# WELCOME TO THE PATHFINDER SOCIETY!

This welcome packet contains what you need to get started, from orientation about what the Pathfinder Society is to character building tools that will take your game to the next level.

No matter what, always remember the Society's motto: **Explore, Report, Cooperate.**

The only absolute requirement for starting out is your imagination and a good attitude. Most players also want a copy of the Core Rulebook and a set of polyhedral dice, but these aren't essential to start.

Included in this document are some other helpful tools designed to help you create a character and start rolling dice quickly:

1. A "Chronicle 0" to help you with our "house rules"
2. A quick cheat sheet that will help you get going right away
3. A character-building worksheet
4. An official character sheet
5. A treasure and gold tracker
6. An adventure and reputation log

Happy adventuring!

# PATHFINDER SOCIETY

**Character Name:** _____  **Org Play #:** _____

## WELCOME TO PATHFINDER SOCIETY

Pathfinder Society is a worldwide fantasy roleplaying campaign set on the world of Golarion during the Age of Lost Omens. As agents of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers headquartered in Absalom, you dedicate your life to discovering and chronicling the greatest mysteries and wonders of an ancient world.

**Register:** paizo.com/organizedplay
**Learn More:** organizedplayfoundation.org & paizo.com/pathfinderSociety

## FACTIONS

Factions have existed within the Pathfinder Society for centuries. Their history is fraught with controversy, particularly when past factions clashed for control over the Society itself or acted as proxies for various nations' political aspirations.

| **Envoy's Alliance** | **Grand Archive** | **Horizon Hunters** | **Vigilant Seal** | **Radiant Oath** | **Verdant Wheel** |
|---|---|---|---|---|---|
| *Strength in Community* | *Chronicling the Past* | *Glory lies over the Horizon* | *Protect, Contain, Destroy* | *A Light in the Shadows* | *Truth Sprouts from the Ashes* |

## SCHOOLS & TRAINING

The majority of Pathfinders start their careers by undergoing approximately 3 years of training. Your character gets a free Lore feat at level 1, and also receives a consumable from their school connections before leaving on missions.

| **SPELLS** | **SCROLLS** | **SWORDS** | **GENERALIST** | **FIELD COMMISSION** |
|---|---|---|---|---|
| **Consumable:** *Scroll Of: Burning Hands, Heal, Mage Armor, Magic Fang, Magic Weapon, or 1 Minor Healing Potion* | **Consumable:** *Feather Token (ladder), Owlbear Claw, Lesser Eagle-eye Elixir, Sunrod, Wolf Fang, or 1 Minor Healing Potion* | **Consumable:** *Lesser Leaper's Elixir, Potency Crystal, Shining Ammo, Oil of Mending, Silversheen, or 1 Minor Healing Potion* | **Consumable:** *Holy Water, Lesser Antiplague, Minor Healing Potion, Lesser Antidote, Lesser Bomb, or 1 Minor Healing Potion* | **Consumable:** *None (1.5 x downtime; roll twice, but only take half the second roll)* |
| **Lore:** *Academia, Architecture, Herbalism, Pathfinder Society* | **Lore:** *Accounting, Library, Pathfinder Society, Scribing* | **Lore:** *Gladiatorial, Pathfinder Society, Scouting, Warfare* | **Lore:** *Academia, Library, Pathfinder Society, Scouting* | **Lore:** *Engineering, Legal, Mercantile, Underworld* |

## EARN INCOME

Below are the standard amounts you can earn with a Lore or Perform check between Scenarios at level 1, or with a higher-level pregen. Divide earnings by 4 if you played a quest; roll twice and take half the second amount if you're Field Commissioned. Later, you might do other downtime activities such as Crafting or Activities granted by Boons or your Faction.

| LEVEL | CRIT FAIL RANGE | GOLD | FAILURE RANGE | GOLD | SUCCESS RANGE | GOLD | CRIT SUCCESS RANGE | GOLD |
|---|---|---|---|---|---|---|---|---|
| 1 | 1-4 (natural 1) | 0 | 5-13 | 0.08 | 14-23 | 0.40 | 24+ (natural 20) | 1.60 |
| 3 | 1-5 (natural 1) | 0 | 6-14 | 0.16 | 15-24 | 1.60 | 25+ (natural 20 | 2.40 |
| 5 | 1-8 (natural 1) | 0 | 9-17 | 0.64 | 18-27 | 0.40 | 28+ (natural 20 | 5.60 |

## ACHIEVEMENT POINTS

Each game earns you Achievement Points, which you can use to purchase Boons at paizo.com/organizedPlay/myAccount.

This Quick-Reference rules sheet covers the very basics. Unless otherwise noted, complete rules are located on pages 470-473 of the Core Rulebook. You have 3 actions to spend however you want on your turn, in addition to reactions and free actions.

# SINGLE ACTIONS

These are the the most common actions, and the foundation of combat. They are the most common kinds of actions.

**STRIDE ❖**
Move up to your Speed. This has the Move trait, so it might trigger reactions from your enemies.

**STRIKE ❖**
Attack with a weapon you're wielding within its given range. If you attack more than once in a turn, you will take a multiple attack penalty.

**STEP ❖**
Move up to 1 square without triggering reactions. You normally can't step into difficult terrain without a feat or ability that says you can.

**LEAP ❖**
You take a short jump. You can normally Leap up to 10 feet horizontally and 3 feet vertically; longer will take Athletics skill checks.

**STAND ❖**
You stand up from prone. This has the Move trait, so it might trigger reactions from your enemies.

**ESCAPE ❖**
Make an acrobatics, athletics, or unarmed attack to try and break free. This has the Attack trait so you will suffer a multiple attack penalty! *(p. 470)*

**RAISE A SHIELD ❖**
Lift your shield to gain its listed circumstance bonus to AC (usually +2 for a steel shield or +1 for a buckler). It stays raised until your next turn.

**INTERACT ❖**
Grab an unattended object, a stored object, or change your grip on a weapon. This has the Manipulate trait, so it might trigger reactions.

# ACTIVITIES

Activities cost more than one action. If you have an ability on your character sheet with the ❖❖ symbol, it takes 2 actions to use.

**CAST A SPELL ❖, ❖❖, OR ❖❖❖**
Most spells are two actions. They will trigger reactions if they have Somatic (hand gestures) or Material traits, so be careful! (p. 302)

**READY ❖❖**
Choose a single action and a condition under which you'll do it. You will perform that action when the trigger is met.

# REACTIONS

Reactions happen outside your turn and have a precondition or trigger that sets them off. You only get one reaction per round.

**Grab an Edge ⟳**
You can try to grab an edge if you fall past a ledge or into a pit! The DC is usually 20.

**AID ⟳**
If you use an Action on your turn to prepare to help, you can use this reaction to try and give them a +1 circumstance bonus; the DC is usually 20.

**SHIELD BLOCK ⟳**
Reduce the damage of an attack by the shield's hardness (usually 5). You and the shield take the leftover damage. Careful not to break it!

**ATTACK OF OPPORTUNITY ⟳**
When someone within reach uses a manipulate or move action, leaves a threatened square, or makes a ranged attack, some classes get a free attack.

# FREE ACTIONS

Free actions don't require you to spend any of your three single actions or your reaction. They might have a trigger.

**DELAY ◈**
You can decide to wait to take your turn later. This won't cost you any actions but you will take persisten tdamage when you delay.

**RELEASE ◈**
Drop something you;re holding or release a hand from your weapon. It doesn;t trigger reactions.

# CHARACTER CREATION WORKSHEET

## CHARACTER CREATION STEPS <span>page 21</span>

*This document is designed to assist you in creating a new character. It should be used in conjunction with a blank character sheet and the Pathfinder 2nd Edition Core Rulebook.*

