

Table of Contents

4.00 -> 4.01

9/12/2022

Welcome to Pathfinder Society

Updated language to make it more new reader friendly, added some additional details on My Organized Play

Character Creation

Migrating text from the Character Options page to here to slim down that page.

Clarified that PFS characters are not limited to the 9 regional languages listed on page 432 of the core rulebook.

Game Master Basics

Clarified instructions on issuing chronicles.
Clarified that modifying Chronicles for accessibility is allowed and encouraged.

3.03 -> 4.00

2 August, 2022

Community Standards and Expectations

Updated the No PVP rules to account for new sources of area effect damage in the Dark Archive.

Character Creation

Added additional clarification that first level lore provided by schools replaces the default Bonus Lore provided by membership in the Pathfinder society.

Additional Character Options

Clarified how Slow Speed interacts with Downtime.
Clarified how Hirelings affect Downtime.
Clarified that characters can take starting consumables from lower levels if they want to.

Player Rewards

Updated (and futureproofed) Promotional boons to match the new boons on the Paizo Perks Web site.

Factions and Reputation

Added the 6 faction's "Admired" boons.

Legacy Backgrounds

Added the new Shattered Sanctuaries backgrounds.

GM Basics

Fixed an error in TB table, and propagated all rows to lookup style.

Added instructions for how many XP scenarios give.

GM Rewards

Updated the 5 Glyph GM requirements to explain the Glyph tag.

Dealing with the Unexpected

Updated the "Player forced to leave a table early" section to clarify that a player leaving early cannot earn *more* XP than they would have stayed by playing to the end of a scenario.

3.02 -> 3.03

5 May 2022

Community Standards and Expectations

Fixed out of date sentence implying that engaging in PvP awards infamy. Non-consensual PvP is never allowed.

Updated Campaign Leadership list
Added rules for free retraining / resale due to errata to Feats, Items, and Spells.

Player Basics

Updated rules regarding how access interacts with Rarity.

- Access to an option **never** changes it's rarity.
- Items appearing on a chronicle grants access to that item (not previously explicitly stated.)
- You can learn spells you have access to from tutors at the grand lodge, even if they are not common.
- Having access to a scroll does not grant access to spells on the scroll, but if you have the scroll in your possession you can learn spells off of it.

Character Creation

Added notation that players have access to Kobold and Leshy heritages.

Added ethnicity choice for other ancestries besides human.

Additional Adventures

Minor text clarifications

Clarified language regarding bounties and downtime.

Added reminders regarding Sanctioning Documents and their effects on rules for running adventures.

(Sanctioning documents **always** override general rules.) This was added specifically in response to the beginners box, to clarify that the Beginner Box can **only** be run with characters built with beginner box rules.

Added permission (and encouragement) for retroactive credit for adventures that were played before they were sanctioned.

GM Rewards

Clarified language for GM chronicles.

Defined "Qualified Evaluator" for 5 glyph games and added the ability for RVCs to authorize additional Qualified Evaluators if needed.

3.01 -> 3.02

13 January 2022

Player Basics

Updated the Spells purchasing guideline per most recent FAQ

Character Creation

Modified language access for PCs

3.00 -> 3.01

Game Master Basics

Updated release schedule description

Level Bumps Apply to PC Companions.

Additional Adventures

Added: When playing an adventure using a PFS character, the chronicle **must** be assigned to that character.

Some early adventures have had their rewards revised to bring them better in line with other similar products.

GM Rewards

Clarified GM chronicle rewards.

2.00 -> 3.00

Main Page

- added [Additional Character Options](#) under Players
- added [Additional Adventures](#) under Game Masters

Welcome to Pathfinder Society

- Added link to OrgPlay Forums on Paizo

The World of Golarion

- Added Image of Wayfinder

Community Standards and Expectations

- No changes at this time

Player Basics

Major Changes

- Removed rules related to Schools, Advancement speed, and Expanded Downtime. These rules are now optional, and players can choose to engage with them or not engage with them. As such, they are no longer "Basic" rules, and have been moved to [Additional Character Options](#). Characters with no school connection gain Pathfinder Society Lore as a Trained Lore, do not gain a bonus feat at 5th level, and receive only the default healing potion option for starting consumables. Characters who do not specify an advancement speed on sign in use standard advancement speed. Characters not using Expanded Downtime can choose to roll on the relevant table under [Downtime](#) and receive that much gold. If they choose not to roll, they receive nothing.
- Removed rules related to Factions. These rules are now optional, and players can choose to engage with them or not engage with them. As such, they are no longer "Basic" rules, All rules relating to Factions and reputation have been moved to the (renamed) [Factions and Reputation Appendix](#) (Was Reputation Boons.)
- Added spells to [Purchasing Guidelines](#)
- Added spellcasting services for Condition Removal to [Purchasing Guidelines](#) and added Spellcasting Services Cost Appendix.

Minor Changes

- Updated "Character Options" references to point to the [Character Options Document](#) instead of the blog
- Moved detailed rules for non society adventures to separate [Additional Adventures Appendix](#)
- cleaned up language on Faction [Scenario Tag](#) and on not reporting replays for no credit (under [Legal Table Size](#))
- Clarified the language on treasure bundles to make clear that 8 treasure bundles is the amount a scenario is expected to grant, the 9th

and 10th treasure bundles are earned through luck or exceptional play.

- Cleaned up language on Permanent Negative effects.

Character Creation

- Updated "Character Options" references to point to the [Character Options Document](#) instead of the blog
- Restored Home Region rules that were accidentally dropped.
- Schools Training moved to [Additional Character Options](#)

Additional Character Options

- Page created for various optional character mechanics.
 - Pathfinder Training
 - Advancements Speed
 - Factions and Reputation
 - Downtime

Reputation Boons

- Renamed Factions and Reputation.

Game Master Basics

Major Changes

- Clarified Treasure bundle language to make it clear that 8 Treasure bundles is the expected reward for most scenarios with up to two additional treasure bundles that can be acquired through luck or exceptional play.
- Converted the treasure table chart to reduce the GM's need to do math.

Minor Changes

- Moved Downtimes to [Additional Character Options](#)

Additional Adventures

- Page created to host rules for running

