

PATHFINDER TALES

VOLUME V

PATHFINDER SOCIETY ORGANIZED PLAY

The following Pathfinder Tales books have now been incorporated into the Pathfinder Society Organized Play campaign: *Stalking the Beast*, *Dagger of Truth*, *Skinwalkers*, and *The Redemption Engine*. This new option provides fans of the novels with an additional way to use content from the books in-game in a sanctioned format. Because of the differences between reading a novel and playing a game, this document outlines the specific rules for using sanctioned content from the Pathfinder Tales novels and provides a Chronicle sheet for players to use with their characters.

HOW TO USE

Because Pathfinder Tales novels are stories first, there is no easy way to sanction items, spells, feats, or other special abilities whole cloth. Instead, each book allows a player access to one single-use boon, which a player may access by showing his or her copy of a Pathfinder Tales book to the GM of any sanctioned Pathfinder Society event and having the GM initial the box next to the corresponding boon. Once all four boxes have been initialed, the player may also apply the Prolific Reader boon to a single character. This Chronicle sheet may only be applied once per player, not once per character, but a player may choose to apply a boon to any character. As a result, a player does not need to fill out a character name, character number, or faction until he or she decides to apply the Prolific Reader boon to one PC.

GMs are advised to work with players to make the sanctioning of Pathfinder Tales Chronicle sheets easy and fast. As long as the player has a copy of the book on hand, she should be able to use the Chronicle sheet just like any other.

If you would like to learn more about other novels in the Pathfinder Tales line, please visit paizo.com/pathfinder/fiction or your local bookstore. Other novels in the line include *King of Chaos* by

former Dragon Magazine editor Dave Gross, *City of the Fallen Sky* by Hugo Award-winning author Tim Pratt, and *Blood of the City* and *The Worldwound Gambit* by fan-favorite game designer and novelist Robin D. Laws.





Pathfinder Tales, Volume V

Stalking the Beast, Dagger of Trust, Skinwalkers, The Redemption Engine

Character Chronicle #

Player Name	A.K.A. Character Name	Pathfinder Society #	Faction

Items Found During This Scenario

Each of the following boons may be used once per player for any of his or her characters, and a boon may only be used after a GM has initialed the box next to that Pathfinder Tales title to indicate that the player has brought a copy of the book to a sanctioned Pathfinder Society event. After a boon has been used, check the box next to the GM's initials to indicate that the boon has been expended. Once all four boxes have been initialed, the player may apply the Prolific Reader boon to any one of his or her characters.

INITIALS	USED?	
□	□	<p>STALKING THE BEAST by Howard Andrew Jones</p> <p>Slay the Hidden Beast: An unseen enemy can only evade your attacks for so long before you adapt to its strategy. You can use this boon as a standard action to gain blindsense out to a range of 5 feet for 1d3 rounds. If you have taken damage from an invisible or otherwise hidden creature since the beginning of your last turn, you may instead use this boon as a swift action.</p>
□	□	<p>DAGGER OF TRUST by Chris Willrich</p> <p>Combat the Confused: When an innocent or ally loses control and attacks you, lethal force is a waste of both resources and life. You can use this boon as a free action to gain a +2 dodge bonus to AC and CMD against attacks made by creatures that have the confused condition. Further, anytime a confused creature adjacent to you would damage itself (such as by rolling 51-75 when determining its behavior for the round), as an immediate action, you can reduce the damage dealt by an amount equal to your Strength modifier. These benefits last until the end of the scenario.</p>
□	□	<p>SKINWALKERS by Wendy N. Wagner</p> <p>Blessing of the Ancestors: Your ancestors watch over you, and if properly appeased, they can help guide your hands, mind, and actions. You can use this boon as a move action to perform a brief prayer that grants you a +2 competence bonus on a single attack roll, saving throw, or skill check you attempt in the next minute. That roll ignores any effects that would force you to roll multiple dice and use the lowest result.</p>
□	□	<p>THE REDEMPTION ENGINE by James L. Sutter</p> <p>Insights of the Iridian Fold: Although you are far from mastering the supernatural coordination demonstrated by the Iridian Fold, you are able to form a temporary link to a favored teammate. You can use this boon to perform a one-minute ritual with an ally whom you have assisted by using the aid another action in combat and who has done the same in return to you; you cannot select your animal companion, eidolon, familiar, or similar creature as your bonded ally. Once per day when you can see your bonded ally and he attempts an attack roll, saving throw, or skill check, you may add 1d3 to the ally's roll as an immediate action before the result of the roll is determined. Whenever you begin a combat encounter adjacent to your bonded ally, you regain your daily use of this ability.</p> <p>If you select this boon with the Prolific Reader boon below, you may choose another PC and record his name below. This PC is permanently treated as your bonded ally, and you lose the ability to target any other allies with this boon.</p>

Prolific Reader: Choose one of the four boons below. If the boon normally lasts for one scenario, it is now permanent. If the boon has a duration of less than one scenario, it may now be used once per scenario.

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| SLAY THE HIDDEN BEAST | BLESSINGS OF THE ANCESTORS |
| COMBAT THE CONFUSED | INSIGHTS OF THE IRIDIAN FOLD |

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	ALL	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
EXPERIENCE	Starting XP			
	+			GM's Initials
	XP Gained (GM ONLY)			
	=		Final XP Total	
			Initial Prestige	Initial Fame
	FAME	+		
Prestige Gained (GM ONLY)				
-		Prestige Spent		
		Current Prestige	Final Fame	
GOLD	Starting GP			
	+			GM's Initials
	GP Gained (GM ONLY)			
	+			GM's Initials
	Day Job (GM ONLY)			
-		Gold Spent		
=		Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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