**Step 1: Create a Concept** (chapter 1, page 21)

**Step 2: Start Building Ability Scores**

**Step 3: Select an Ancestry** (Chapter 2, page 33)

**Step 4: Pick a Background** (Chapter 2, page 60)

**Step 5: Choose a Class** (Chapter 3, page 71)

**Step 6: Determine Ability Scores**
(Ancestry, Background, Class and free)

**Step 7: Recording Class Details**

**Step 8: Buy Equipment** (150sp, Chapter 6)

**Step 9: Calculate Modifiers**
Perception, Saving throws, Melee Strikes & Ranged Strikes, and Skills

**Step 10: Finishing Details**
Alignment, Deity, Age, Gender and Pronoun, Class DC, Hero Points, Armor Class[AC] and Bulk

## ANCESTRY <span>Chapter 2, page 33</span>

**Ancestry** _____

**Ability Boosts** _____

**Ability Flaw** _____

**Heritage**_____

**Hit Points**_____ **Size**_____ **Speed**_____

**Languages**_____

_____

_____

**Ancestry/Heritage Traits** _____

_____

_____

_____

**Ancestry Feat** _____

_____

## BACKGROUND <span>Chapter 2, page 60</span>

**Background**_____

**Ability Boosts** _____

**Skills**_____

_____

**Feat** _____

## CLASS <span>Chapter 3, page 67</span>

**Class**_____

**Key Ability** _____**Hit Points** ____

### INITIAL PROFICIENCIES

**Perception**     ☐ **Trained**    ☐ **Expert**

### Saving Throws

**Fortitude** (Constitution)    ☐ **Trained**    ☐ **Expert**

**Reflex** (Dexterity)    ☐ **Trained**    ☐ **Expert**

**Will** (Wisdom)    ☐ **Trained**    ☐ **Expert**

**Class DC** _____

**Class Feat** _____

_____

**Class Options** _____

_____

_____

_____

### SKILLS

| Skill | | Trained | Expert |
|---|---|---|---|
| **Acrobatics** | Dexterity | ☐ Trained | ☐ Expert |
| **Arcana** | Intelligence | ☐ Trained | ☐ Expert |
| **Athletics** | Strength | ☐ Trained | ☐ Expert |
| **Crafting** | Intelligence | ☐ Trained | ☐ Expert |
| **Deception** | Charisma | ☐ Trained | ☐ Expert |
| **Diplomacy** | Charisma | ☐ Trained | ☐ Expert |
| **Intimidation** | Charisma | ☐ Trained | ☐ Expert |
| **Lore** | Intelligence | ☐ Trained | ☐ Expert |
| **Medicine** | Wisdom | ☐ Trained | ☐ Expert |
| **Nature** | Wisdom | ☐ Trained | ☐ Expert |
| **Occultism** | Intelligence | ☐ Trained | ☐ Expert |
| **Performance** | Charisma | ☐ Trained | ☐ Expert |
| **Religion** | Wisdom | ☐ Trained | ☐ Expert |
| **Society** | Intelligence | ☐ Trained | ☐ Expert |
| **Stealth** | Dexterity | ☐ Trained | ☐ Expert |
| **Survival** | Wisdom | ☐ Trained | ☐ Expert |
| **Thievery** | Dexterity | ☐ Trained | ☐ Expert |

### OTHER PROFICIENCIES

_____

_____

_____

_____

# ABILITY SCORE WORKSHEET

| | BASE | ANCESTRY | BACKGROUND | CLASS | FREE | TOTAL |
|---|---|---|---|---|---|---|
| **STRENGTH** | 10 | | | | | |
| **DEXTERITY** | 10 | | | | | |
| **CONSTITUTION** | 10 | | | | | |
| **INTELLIGENCE** | 10 | | | | | |
| **WISDOM** | 10 | | | | | |
| **CHARISMA** | 10 | | | | | |

**Ability Boosts = +2**  **Ability Flaws = - 2**

**At first level a character can not have any ability score higher than 18.**

**When you get multiple boosts at the same time you must apply each one to a different ability score.**
*For example, Halflings get a boost to their Dexterity and Wisdom, the free boost can be applied to Strength, Constitution, Intelligence or Charisma, not Dexterity or Wisdom.*

**Optional: Voluntary Flaws** You can choose to take two additional ability flaws from your **ANCESTRY** when applying the ability boosts and flaws. This will let you apply one free ability boost. These flaws can be applied to any ability you like unless it already has a flaw applied. You cannot apply these flaws to the same ability score unless they are applied to a score that already has a boost, likewise you cannot apply 2 boosts to an ability unless it already has a flaw applied. Refer to the sidebar on page 26 of the CRB for more details.

## ANCESTRIES

| DWARF | **Ability Boosts:** Constitution, Wisdom, Free<br>**Ability Flaw:** Charisma |
|---|---|
| ELF | **Ability Boosts:** Dexterity, Intelligence, Free<br>**Ability Flaw:** Constitution |
| GNOME | **Ability Boosts:** Constitution, Charisma, Free<br>**Ability Flaw:** Strength |
| GOBLIN | **Ability Boosts:** Dexterity, Charisma, Free<br>**Ability Flaw:** Wisdom |
| HALFLING | **Ability Boosts:** Dexterity, Wisdom, Free<br>**Ability Flaw:** Strength |
| HUMAN | **Ability Boosts:** Two Free |

## CLASSES

Classes gain a boost to their key ability score. Classes also have secondary ability scores but those do not gain a boost.

| Alchemist | **Primary Ability:** Intelligence<br>**Secondary Abilities:** Constitution, Dexterity |
|---|---|
| Barbarian | **Primary Ability:** Strength<br>**Secondary Abilities:** Constitution, Dexterity |
| Bard | **Primary Ability:** Charisma<br>**Secondary Abilities:** Constitution, Dexterity |
| Champion | **Primary Ability:** Strength or Dexterity<br>**Secondary Abilities:** Charisma, Constitution |
| Cleric | **Primary Ability:** Wisdom<br>**Secondary Abilities:** Charisma, Constitution |
| Druid | **Primary Ability:** Wisdom<br>**Secondary Abilities:** Constitution, Dexterity |
| Fighter | **Primary Ability:** Dexterity or Strength<br>**Secondary Abilities:** Constitution |
| Monk | **Primary Ability:** Dexterity or Strength<br>**Secondary Abilities:** Constitution, Wisdom |
| Ranger | **Primary Ability:** Dexterity or Strength<br>**Secondary Abilities:** Constitution, Wisdom |
| Rogue | **Primary Ability:** Dexterity or other<br>**Secondary Abilities:** Charisma, Constitution |
| Sorcerer | **Primary Ability:** Charisma<br>**Secondary Abilities:** Dexterity, Constitution |
| Wizard | **Primary Ability:** Intelligence<br>**Secondary Abilities:** Dexterity, Constitution |

## BACKGROUNDS

All backgrounds provide two ability boosts; the first a choice of abilities, the other a free boost. Below are the ability choices for each background.

| Acolyte | Intelligence or Wisdom |
|---|---|
| Acrobat | Strength or Dexterity |
| Animal Whisperer | Wisdom or Charisma |
| Artisan | Strength or Intelligence |
| Artist | Dexterity or Charisma |
| Barkeep | Constitution or Charisma |
| Barrister | Intelligence or Charisma |
| Bounty Hunter | Strength or Wisdom |
| Charlatan | Intelligence or Charisma |
| Criminal | Dexterity or Intelligence |
| Detective | Intelligence or Wisdom |
| Emissary | Intelligence or Charisma |
| Entertainer | Dexterity or Charisma |
| Farmhand | Constitution or Wisdom |
| Field Medic | Constitution or Wisdom |
| Fortune Teller | Intelligence or Charisma |
| Gambler | Dexterity or Charisma |
| Gladiator | Strength or Charisma |
| Guard | Strength or Charisma |
| Herbalist | Constitution or Wisdom |
| Hermit | Constitution or Intelligence |
| Hunter | Dexterity or Wisdom |
| Laborer | Strength or Constitution |
| Martial Disciple | Strength or Dexterity |
| Merchant | Intelligence or Charisma |
| Miner | Strength or Wisdom |
| Noble | Intelligence or Charisma |
| Nomad | Constitution or Wisdom |
| Prisoner | Strength or Constitution |
| Sailor | Strength or Constitution |
| Scholar | Intelligence or Wisdom |
| Scout | Dexterity or Wisdom |
| Street Urchin | Dexterity or Constitution |
| Tinker | Dexterity or Intelligence |
| Warrior | Strength or Constitution |

## FREE

Apply four more ability free boosts to your character's ability scores, choosing a different ability score for each.

