29,050 gp)  
Wand of deep slumber (CL 5th, 25 charges; 5,625 gp)

Slow  Normal

SUBTIER		
All		

MAX GOLD

## EXPERIENCE

Starting XP
+ 0
XP Gained (GM ONLY)
Final XP Total

## FAME

Initial Fame	Initial Prestige
+ 0	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

## GOLD

Start GP
+ 0
GP Gained (GM ONLY)
+ 0
Day Job (GM ONLY)
+
Items Sold
=
Subtotal
-
Items Bought
=
Total

## Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box	<input style="width:90%;" type="text"/>

## Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT	<input style="width:90%;" type="text"/>

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #