

PATHFINDER TALES: BLOOD OF THE CITY

PATHFINDER SOCIETY ORGANIZED PLAY



Pathfinder Tales: *Blood of the City* has now been incorporated into the Pathfinder Society. This additional option provides fans of the novels with an exciting new way to use content from the book in-game in a sanctioned format. Because of the differences between reading a novel and playing a game, this document outlines the specific rules needed for using sanctioned content from a Pathfinder Tales novel 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. Therefore, Pathfinder Tales Chronicle sheets use the following rules.

- Only items, feats, boons, or abilities found on the Chronicle sheet are legal for play.
- Each player must have a copy of the Chronicle sheet with his or her character at all times.
- In order for the Chronicle sheet to be considered legal for play, the player must show to the GM a copy of *Blood of the City*, either in printed or digital format when the Chronicle sheet is applied to her character. Once a Chronicle sheet has been signed by a GM, the player needn't bring a copy of the book to future games.

ADVICE FOR USING PATHFINDER TALES CHRONICLE SHEETS

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, she should be able to use the Chronicle sheet just like any other.

If you would like to learn more about *Blood of the City* or other novels in the Pathfinder Tales line, please visit paizo.com or your local bookstore. Other novels in the line include *Queen of Thorns* by former *Dragon Magazine* editor Dave Gross, *Nightglass* by Liane Merciel, and *The Worldwound Gambit* by Robin D. Laws.



Pathfinder Tales: Blood of the City

This Chronicle Certifies That			
Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Received This Chronicle.		Faction	

Tiers	Items Found During This Scenario
All	<p>Attuned to the Citysong: Every city has an underlying beat, and you are attuned to the musical cues that change subtly to reflect nearby events. At the start of an adventure, you may select a settlement that has at least 1,000 inhabitants. For the duration of the adventure, you gain a +1 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival skill checks while within the limits of the selected settlement. If you select Magnimar as your settlement of choice, increase this bonus to +2. Once you have used this boon, cross it off the Chronicle sheet.</p>
	<p>Urban Tenacity: Your work is never done, and a near-death experience is never enough to keep you down. As an immediate action when you are reduced to negative hit points and dying, you automatically stabilize. If you use this ability while in the community you chose as part of the Attuned to the Citysong boon, you also receive a +1 morale bonus on attack rolls, saving throws, and skill checks for the remainder of the encounter. Once you use this boon, cross it off the Chronicle sheet.</p>
	<p><i>Dampening ring of Laurdin Iket</i> (1,000 gp, limit 1; on a successful melee touch attack targeting a construct, this small, ring-like device attaches to the target, forcing the construct to make a DC 16 Will save or be unable to move or take any actions [as if paralyzed]. At the end of each round during which it is unable to act, the construct may attempt a new Will save to end the condition with a cumulative +1 bonus on the saving throw for each round it suffers the dampening ring's effects. After an affected construct is destroyed or saves against the effect, the ring is destroyed.)</p>
	<p><i>Hat of disguise</i> (1,800 gp)</p>

Items Sold / Conditions Gained	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box	<div style="border: 1px solid black; width: 150px; height: 60px;"></div>

Items Bought / Conditions Cleared	
TOTAL COST OF ITEMS BOUGHT	

☐ Slow ☐ Normal

MAX GOLD

SUBTIER

all

EXPERIENCE

Starting XP

+

0

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame

Initial Prestige

+

0

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame

Current Prestige

GOLD

Start GP

+

0

GP Gained (GM ONLY)

+

0

Day Job (GM ONLY)

➔

+

Items Sold

➔

=

Subtotal

➔

-

Items Bought

➔

=

Total

For GM Only

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