

Challenge Points

One subtier: Use the challenge point system to determine any adjustments. If the table would direct you to run the high subtier, instead run the adventure as if the table were CP 12, and apply a level bump in addition. If this is a scenario that uses a "number of players" adjustment, treat it as a table of 6 players, and apply a level bump in addition.

More than two subtiers: Pick two subtiers that are next to each other and that include all of your PCs, and determine the appropriate challenge based on that. If all of your players are in the same subtier, then it does not matter which adjacent subtier you pick—the system will give you the same result.

Calculating Challenge Points

- 1: Record the PCs' levels.
- 2: Determine the Scenario's "Base Level"
- 3: Convert the PCs' levels to Challenge Points.

Character Level	Challenge Points
Lowest	2
Second-Lowest	3
Second-Highest	4
Highest	6

4: Total the PCs' Challenge Points.

Determine the Subtier

- 1: Challenge points:
 - 15 or less = lower subtier
 - 19 or more = high sub tier
 - 16-18:
 - High subtier only if they have 4 PCs
 - 5 or more PCs, low subtier

Determine the Scaling Adjustment

Table 2a: Low Subtier Adjustments	
Total Points	Adjustment
8–9	No Adjustment
10–11	5-player adjustment
12–13*	6-player adjustment OR 1 level bump
14–15	5-player adjustment AND 1 level
16–18	6-player adjustment AND 1 level bump

Table 2b: High Subtier Adjustments	
Total Points	Adjustment
16–18	No Adjustment
19–22	5-player adjustment
23–27*	6-player adjustment OR 1 level bump
28–32	5-player adjustment AND 1 level
33–42	6-player adjustment AND 1 level bump

* Challenge Point totals of 12–13 and 23–27 allow the GM to make a choice between two options that provide a similar degree of challenge. However, each scenario varies slightly in the differences between these two options, and the GM is encouraged to select the option they predict will be a more fun and fair challenge for the group. (Parties often prefer options that give the PCs more monsters to fight.) You can pick between the options individually for each encounter.

Applying the Adjustments Scaling

- Scenarios and quests are designed for four players with ways to scale up the number or severity of threats to accommodate larger groups. These adventures list adjustments appropriate for larger groups of PCs of equal level in special sidebars. These sidebars generally have a header reading "Scaling Encounter..." followed by the name or number of the encounter.
- Apply a level bump to any PCs who have the lowest level within the tier(high subtier only).

Level Bump for Adventures:

- Increase every DC listed in the scenario by 1.
- Increase the attack modifiers, attack damage, spell damage, saving throw modifiers, skill modifiers, Perception modifiers, and ACs of all enemy creatures by 1.
- Increase the Hit Point totals of all enemy creatures by 10 or by 10%, whichever is higher.

by Zach Armstrong -- Updated March 30, 2020 -- Version 5

Level Bump for PCs: When a PC of the lowest legal level for an adventure plays in the high subtier, they also gain the level bump benefits listed below.

- Increase every DC the PC has by 1.
- Increase the attack modifiers, attack damage, spell damage, saving throw modifiers, skill modifiers, Perception modifiers, and AC of the PC by 1.
- Increase the Hit Point totals of the PC by 10 or by 10%, whichever is higher.

Hero Points

At the beginning of an adventure, each player receives 1 Hero Point. GMs can then hand out additional Hero Points throughout the session in recognition of the characters' deeds, at a rate of approximately 1 Hero Point per hour of play. When handing out Hero Points, try to spread them out throughout the table rather than giving most of the points to one player.

Players who have earned GM glyphs can hand out one additional hero point per Glyph at the start of the adventure when boons are slotted. But no player can receive more than 1 hero point this way per adventure.

Purchasing Guidelines

You can always purchase the following items so long as you're in a settlement of at least 5,000 residents (and scenarios may sometimes provide additional allowances or limitations):

- Any common equipment in sanctioned Pathfinder content with an item level equal to or less than your character's level (minimum 2).
- Any uncommon equipment in sanctioned Pathfinder content with an item level equal to or less than your character's level (minimum 2); your character must have access to this uncommon equipment such as through meeting its Access condition.
- Any equipment listed on your character's Chronicle sheets with an item level equal to or less than your character's level + 2. Some items found on Chronicle sheets are available for purchase only a limited number of times. Weapon and Armor found on chronicle sheets can be upgraded following the normal rules for upgrading.
- Any items and services purchased with Fame.

Note that accumulating Infamy can reduce the character's effective level when purchasing equipment.

Advancement Speed

Pathfinder Society characters can choose between two different advancement speeds, allowing them to gain levels and rewards more quickly or to slow down their advancement (such as to extend their character's career or allow new players to catch up). It is entirely possible for different PCs at a table to use different advancement speeds with no impact on the game. At the beginning of the adventure, you choose which of the two advancement speeds to use.

Standard Advancement: You gain the full XP, gp, Downtime, Fame, and Reputation rewards earned in the adventure.

Slow Advancement: You gain half of the XP, gp, Downtime, Fame, and Reputation rewards earned in the adventure.

Experience Points

Each time you play an adventure, your character will gain Experience Points (XP). Typically, you gain 1 XP for completing a quest, 4 XP for completing a scenario, or even 12 XP for completing most sanctioned Pathfinder Adventure or Adventure Path volumes. For every 12 XP your character earns, they advance 1 level. You cannot delay increasing your character's level once they earn the requisite number of XP.

Fame and Reputation

A quest can grant up to 1 Fame and 1 Reputation. A scenario can grant up to 4 Fame and 4 Reputation, though scenarios with the Faction tag typically have an opportunity to gain additional Reputation with the associated faction. Sanctioned Pathfinder Adventures and Pathfinder Adventure Path volumes typically grant up to 12 Fame and 12 Reputation.

Treasure

At the end of the adventure, the GM crosses out any items the PCs did not discover.

Downtime

A quest grants 2 days of Downtime, a scenario grants 8 days, and a sanctioned Pathfinder Adventure or Adventure Path typically grants 24 days of Downtime. If your character is a field-commissioned agent (rather than having trained with the Scrolls, Spells, and Swords Pathfinder Schools), they earn an additional 50% as many days of Downtime, earning 3, 12, and 36 days respectively.

A character can use Downtime in a variety of ways, including the Crafting, Earn Income, and retraining options in the *Pathfinder Core Rulebook*. Downtime must be spent at the end of the session or it expires; it cannot be stockpiled for later use. However, players can spend their Downtime to start or continue an activity such as Crafting an item that requires multiple adventures' worth of Downtime to complete. Roll once per 8 days, DC = Level - 2

DCs by Level

Level	DC	Level	DC	Spell Level	DC
0	14	13	31	1st	15
1	15	14	32	2nd	18
2	16	15	34	3rd	20
3	18	16	35	4th	23
4	19	17	36	5th	26
5	20	18	38	6th	28
6	22	19	39	7th	31
7	23	20	40	8th	34
8	24	21	42	9th	36
9	26	22	44	10th	39
10	27	23	46		
11	28	24	48		
12	30	25	50		

* If the spell is uncommon or rare, its difficulty should be adjusted accordingly

Income Earned per Day of Downtime

Roll once per 8 days. DC = Level - 2

Task Level	Failed	Trained	Expert	Master	Legendary
0	1 cp	5 cp	5 cp	5 cp	5 cp
1	2 cp	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 cp	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1 gp, 5 sp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2 gp, 5 sp	2 gp, 5 sp	2 gp, 5 sp
8	5 sp	2 gp, 5 sp	3 gp	3 gp	3 gp
9	6 sp	3 gp	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1 gp, 5 sp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2 gp, 5 sp	13 gp	25 gp	36 gp	40 gp
17	3 gp	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (critical success)	—	50 gp	90 gp	175 gp	300 gp

Total Value of Treasure Bundles Earned (gp)

Level 1 Bundle —	1	2	3	4	5	6	7	8	9	10
1	1.4	2.8	4.2	5.6	7	8.4	9.8	11.2	12.6	14
2	2.2	4.4	6.6	8.8	11	13.2	15.4	17.6	19.8	22
3	3.8	7.6	11.4	15.2	19	22.8	26.6	30.4	34.2	38
4	6.4	12.8	19.2	25.6	32	38.4	44.8	51.2	57.6	64
5	10	20	30	40	50	60	70	80	90	100
6	15	30	45	60	75	90	105	120	135	150
7	22	44	66	88	110	132	154	176	198	220
8	30	60	90	120	150	180	210	240	270	300
9	44	88	132	176	220	264	308	352	396	440
10	60	120	180	240	300	360	420	480	540	600