

Pathfinder Society Organized Play

FAQs

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This document is intended to format the PFS FAQs for printing. The content is identical to the most recent FAQs prior to the document update listed above, but hyperlinks have been removed and the document has been formatted for printing. In any case of disagreement, the FAQs web document (<http://paizo.com/pathfinderSociety/faq>) should be consulted and used as a final decision.

Consistent with the FAQs web document, questions written in red are FAQs that have been added or revised in the most recent revision of that document.

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Index of Questions

General Questions

- What books are Pathfinder Society players and GMs assumed to have?
- What do I need to bring to a game to use non-core material?
- I have a Season 0 character built with D&D 3.5 rules. Do I have to convert her to Pathfinder Roleplaying Game rules, and if so how?
- Can I use the GameMastery Critical Hit Deck, Critical Fumble Deck, or Plot Twist Cards in a Pathfinder Society Organized Play game?
- How many animals can I have at any given time?
- Do purchased animals come fully trained or do I have to train them myself?
- How can I teach tricks to an animal using Handle Animal?
- How is the replacement of a dead familiar, animal companion or paladin's or cavalier's mount handled?
- How do I determine hit points for my animal companion?
- Can I improve my companion's Intelligence to 3 or higher and give it weapon feats?
- As a paladin or cavalier, what mount can I have?
- As a ranger, what list of companions can I select my animal companion from?
- Can I re-skin or re-flavor an animal companion or item?
- My character is playing in the First Steps intro series. How can I pick a faction trait before I've chosen a faction?
- How can wizards, witches, magi, and alchemists learn new spells or formulae?
- How do poisons work in Pathfinder Society Organized Play?
- How can alchemists craft in Pathfinder Society Organized Play?
- What does a deaf oracle (or other deaf PC) need to do in order to read lips?
- **Is the massive damage rule used in Pathfinder Society?**
- **What impact to NPCs, such as slaves or vanity-purchased NPCs from the Pathfinder Society Field Guide have on my character?**
- **What happens when a character commits an alignment infraction?**

Wealth and Treasure

- **Can I buy a magic item or spellcasting services with a metamagic feat applied, such as a *scroll of maximized fireball*, a *wand of empowered shocking grasp*, or employ the services of a wizard to cast *extended mass bull's strength*?**
- Can I Upgrade a Named Magic Item?

Reporting

- How many times may I receive credit for a given scenario?

General Questions

What books are Pathfinder Society players and GMs assumed to have?

Pathfinder Society Organized Play assumes that every player has access to the *Pathfinder RPG Core Rulebook* and a familiarity with *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, and that every Game Master has access to the above plus the *Pathfinder RPG Bestiary*. When designing and developing scenarios, we assume that references to rules or flavor in these books needn't be explained. Lack of access to these materials may prevent players or GMs from being able to participate in the campaign. All relevant content from both the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary* may be found for free on the Pathfinder Reference Document at <http://paizo.com/pathfinderRPG/prd/>.

What do I need to bring to a game to use non-core material?

In order to use additional resources for your character, you must bring a physical copy of the book with you or printouts of the appropriate pages detailing cost (if any) and explanations for each feat, item, spell, prestige class, and so on that you use. One need not prove ownership of said material but they must be from a legally obtained PDF or book printed by Paizo Publishing; content reproduced in other sources under the Open Gaming License (such as an online reference document or a homemade omnibus) is not legal with regard to use in sanctioned Pathfinder Society play. Since the core assumption for Pathfinder Society Organized Play is the *Pathfinder RPG Core Rulebook*, *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, and the *Pathfinder RPG Bestiary*, we cannot assume that every Game Master will have the products included in the [Additional Resources](#) list. As such, it is each player's responsibility to bring to the game any necessary rules for running his or her character so that GMs may properly adjudicate the game during play.

I have a Season 0 character built with D&D 3.5 rules. Do I have to convert her to Pathfinder Roleplaying Game rules, and if so how?

You must convert your PC before playing any further scenarios. 3.5 characters are no longer legal for play.

To convert your PC, follow these simple steps:

1. Your PC's name, XP, and faction remain the same.
2. Determine what character level your existing XP allows you to make, and create a new character as similar to or as different from the 3.5 version as you want, following current character creation rules, as outlined in the *Guide to Pathfinder Society Organized Play*.