# PATHFINDER
## CHARACTER SHEET

**PROFICIENCY**
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

❖ Single Action
❖❖ Two-Action Activity
❖❖❖ Three-Action Activity
❖ Free Action
⟳ Reaction

**CHARACTER NAME**

**PLAYER NAME**

**EXPERIENCE POINTS (XP)**

**ANCESTRY AND HERITAGE**

**BACKGROUND**

**CLASS**

**SIZE** | **ALIGNMENT** | **TRAITS**

**DEITY**

**LEVEL**

**HERO POINTS**

## ABILITY SCORES

| | |
|---|---|
| STR MODIFIER | STRENGTH SCORE |
| DEX MODIFIER | DEXTERITY SCORE |
| CON MODIFIER | CONSTITUTION SCORE |
| INT MODIFIER | INTELLIGENCE SCORE |
| WIS MODIFIER | WISDOM SCORE |
| CHA MODIFIER | CHARISMA SCORE |

## ARMOR CLASS

AC = **10** DC BASE | DEX | CAP | PROF | T E M L | ITEM
OR

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield (+) | HARDNESS | MAX HP | BT | CURRENT HP
/

## HIT POINTS

MAX | CURRENT | TEMPORARY

DYING | WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

## SAVING THROWS

**FORTITUDE**
CON | PROF
ITEM | T E M L

**REFLEX**
DEX | PROF
ITEM | T E M L

**WILL**
WIS | PROF
ITEM | T E M L

NOTES

## PERCEPTION

WIS | PROF | T E M L | ITEM

SENSES

## CLASS DC

= **10** DC BASE | KEY | PROF | T E M L | ITEM

## SPEED [ ] FEET

MOVEMENT TYPES & NOTES

## MELEE STRIKES

**WEAPON**
= STR | PROF | T E M L | ITEM
**DAMAGE**
DICE | STR | ☐ B ☐ P ☐ S | W SPEC | OTHER | TRAITS

**WEAPON**
= STR | PROF | T E M L | ITEM
**DAMAGE**
DICE | STR | ☐ B ☐ P ☐ S | W SPEC | OTHER | TRAITS

**WEAPON**
= STR | PROF | T E M L | ITEM
**DAMAGE**
DICE | STR | ☐ B ☐ P ☐ S | W SPEC | OTHER | TRAITS

## RANGED STRIKES

**WEAPON**
= DEX | PROF | T E M L | ITEM
**DAMAGE**
DICE | SPECIAL | ☐ B ☐ P ☐ S | W SPEC | OTHER | TRAITS

**WEAPON**
= DEX | PROF | T E M L | ITEM
**DAMAGE**
DICE | SPECIAL | ☐ B ☐ P ☐ S | W SPEC | OTHER | TRAITS

**WEAPON**
= DEX | PROF | T E M L | ITEM
**DAMAGE**
DICE | SPECIAL | ☐ B ☐ P ☐ S | W SPEC | OTHER | TRAITS

## SKILLS

| Skill | | | | | | |
|---|---|---|---|---|---|---|
| ACROBATICS | = | DEX | PROF | T E M L | ITEM | ARMOR - |
| ARCANA | = | INT | PROF | T E M L | ITEM | |
| ATHLETICS | = | STR | PROF | T E M L | ITEM | ARMOR - |
| CRAFTING | = | INT | PROF | T E M L | ITEM | |
| DECEPTION | = | CHA | PROF | T E M L | ITEM | |
| DIPLOMACY | = | CHA | PROF | T E M L | ITEM | |
| INTIMIDATION | = | CHA | PROF | T E M L | ITEM | |
| LORE | = | INT | PROF | T E M L | ITEM | |
| LORE | = | INT | PROF | T E M L | ITEM | |
| MEDICINE | = | WIS | PROF | T E M L | ITEM | |
| NATURE | = | WIS | PROF | T E M L | ITEM | |
| OCCULTISM | = | INT | PROF | T E M L | ITEM | |
| PERFORMANCE | = | CHA | PROF | T E M L | ITEM | |
| RELIGION | = | WIS | PROF | T E M L | ITEM | |
| SOCIETY | = | INT | PROF | T E M L | ITEM | |
| STEALTH | = | DEX | PROF | T E M L | ITEM | ARMOR - |
| SURVIVAL | = | WIS | PROF | T E M L | ITEM | |
| THIEVERY | = | DEX | PROF | T E M L | ITEM | ARMOR - |

