**Event**

**E-#**

**Date:**

**Scenario-#**

**S-Name**

**A B C D**

|  |  |
| --- | --- |
| **GM Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Faction** |  |
| **Rep** | **GM Only** |
| **Other** |  |

 **Bonus Rep?**

**Event**

**E-#**

**Date:**

**Scenario-#**

**S-Name**

**A B C D**

|  |  |
| --- | --- |
| **GM Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Faction** |  |
| **Rep** | **GM Only** |
| **Other** |  |

**Bonus Rep?**

|  |  |
| --- | --- |
| **P1 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P2 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P3 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P4 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P5 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Fame** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P6 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Fame** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P1 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P2 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P3 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P4 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P5 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** |  |

|  |  |
| --- | --- |
| **P6 Name** |  |
| **Character** |  |
| **PFS# - C** |  |
| **Lvl / Fact** | **/** |
| **Rep** | **GM Only** |
| **Other** | **GM Only** |

**Challenge Points**

|  |  |  |  |
| --- | --- | --- | --- |
| **Character Level** | **Challenge Points** | **Character Level** | **Challenge Points** |
|  Lowest | 2 | Mid-High | 4 |
| Mid-Low | 3 | Highest | 6 |

**Challenge Points**

|  |  |  |  |
| --- | --- | --- | --- |
| **Character Level** | **Challenge Points** | **Character Level** | **Challenge Points** |
|  Lowest | 2 | Mid-High | 4 |
| Mid-Low | 3 | Highest | 6 |

**Treasure Table Earn Income**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Char Level** | **Bundle** | **Task** | **DC** | **Fail** | **Train** | **Expert** | **Master** | **Legendary** |
|  |  | **0** | 14 | 0.01 | 0.05 | 0.05 | 0.05 | 0.05 |
| **1** | 1.4  | **1** | 15 | 0.02 | 0.2 | 0.2 | 0.2 | 0.2 |
| **2** | 2.2 | **2** | 16 | 0.04 | 0.3 | 0.3 | 0.3 | 0.3 |
| **3** | 3.8 | **3** | 18 | 0.08 | 0.5 | 0.5 | 0.5 | 0.5 |
| **4** | 6.4 | **4** | 19 | 0.1 | 0.7 | 0.8 | 0.8 | 0.8 |
| **5** | 10 | **5** | 20 | 0.2 | 0.9 | 1 | 1 | 1 |
| **6** | 15 | **6** | 22 | 0.3 | 1.5 | 2 | 2 | 2 |
| **7** | 22 | **7** | 23 | 0.4 | 2 | 2.5 | 2.5 | 2.5 |
| **8** | 30 | **8** | 24 | 0.5 | 2.5 | 3 | 3 | 3 |
| **9** | 44 | **9** | 26 | 0.6 | 3 | 4 | 4 | 4 |
| **10** | 60 | **10** | 27 | 0.7 | 4 | 5 | 6 | 6 |
| **11** | 86 | **11** | 28 | 0.8 | 5 | 6 | 8 | 8 |
| **12** | 124 | **12** | 30 | 0.9 | 6 | 8 | 10 | 10 |
| **13** | 188 | **13** | 31 | 1 | 7 | 10 | 15 | 15 |
| **14** | 274 | **14** | 32 | 1.5 | 8 | 15 | 20 | 20 |
| **15** | 408 | **15** | 34 | 2 | 10 | 20 | 28 | 28 |
| **16** | 620 | **16** | 35 | 2.5 | 13 | 25 | 36 | 40 |
| **17** | 960 | **17** | 36 | 3 | 15 | 30 | 45 | 55 |
| **18** | 1560 | **18** | 38 | 4 | 20 | 45 | 70 | 90 |
| **19** | 2660 | **19** | 29 | 6 | 30 | 60 | 100 | 130 |
| **20** | 3680 | **20** | 40 | 8 | 40 | 75 | 150 | 200 |
|  |  | **21** | 42 | - | 50 | 90 | 175 | 300 |