Refer to Table 1 to determine your new character's new wealth and max value—you will not be using your old 3.5 chronicle sheet-based wealth during the conversion, as the assumptions for wealth by level for Pathfinder RPG are higher than for 3.5. In nearly every instance, you'll receive more gold piece value in gear to spend using this system than you would by adding up all of your 3.5 character's gear. Max value (shown in Table 1) is the highest gold piece

Table 1: Pathfinder Society Wealth Conversion Table

Level	Wealth (GP)	Max Value (GP)
<i>[1-2 total XP]</i>		
1 scenario	500	250
2 scenarios	750	375
<i>[Level 2+]</i>		
2	1,000	500
3	3,000	1,500
4	6,000	3,000
5	10,500	5,250
6	16,000	8,000
7	23,500	11,750
8	33,000	16,500
9	46,000	23,000
10	62,000	31,000
11	82,000	41,000
12	108,000	54,000

value item you can buy—if your max value is 2,000 gold pieces, you may not purchase any single item above that value during conversion. Please note that max value does not apply to items that are considered always available for purchase (see *Guide to Pathfinder Society Organized Play* for more information); it only applies to additional magic items and equipment. You must repurchase new gear, weapons, armor, magic items, and so on using the guidelines in Table 1 and cannot simply keep the items you have now (as many items have changed in price, name, and description).

- Adjust Your Prestige Award Because of the changes to prestige in the Pathfinder RPG, the current PA totals of all 3.5 characters must be adjusted based on their level to more accurately match the current system. See Table 2 for details.

Table 2: Pathfinder Society Prestige Award Conversion Table

Level Range	Prestige Adjustment
1–4	Add +1 to your Prestige Award total
5–6	Add +2 to your Prestige Award total
7–8	Add +4 to your Prestige Award total
9–10	Add +6 to your Prestige Award total

Can I use the GameMastery Critical Hit Deck, Critical Fumble Deck, or Plot Twist Cards in a Pathfinder Society Organized Play game?

No. None of the listed accessories are legal in the Pathfinder Society Organized Play campaign.

How many animals can I have at any given time?

During the course of a scenario, you may have one combat animal and as many noncombat animals as you like. Noncombat animals (ponies, horses, pet dogs, and so on) cannot participate in combat at all. If you have so many noncombat animals that their presence is slowing a session down, the GM has the right to ask you to select one noncombat animal and leave the rest behind. A summoner's eidolon is considered an animal companion for the purposes of counting combat and noncombat animals. If you have more than one class-granted animal companion (or eidolon), you must choose which will be considered the combat animal at the start of the scenario. In general, a mount, a familiar or mundane pet, and your class-granted animal(s) are acceptable, but more than that can be disruptive.

Do purchased animals come fully trained or do I have to train them myself?

The entry for Handle Animal on pages 97–98 of the *Pathfinder RPG Core Rulebook* details which animals come trained—namely, some riding horses and riding dogs have training, but they only come trained to bear a rider into combat. All other animals are subject to Handle Animal to learn additional tricks. See the “Mounts and Related Gear” table on page 159 of the *Pathfinder RPG Core Rulebook* for additional details.

How can I teach tricks to an animal using Handle Animal?

You can teach any animal a trick so long as you follow the rules for Handle Animal on pages 97–98 of the *Pathfinder RPG Core Rulebook*. A GM must observe your Handle Animal check, and must initial what tricks the animal gained in the “Conditions Gained” section of the scenario's Chronicle sheet.

The first time a character with levels in druid, ranger, or any other class that grants an animal companion gains an animal companion, the animal enters play knowing its maximum number of tricks as dictated by the animal companion's Intelligence and the character's effective druid level. If the character replaces the animal companion for any reason, the new animal starts with no tricks known, save for bonus tricks granted based on the PC's effective druid level.

Once per scenario, you may attempt to train the animal companion a number of times equal to the number of ranks you have in the Handle Animal skill. Each success allows you to teach the animal a single trick; a

failed attempt counts against the total number of training attempts allowed per scenario, and you may not attempt to teach the same trick until the next scenario. Alternatively, you may train one animal for a single purpose as long as you have enough ranks in Handle Animal to train the animal in each trick learned as part of that purpose. You may take 10 on Handle Animal checks to teach an animal companion tricks.

