



GUIDE TO PATHFINDER SOCIETY ORGANIZED PLAY

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This document updates the *Guide to Pathfinder Society Organized Play, Version 4.2* to match *Guide to Pathfinder Society Organized Play, Version 4.3*.

- **Page 3:** Updated the Table of Contents.
- **Page 5:** In the Core Assumption section, clarified that GMs should have access to all books in the Pathfinder Roleplaying Game line of hardcover rulebooks, but that they can be physical or electronic copies.
- **Page 5:** Clarified the following text in bold: “Unless noted otherwise in this guide, everything contained in the *Core Rulebook* (except artifacts, evil items, and intelligent items) and *Pathfinder Society Field Guide* is legal for Pathfinder Society play.”
- **Page 5:** In the last sentence above The Pathfinder Society Community section, changed “It is considered courteous to inform the Game Master...” to “You must inform the Game Master...”
- **Page 6:** Changed “Equipment listed on the pregenerated character sheet may never be sold.” To match what is advised on page 29, “Equipment listed on the pregenerated character sheet may only be sold to clear conditions such as death or during the play of a sanctioned event, and any remaining gold does not carry over at the end of the adventure.”
- **Page 9:** In section Step 9: Hit Points, changed “amount indicated in the Hit Dice column” to “amount indicated in the rightmost column”.
- **Page 10:** Added the following under the religion entry: “Druids, oracles, and rangers are the exception to this rule. The list is not exhaustive, and divine spellcasters of any future classes whose sources are added as additional resources to the Pathfinder Society Organized Play campaign will be required to choose a deity unless otherwise specified.”
- **Page 10:** Changed “before beginning play as a 2nd-level character” to “before beginning play as a character above 1st level”.
- **Page 22:** Reworded the note regarding First Steps for clarity, and added a sentence advising that Prestige Points be awarded after playing each part of the First Steps series.
- **Page 24:** Corrected the cost of restoration on Table 5-2 from 1,380 gp to 1,280 gp. Also added heal to the list, and added paladin to the list of classes next to atonement.
- **Page 24:** Under Purchasing Equipment and Spells, added a paragraph about item usage frequency.
- **Page 26:** Added “(or 1/2 point if using the slow track)” to the final sentence of the Earning Prestige section.
- **Page 27:** Added heal to Table 5-4.
- **Pages 27–28:** Changed the name of the section “Retirement and Beyond” to “Beyond Level 11.” Reworded the section for clarity and added the special title of Seeker for any Pathfinder agent who has achieved level 12.
- **Page 28:** Added Campaign Service Award Coin to the items that offer free rerolls.
- **Page 29:** Changed the title of Chapter 6 to “Sanctioned Modules and Adventure Paths.” Added rules to include sanctioned Adventure Path content as part of Pathfinder Society Organized Play.
- **Page 35:** Changed the text in the Table Variance section to allow GMs more flexibility and better adjudication at their tables.
- **Page 35:** Under Alignment Infractions, added the following sentence: “However, ‘that’s just what my character would do’ is not a defense for being a jerk.”
- **Page 40:** Removed the maintenance requirements for 5-star GMs.



- **Pages 41–46:** Updated the list of regional coordinators. Add titles (VC for Venture-Captain and VL for Venture-Lieutenant) to the list of officers to indicate their rank.
- **Page 47:** Added an index.

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