## WEAPON PROFICIENCIES

SIMPLE T E M L | MARTIAL T E M L | OTHER T E M L | | OTHER T E M L

## LANGUAGES

## Ancestry Feats and Abilities

| | |
|---|---|
| | SPECIAL 1st |
| | HERITAGE 1st |
| | FEAT 1st |
| | FEAT 5th |
| | FEAT 9th |
| | FEAT 13th |
| | FEAT 17th |

## Skill Feats

| | |
|---|---|
| | BACKGROUND |
| | 2nd |
| | 4th |
| | 6th |
| | 8th |
| | 10th |
| | 12th |
| | 14th |
| | 16th |
| | 18th |
| | 20th |

## General Feats

| | |
|---|---|
| | 3rd |
| | 7th |
| | 11th |
| | 15th |
| | 19th |

## Class Feats and Abilities

| | |
|---|---|
| | FEATURE 1st |
| | FEATURE 1st |
| | FEAT 1st |
| | FEAT 2nd |
| | FEATURE 3rd |
| | FEAT 4th |
| | FEATURE 5th |
| | FEAT 6th |
| | FEATURE 7th |
| | FEAT 8th |
| | FEATURE 9th |
| | FEAT 10th |
| | FEATURE 11th |
| | FEAT 12th |
| | FEATURE 13th |
| | FEAT 14th |
| | FEATURE 15th |
| | FEAT 16th |
| | FEATURE 17th |
| | FEAT 18th |
| | FEATURE 19th |
| | FEAT 20th |

## Bonus Feats

| |
|---|
| |
| |

## Inventory

| WORN ITEMS | INVEST (MAX 10) | BULK |
|---|---|---|
| | | |

| READIED ITEMS | BULK |
|---|---|
| | |

| OTHER ITEMS | BULK |
|---|---|
| | |

BULK

ENCUMBERED
BASE  STR
=5

MAXIMUM
BASE  STR
=10

CP  SP  GP  PP

# Character Sketch

| ETHNICITY | NATIONALITY | BIRTHPLACE | AGE | GENDER & PRONOUNS | HT | WT |
|-----------|-------------|------------|-----|-------------------|-----|-----|
|           |             |            |     |                   |     |     |

**APPEARANCE**

# Personality

**ATTITUDE**

**BELIEFS**

**LIKES**

**DISLIKES**

**CATCHPHRASES**

# Campaign Notes

**NOTES**

**ALLIES**

**ENEMIES**

**ORGANIZATIONS**

# Actions and Activities

| NAME | ACTIONS | TRAITS | PAGE | | NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|--|------|---------|--------|------|
| **DESCRIPTION** | | | | | **DESCRIPTION** | | | |
| NAME | ACTIONS | TRAITS | PAGE | | NAME | ACTIONS | TRAITS | PAGE |
| **DESCRIPTION** | | | | | **DESCRIPTION** | | | |
| NAME | ACTIONS | TRAITS | PAGE | | NAME | ACTIONS | TRAITS | PAGE |
| **DESCRIPTION** | | | | | **DESCRIPTION** | | | |

# Free Actions and Reactions

| NAME | ☐ FREE ACTION ☐ REACTION | TRAITS | PAGE | | NAME | ☐ FREE ACTION ☐ REACTION | TRAITS | PAGE |
|------|--------------------------|--------|------|--|------|--------------------------|--------|------|
| **TRIGGER** **DESCRIPTION** | | | | | **TRIGGER** **DESCRIPTION** | | | |
| NAME | ☐ FREE ACTION ☐ REACTION | TRAITS | PAGE | | NAME | ☐ FREE ACTION ☐ REACTION | TRAITS | PAGE |
| **TRIGGER** **DESCRIPTION** | | | | | **TRIGGER** **DESCRIPTION** | | | |