How is the replacement of a dead familiar, animal companion or paladin's or cavalier's mount handled?

If you lose a companion during the course of a scenario, work with your GM for that scenario to properly note the loss on your Chronicle sheet. You should also note that you've gained your new companion. The new companion is ready for play in the next scenario after your previous companion died. Newly summoned animal companions begin play knowing a number of tricks equal to the bonus tricks granted based on your druid level. All other tricks require the use of Handle Animal to train the new animal companion as normal.

How do I determine hit points for my animal companion?

Animal companions receive average hit points per hit die. For d8, the average is 4.5. Multiply 4.5 times the number of hit dice your animal companion has and round down. Recalculate hit points for your companion each time it gains additional hit dice. After its hit points are calculated, add in appropriate bonuses from its Constitution modifier, feats, and so on.

Can I improve my companion's Intelligence to 3 or higher and give it weapon feats?

No. An Intelligence of 3 does not grant animals sentience, the ability to use weapons or tools, speak a language (though they may understand one with a rank in Linguistics; this does not grant literacy), or activate magic devices. Also note that raising an animal companion's Intelligence to 3 or higher does not eliminate the need to make Handle Animal checks to direct its actions; even semi-intelligent animals still act like animals unless trained not to. An animal with Intelligence of 3 or higher remains a creature of the animal type unless its type is specifically changed by another ability. An animal may learn 3 additional tricks per point of Intelligence above 2.

As a paladin or cavalier, what mount can I have?

As a paladin, your divine bond mount must be at least one size category larger than you starting at 1st level. If you're a Medium PC, your mount must be Large. If you're a Small PC, your mount must be at least Medium. You may only select a mount from the listed mounts on page 63 of the *Pathfinder RPG Core Rulebook* unless another source grants access to additional creature choices.

As a cavalier, you may select a mount from those listed on page 33 of the *Advanced Player's Guide*. No additional mounts are legal in Pathfinder Society Organized Play except when granted from another legal source.

As a ranger, what list of companions can I select my animal companion from?

As a ranger, if you choose an animal companion for your hunter's bond, you may only select one of the animals listed on page 66 of the *Pathfinder RPG Core Rulebook*. There is no expanded companion list for rangers.

Can I re-skin or re-flavor an animal companion or item?

You may choose a specific type of animal companion from any of the base forms listed on pages 53–54 of the *Pathfinder RPG Core Rulebook* or a legal Additional Resource but may not use stats for one base form with the flavor of another type of animal. Thus, a small cat could be a cheetah or leopard, as suggested, as well as a lynx, bobcat, puma, or other similar animal; it could not, however, be "re-skinned" to be a giant hairless swamp rat or a differently-statted wolf. If a GM feels that a re-skinning is inappropriate or could have mechanical implications in the specific adventure being played, he may require that the creature simply be considered its generic base form for the duration of the adventure.

A player may not re-skin items to be something for which there are no specific rules, and any item a character uses for which there are no stats is considered an improvised weapon (see page 144 of the *Pathfinder RPG Core Rulebook*).

My character is playing in the First Steps intro series. How can I pick a faction trait before I've chosen a faction?

If you are playing the First Steps adventure arc as a newly created first-level character, you can choose to leave one of your two trait slots open at character creation. After you have chosen a faction at the conclusion of the three-part series, you may select a faction trait to fill this slot. You may also choose any other legal trait if you decide that none of the faction traits for your chosen faction fit your character.

How can wizards, witches, magi, and alchemists learn new spells or formulae?

Pages 219–220 in the *Pathfinder RPG Core Rulebook* discuss how to handle a wizard's spellbook, but Pathfinder Society makes one adjustment to these rules: a wizard does not have to purchase a scroll found during the course of a scenario in order to copy that scroll into her spellbook. The wizard only needs to spend the time, succeed on the appropriate checks, and spend the amount of gold listed on the table on page 219 of the *Pathfinder RPG Core Rulebook*. Keep in mind that the process of copying a spell from a magic scroll into a wizard's spellbook removes the spell from the copied scroll, turning it into a blank piece of normal parchment.

