CHANGE LOG

Last Updated Monday, August 5, 2013





he following is a list of the changes from made in the *Guide to Pathfinder Society Organized Play* version 5.0. Some changes, such as grammar and spelling errors have been left off this changelog.

- Page 5: Added the following under Core Assumption:
 "Additionally, there is a rules clarification thread
 that addresses very specific campaign rulings and is
 stickied to the top of the Pathfinder Society General
 Message Board at paizo.com. The listing of these
 clarifications can be found at http://paizo.com/threads/
 rzszp4na?Compilation-of-message-board-clarifications."
- Page 5: Removed the Pathfinder Campaign Setting: Pathfinder Society Field Guide from the Core Assumption.
- Page 6: Added the following under Getting Started: "You may not apply a pregenerated character's chronicle sheet to a character that is already at the level of the pregen or higher. The one exception is if you have multiple chronicle sheets from pregens, they are applied to your character's chronicle sheet stack all at once at level 4 and level 7, even if this would advance your character several levels."
- Page 6: Changed the following under Getting Started: "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" to "You may also opt instead to apply the credit from the non-1st-level pregenerated character played to a 1st level created character with the gp gained reduced to 500 gp"
- Page 7: Changed the following under Step 2; Race and Class: "Other races are not legal without a race boon in the character's Chronicle stack."
- Page 9: Removed Lantern Lodge and Shadow Lodge under Step 6; Factions.
- Page 10: Changed "1st Level Character Retraining" to "Character Retraining." Added the following: "If you own a copy of Pathfinder RPG Ultimate Campaign, you may use the retraining rules found beginning on page 188 to alter your character beyond first

- level. Such changes must be made in the presence of a Pathfinder Society GM, the GM must initial each change, and each change must be noted on an official Pathfinder Society Chronicle sheet. If the GM wishes to audit your character before the changes are made, the character must be presented to the GM. If time is a limiting factor, the GM may choose not to allow retraining during that session. When utilizing these retraining rules, you must expend GPs as outlined in the Retraining section of *Pathfinder RPG Ultimate Campaign*, as well as one Prestige Point per day of retraining since time between scenarios is undefined.
- Page 13: Removed references to the shadow war for control of Absalom.
- Pages 15 and 16: Removed Lantern Lodge and Shadow Lodge entries from Chapter 4.
- Page 18: Added a new section titled "Faction Retirement"
- Page 20: Added the following text under Replaying Scenarios, bullet point two: "A player replaying a scenario in order for the table to reach the minium table size should be given a chronicle for the scenario, though marked to earn o Gold, o Fame, o Exp, does not allow the character to make a 'Day Job' check, no boons, item access, or anything else the chronicle might provide for having played the scenario. This chronicle only serves as a placeholder to indicate the character participated in the adventure, and gives a place for consumables, purchases, and conditions to be tracked from playing through the adventure. This is the only exception to not having two of the same Chronicle assigned to one character."
- Page 20: Added the following text under Replaying Scenarios: "There are two exceptions to these rules.
 All Tier 1 scenarios and Tier 1-2 sanctioned modules are available for unlimited replay with a 1st-level

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character for credit. The sanctioned modules may also be played with a 2nd-level character once for credit. GMs may receive another Chronicle sheet each time they run one of the Tier 1 scenarios or Tier 1–2 sanctioned modules, but may only apply a Chronicle sheet to one 2nd-level character per adventure.

Alternatively, campaign participants who are recognized for their efforts as a GM by receiving GM stars (see page 40), may receive player or GM credit for a number of non-Tier 1 scenarios per GM star they have earned. For example, a three star GM may play or GM any three scenarios that they received previous credit and applied a Chronicle sheet. They will receive an additional Chronicle sheet beyond the two allowed for all scenarios. When replaying a scenario with your GM star credit, the GM completing the Chronicle sheet will annotate the Notes section of the Chronicle sheet and add the following: 'GM Star Replay Credit x Star' to annotate the use of star credit replay. The GM Star Replay Credits renew each year on the first day of PFS events at GenCon.

No character may ever have two of the same Chronicle—the Chronicle must be applied to a different character each time."

- **Page 21:** Under Step 2: Day Job, added text to reflect *Crafter's Fortune* assists with Day Job checks.
- Page 22: Under Conditions, Death and Expendables, added, "PCs may use the rewards from the chronicle sheet they earned in order to resolve any conditions, such as death. PCs who ultimately do not return to the realm ..."

Also changed text to read, "All conditions gained during an adventure, except for permanent negative levels, ability drain that does not reduce an ability score to 0, and conditions that provide no mechanical effect, must be resolved before the end of the session; if these are not resolved the character should be reported as 'dead.' Permanent negative levels, ability drain, and non-mechanical conditions being carried over to the next session should be recorded under the Notes section of the Chronicle sheet."

- Page 24: Under Potions, Scrolls and Wands, added,
 "... are not permitted for characters below level 12 unless ..."
- Page 24: Under Spells, the first bullet point, added,
 "... repair damage ..."
- Page 26: Added a new subsection about Pathfinder Tales Novels.
- Page 27: Added a new subsection about Convention,.
 Holiday and Quest Boons.

- Page 27: Updated the list of shirts that offer free rerolls.
- Page 27: Updated Free Rerolls, added "... (not a PDF, printout, or photocopy)..."
- Page 27: Under Free Rerolls, added "Additionally, when a player uses a free reroll, they may present their PFS membership card and receive an additional +1 for every GM star they have earned, for a maximum of a +5."
- Page 28: Under Legal Pathfinder Society Characters, added, "You must apply the credit to your character as soon as she reaches the level of the pregenerated character played."
- Page 29: Under Legal Pathfinder Society Characters, changed, "...you may apply credit from the pregenerated character played to a newly created character of your very own" to "...you may apply credit from the pregenerated character to one of your 1st level characters..."
- Page 29: Removed the following text: "There are no Day Job checks when playing a sanctioned module or Adventure Path." Day Job checks are now available after playing either of these sanctioned content.
- Page 29: Added We Be Goblins Too! to the list of Free RPG Day Modules.
- Page 30: Under Your Duties as a Game Master, updated the third bullet point to read, "It is recommended that you look over each player's character sheet and previous Chronicle sheets, quickly checking wealth, equipment, calculations, and so on if time permits."
- Page 31: Rewrote the Determing Subtiers section to make a few adjustments and make it more concise.
- Page 32: Updated the Adapting Seasons o-2 subsections to include Out-of-Subtier value.
- Page 33: Under Alignment Infractions, changed the text of the first paragraph since the role of factions missions has changed.
- Pages 35: Updated Step 5 to match what was changed on Pages 33–35, including Out-of-Subtier value.
- Pages 38-43: All regions with a Venture-Officer have been updated to the list.