# SPELL ATTACK ROLL

⬡ = | KEY | PROF | T E M L |

# SPELL DC

⬡ = DC BASE **10** | KEY | PROF | T E M L |

# MAGIC TRADITIONS
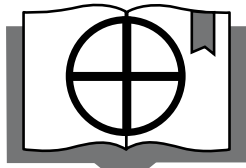
ARCANE          OCCULT

PRIMAL          DIVINE

☐ PREPARED   ☐ SPONTANEOUS

# CANTRIPS

| | PREP |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | PREP |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | PREP |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | PREP |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | PREP |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | PREP |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | PREP |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

# INNATE SPELLS

| | FREQ |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | FREQ |
| | ACTIONS |
| | ☐ M ☐ S ☐ V |

# FOCUS SPELLS

FOCUS POINTS | CURRENT | MAXIMUM |

| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | ACTIONS |
| | ☐ M ☐ S ☐ V |

| | ACTIONS |
| | ☐ M ☐ S ☐ V |

# SPELL SLOTS PER DAY

| CANTRIP LEVEL | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

SPONTANEOUS SPELL SLOTS REMAINING

# SPELLS

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
| | ACTIONS | | ACTIONS |
| | ☐ M ☐ S ☐ V | | ☐ M ☐ S ☐ V |

| | PREP | | PREP |
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# Pathfinder Society
# Character Gold Ledger

| | A.K.A | | - | |
|---|---|---|---|---|
| Player Name | Character Name | | Organized Play # | Character # |

| Chronicle # | Item Purchased/Sold, Income Source | Gold Spent (-) | Gold Earned (+) | Gold Total |
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| Chronicle # | Item Purchased/Sold, Income Source | Gold Spent (-) | Gold Earned (+) | Gold Total |
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| Chronicle # | Item Purchased/Sold, Income Source | Gold Spent (-) | Gold Earned (+) | Gold Total |

# Pathfinder Society
## Character Tracking Sheet

Chronicle #

_____
**Character Name**

[ ] - [ ]
**Organized Play #**   **Character #**

_____
**Ancestry/Heritage**

_____
**Background**

_____
**Class**

## Faction Reputation Log   Starting Faction _____

| Faction | Scenario # | Reputation Earned | Faction Reputation | All Faction Reputation |
|---|---|---|---|---|
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## Pathfinder Training

School of Swords     □
School of Spells     □
School of Scrolls     □
Generalist     □
Field Commission     □

Bonus Lore (1st) _____
Bonus Feat (5th) _____

### XP TRACKER

**Level 1**
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**Level 2**
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**Level 3**
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**Level 4**
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**Level 5**
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**Level 19**
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**Level 20**

# Faction Reputation Log

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Character Name                                       Organized Play #      Character #

| Faction | Scenario # | Reputation Earned | Faction Reputation | All Faction Reputation | Faction Reputation | |
|---------|-----------|-------------------|--------------------|-----------------------|--------------------|--|
|  |  |  |  |  | **Faction-** | |
|  |  |  |  |  | Ignored 0-19 | ▢ |
|  |  |  |  |  | Liked 20-59 | ▢ |
|  |  |  |  |  | Admired 60-119 | ▢ |
|  |  |  |  |  | Revered 120+ | ▢ |
|  |  |  |  |  | **Faction-** | |
|  |  |  |  |  | Ignored 0-19 | ▢ |
|  |  |  |  |  | Liked 20-59 | ▢ |
|  |  |  |  |  | Admired 60-119 | ▢ |
|  |  |  |  |  | Revered 120+ | ▢ |
|  |  |  |  |  | **Faction-** | |
|  |  |  |  |  | Ignored 0-19 | ▢ |
|  |  |  |  |  | Liked 20-59 | ▢ |
|  |  |  |  |  | Admired 60-119 | ▢ |
|  |  |  |  |  | Revered 120+ | ▢ |
|  |  |  |  |  | **Boons Purchased / Earned** | |
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