The sign-in roster

Collect identities before play. Finish results after play. Give the completed roster or a readable photo to your venue VA.

1 Pathfinder Society **Event Reporting Form**

Date _____ Event Code: _____

Location _____

2

GM Org Play #: -2	GM Name:	GM Faction:
Adventure #:	Adventure Name:	

4

Reporting Codes: (check when instructed, line through all if no conditions to report) ☐ A ☐ B ☐ C ☐ D	Reputation Earned:
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A — Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	

3

Character Name:	Faction: ☐ Grand Archive ☐ Envoy's Alliance ☐ Radiant Oath ☐ Horizon Hunters ☐ Vigilant Seal ☐ Verdant Wheel ☐	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: -2 Level		

Character Name:	Faction: ☐ Grand Archive ☐ Envoy's Alliance ☐ Radiant Oath ☐ Horizon Hunters ☐ Vigilant Seal ☐ Verdant Wheel ☐	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: -2 Level		

Character Name:	Faction: ☐ Grand Archive ☐ Envoy's Alliance ☐ Radiant Oath ☐ Horizon Hunters ☐ Vigilant Seal ☐ Verdant Wheel ☐	☐ Slow Track ☐ Dead ☐ Infamy
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Org Play #: -2 Level		

Before the game: pass the roster around and check for missing IDs.
After the game: complete outcomes, review A-D, and hand the roster to the VA.
Separately: each player receives their own Chronicle.

Source form: Paizo, *Pathfinder Society Intro #1: The Second Confirmation*, Event Reporting Form. Annotated for instruction; the original form is otherwise unfilled.

1. Event details

Use the date played and the event code supplied by your VA. The Paizo event code is not the scenario number or Warhorn listing ID.

2. GM and adventure

Enter your name, Organized Play ID, and the exact adventure number and title. Ask the VA about the character and faction fields if claiming GM credit.

3. One block per player

Record character name, full Organized Play ID plus character number, level, and faction. Record slow advancement if selected. Collect any delivery contact separately; it is not a field on this form.