The normal rules for finding items during the course of a scenario are that they can be used during the scenario but must be purchased after the scenario in order to be kept. This clarification for wizards and their spellbooks is the singular exception to the gear rules.

An alchemist can likewise copy spells from scrolls found during a scenario into his formula book as detailed on page 28 of the *Advanced Player's Guide*.

Similarly, a witch PC's familiar can learn spells from another witch's familiar or from scrolls found during the course of a scenario, as detailed on page 68 of the *Advanced Player's Guide*.

Magi follow the same rules in copying spells to their spellbooks as wizards in all ways save that they use the magus spell list to determine if they may learn a spell, instead of the sorcerer/wizard spell list.

If a wizard, witch, magus, or alchemist PC is adventuring with another PC who could teach them a spell, those PCs may exchange spells on their own terms as long as they make the proper skill checks and their trading of arcane secrets does not interfere with the flow of the game, at the GM's discretion.

If you don't find a scroll of a given spell during the course of an adventure, you have to buy the scroll to learn it. An NPC isn't just going to give you access to his spells for free, and purchasing a scroll of that spell represents the cost of gaining access to his spellbook.

Any spell or formula learned must be accounted for on a scenario's Chronicle sheet in the "Conditions Gained" section.

How do poisons work in Pathfinder Society Organized Play?

Any character with the Poison Use class ability can purchase and use poisons. For now, they are the only classes that have a list of "always available poisons" (those noted below)—no other class may purchase poisons unless they appear on a chronicle sheet. Alchemists, ninja, and poisoner rogues may only purchase the following poisons from the *Pathfinder RPG Core Rulebook*:

- Giant wasp poison
- Large scorpion venom
- Medium spider venom
- Shadow essence
- Small centipede poison

Paladins, per their code of conduct, may not use poisons, but they don't necessarily view the use of poisons as an evil to be opposed—it's simply something their code prohibits them from doing themselves.

Alchemists and rogues with the poisoner archetype and the Master Poisoner ability can use Craft (alchemy) to produce poisons (see "How can alchemists craft in Pathfinder Society Organized Play?").

How can alchemists craft in Pathfinder Society Organized Play?

Alchemists can use the Craft (alchemy) skill to produce items with their Alchemy ability. Follow the Craft rules on pages 91–93 of the *Pathfinder RPG Core Rulebook* as well as in the alchemist's Alchemy ability description. Any item created must be properly noted on that scenario's Chronicle sheet. Under "Items Bought", note the amount of gold spent and the item created.

Alchemists are assumed, for Pathfinder Society Organized Play, to carry the necessary items and tools with them to use available resources to create alchemical items. If they have a base of operations from which to do so, they may use an alchemy lab to gain the +2 bonus on their Craft (alchemy) check.

Alchemists may never sell any of their created items nor may they trade them to another PC. However, they may allow other PCs to borrow or use items they've created (so long as the alchemist class ability being used allows them to do so).

What does a deaf oracle (or other deaf PC) need to do in order to read lips?

In Pathfinder Society Organized Play, any PC may learn to read lips with a rank in Linguistics as if they had learned a new language. When reading the lips of a speaking creature within 10 feet in normal lighting conditions, the reader need not make any skill checks. In situations of dim lighting, extreme distances, or to read the lips of someone trying to hide their words from the reader, the reader must make Perception checks (DC determined by the GM based on the situation). A lip reader may only understand spoken words in a language it knows.

Is the massive damage rule used in Pathfinder Society Organized Play?

The massive damage rule is not used in Pathfinder Society Organized Play.

What impact do NPCs, such as slaves or vanity-purchased NPCs from the Pathfinder Society Field Guide have on my character?

First and foremost, the Leadership feat remains unavailable as a choice in Pathfinder Society.

NPCs purchased with Prestige Points out of the Pathfinder Society Field Guide, pages 60-61, continue to provide only the benefits listed under the entries created for the Chronicler, Foreign Contact, Guide, Herald, Hunter, Porter, Seneschal, and Squire. Other than the benefit listed, they have no statistics and can not make any checks involving a dice roll.

Slaves or any other NPCs, purchased with gold, are purely roleplaying flavor and have no mechanical benefits because they have no statistics. They can not make any checks involving a dice roll.