**Retail Inventive Program**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Basic $10** | **Enhanced $50** | **Heroic $100** |
| **Harder to Kill (All)** | 1/Game Reduce Dying by 1 | Basic+ Dying by 2 or set or set HP to 0 from massive / death effect | Enhanced+ Dying 3 if Dying becomes 0. Regain 25% HP |
| **Sturdy(Choose 1)** | 1/Game +2 Circumstance to a Save | 1/Game as Fortune roll save twice and take better | 1/Game Improve save by 1 step. (No stacking) |
| **Recover****(Choose 1)** | 1/game: Auto treat wounds (Trained) or Extra HP when treated d8/d8+5/1d8+15/1d8+25(Double on Crit) | Basic but (Master) or 2d8/2d8+10/2d8+30/2d8+50(Double on Crit) | Basic but (Legendary) or 2d8+10/2d8+30/2d8+50/2d8+50(Double on Crit) |
| **Downtime****(Choose 1)**Pick before any EarnI | +2 Non Earn Income Days or up success of Crit Fail/Fail by 1 step | +4 Non Earn Income Days, or auto Success for Earn Income (No stacking) | +8 Non Earn Income Days, or auto Crit-Success for Earn Income (No stacking) |

**Treasure Table Earn Income**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Char Level** | **Bundle** | **Task** | **DC** | **Fail** | **Train** | **Expert** | **Master** | **Legendary** |
|  |  | **0** | 14 | 0.01 | 0.05 | 0.05 | 0.05 | 0.05 |
| **1** | 1.4  | **1** | 15 | 0.02 | 0.2 | 0.2 | 0.2 | 0.2 |
| **2** | 2.2 | **2** | 16 | 0.04 | 0.3 | 0.3 | 0.3 | 0.3 |
| **3** | 3.8 | **3** | 18 | 0.08 | 0.5 | 0.5 | 0.5 | 0.5 |
| **4** | 6.4 | **4** | 19 | 0.1 | 0.7 | 0.8 | 0.8 | 0.8 |
| **5** | 10 | **5** | 20 | 0.2 | 0.9 | 1 | 1 | 1 |
| **6** | 15 | **6** | 22 | 0.3 | 1.5 | 2 | 2 | 2 |
| **7** | 22 | **7** | 23 | 0.4 | 2 | 2.5 | 2.5 | 2.5 |
| **8** | 30 | **8** | 24 | 0.5 | 2.5 | 3 | 3 | 3 |
| **9** | 44 | **9** | 26 | 0.6 | 3 | 4 | 4 | 4 |
| **10** | 60 | **10** | 27 | 0.7 | 4 | 5 | 6 | 6 |
| **11** | 86 | **11** | 28 | 0.8 | 5 | 6 | 8 | 8 |
| **12** | 124 | **12** | 30 | 0.9 | 6 | 8 | 10 | 10 |
| **13** | 188 | **13** | 31 | 1 | 7 | 10 | 15 | 15 |
| **14** | 274 | **14** | 32 | 1.5 | 8 | 15 | 20 | 20 |
| **15** | 408 | **15** | 34 | 2 | 10 | 20 | 28 | 28 |
| **16** | 620 | **16** | 35 | 2.5 | 13 | 25 | 36 | 40 |
| **17** | 960 | **17** | 36 | 3 | 15 | 30 | 45 | 55 |
| **18** | 1560 | **18** | 38 | 4 | 20 | 45 | 70 | 90 |
| **19** | 2660 | **19** | 29 | 6 | 30 | 60 | 100 | 130 |
| **20** | 3680 | **20** | 40 | 8 | 40 | 75 | 150 | 200 |
|  |  | **21** | 42 | - | 50 | 90 | 175 | 300 |

**Retail Inventive Program**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Basic $10** | **Enhanced $50** | **Heroic $100** |
| **Harder to Kill (All)** | 1/Game Reduce Dying by 1 | Basic+ Dying by 2 or set or set HP to 0 from massive / death effect | Enhanced+ Dying 3 if Dying becomes 0. Regain 25% HP |
| **Sturdy(Choose 1)** | 1/Game +2 Circumstance to a Save | 1/Game as Fortune roll save twice and take better | 1/Game Improve save by 1 step. (No stacking) |
| **Recover****(Choose 1)** | 1/game: Auto treat wounds (Trained) or Extra HP when treated d8/d8+5/1d8+15/1d8+25(Double on Crit) | Basic but (Master) or 2d8/2d8+10/2d8+30/2d8+50(Double on Crit) | Basic but (Legendary) or 2d8+10/2d8+30/2d8+50/2d8+50(Double on Crit) |
| **Downtime****(Choose 1)**Pick before any EarnI | +2 Non Earn Income Days or up success of Crit Fail/Fail by 1 step | +4 Non Earn Income Days, or auto Success for Earn Income (No stacking) | +8 Non Earn Income Days, or auto Crit-Success for Earn Income (No stacking) |