Creatures that are granted by a class ability, such as animal companions, familiars, eidolons, and mounts have stats and therefore can be utilized in combat, for skill checks, etc...

What happens when a character commits an alignment infraction?

Alignment Infractions are a touchy subject. Ultimately, the GM is the final authority at the table, but the GM must warn the player his character is deviating from his chosen alignment. This warning must be clear, and make sure that the player understands the warning and what actions initiated the warning. The PC should be given the opportunity to correct the behavior, justify it, or face the consequences. However, we believe a deity would forgive a one-time bad choice as long as the action(s) wasn't too egregious (such as burning down an orphanage full of children, killing a peasant for no good reason but sport, etc...). Hence, the GM can issue a warning to the player through a "feeling" he receives from his deity, a vision he is given, his conscious talking to him, or some other similar roleplaying event.

If infractions continue in the course of the scenario or sanctioned module, an alignment change may be in order. If the GM deems continued actions warrant the alignment change, the GM should note it on the character's Chronicle sheet at the end of the session in the "Conditions Gained" box. A character may remove this gained condition through a Atonement spell. If the condition is removed, the GM should also note it on the Chronicle sheet.

Characters who become **wantonly** (read as deliberate and without motive or provocation) evil are retired from the campaign. **These measures are a last resort; there is more than one way to play a given alignment.**

If a character has become wantonly evil as defined above, the GM should escalate the report to the convention coordinator and/or Venture-Captains or Venture-Lieutenants. If they agree with the GM, then the character will be deemed as evil and considered removed from the campaign. Again, these measures should be taken as a very last resort.

In the event of a wantonly evil character, the GM will record the character as "Dead" and the person who enters the tracking sheet should check the box as well. If a decision that a character who fits these criteria and the above actions have been taken, the convention coordinator and/or Venture-Captain or Venture-Lieutenant will email me to advise of the situation, and include the player's name, character's name, PFS number, and email of the player. They will advise the player of these actions and offer the player my email address so the player may present his case.

The Campaign Coordinator will present all facts to the Venture-Captains and Venture-Lieutenants at large with all names (both real and character) removed. If the majority of Venture-Captains and Venture-Lieutenants feel that the act was wantonly evil and the character is irrevocably evil, then character will remain removed from the campaign. If the majority feel the character should be able to atone for the

actions, the campaign coordinator will contact the player and advise of such. The email may be printed and taken to the next game session so the GM may adjudicate the atonement and document it on the Chronicle sheet of the next game

Wealth and Treasure

Can I buy a magic item or spellcasting services with a metamagic feat applied, such as a scroll of maximized fireball, a wand of empowered shocking grasp, or employ the services of a wizard to cast extended mass bull's strength?

Generally, no. Magic items or spellcasting services must be purchased as listed in the *Core Rulebook*, including wands and scrolls. You may not apply metamagic feats when purchasing magic items or spellcasting services. The only exception is when the item or service is specifically listed as a reward on a Chronicle sheet.

Can I Upgrade a Named Magic Item?

Named magic items—including specific armor and specific weapons—are not upgradeable. Non-magic specific armor and specific weapons may be upgraded normally. Magic armor and weapons may be upgraded to named versions if they are the same basic material and shape as, and meet but do not exceed the enhancement bonuses of the named versions. Wondrous items whose names include a +X value (such as *bracers of armor*, *headband of vast intelligence*, *amulet of might fists*, etc.) may also be upgraded following the rules for upgrading magical items on page 19 of the *Guide to Pathfinder Society Organized Play*.

Upgraded versions of named magic items may appear on Chronicle sheets.

Intelligent magic items are not available for purchase unless they appear on a Chronicle sheet or are provided as part of a class or archetype (such as the black blade magus archetype).

Reporting

How many times may I receive credit for a given scenario?

If you play you earn 1 credit that is applied to the character that played through the scenario.

If you GM a scenario, you earn 1 credit that can be applied to any character that hasn't played through the scenario.

You receive GM or player credit regardless of the order in which you play or GM the scenario. You may not earn more than 1 player credit and 1 GM credit regardless of how many times you GM or play the scenario. You are free to use "Play, Play, Play!" to seat legal tables, but if you already have earned your credits you do not earn any additional ones.