4. Reporting outcomes

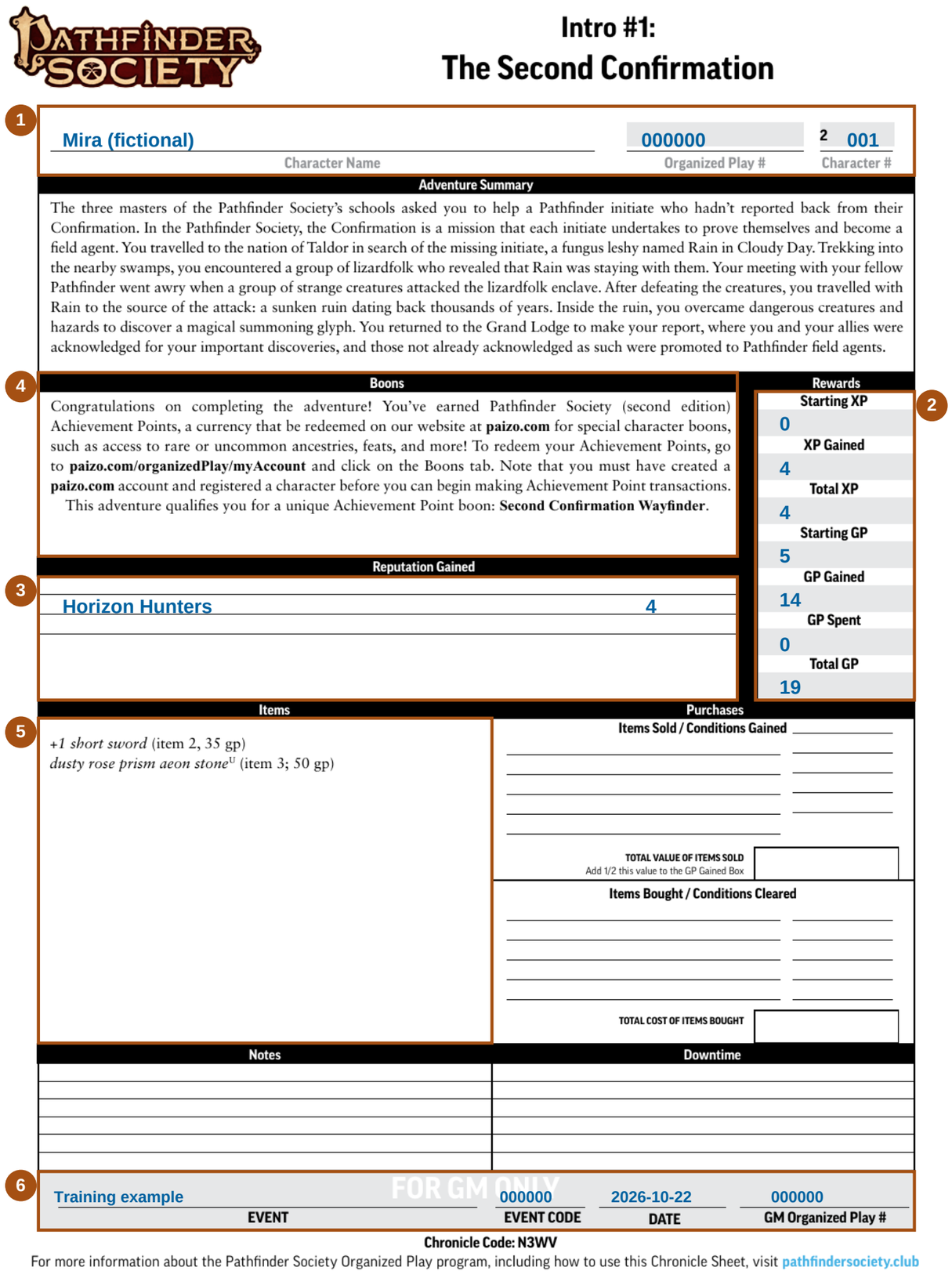
Check each A-D condition earned, using the scenario's reporting instructions. **If there are no A-D conditions, or none apply, line through all four letters.** This tells the VA that you reviewed the section. The blue line illustrates that local practice.

Finish and hand off

Record earned Reputation, applicable bonus objectives, and any individual exceptions. Check that the entire roster is legible in a photo, including all edges. Keep your notes until reporting is resolved.

The player Chronicle

This is the player's adventure record. The reporting roster goes to the VA; the Chronicle goes to the player.



Pathfinder Society

Intro #1:
The Second Confirmation

1

Character Name	Organized Play #	Character #
Mira (fictional)	000000	2 001

Adventure Summary

The three masters of the Pathfinder Society's schools asked you to help a Pathfinder initiate who hadn't reported back from their Confirmation. In the Pathfinder Society, the Confirmation is a mission that each initiate undertakes to prove themselves and become a field agent. You travelled to the nation of Taldor in search of the missing initiate, a fungus leshy named Rain in Cloudy Day. Trekking into the nearby swamps, you encountered a group of lizardfolk who revealed that Rain was staying with them. Your meeting with your fellow Pathfinder went awry when a group of strange creatures attacked the lizardfolk enclave. After defeating the creatures, you travelled with Rain to the source of the attack: a sunken ruin dating back thousands of years. Inside the ruin, you overcame dangerous creatures and hazards to discover a magical summoning glyph. You returned to the Grand Lodge to make your report, where you and your allies were acknowledged for your important discoveries, and those not already acknowledged as such were promoted to Pathfinder field agents.

4

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at **paizo.com** for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

This adventure qualifies you for a unique Achievement Point boon: **Second Confirmation Wayfinder**.

2

Rewards

Starting XP	0
XP Gained	4
Total XP	4
Starting GP	5
GP Gained	14
GP Spent	0
Total GP	19

3

Reputation Gained

Horizon Hunters	4

5

Items

+1 short sword (item 2, 35 gp)
dusty rose prism aeon stone[U] (item 3; 50 gp)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the GP Gained Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

6

FOR GM ONLY

EVENT	EVENT CODE	DATE	GM Organized Play #
Training example	000000	2026-10-22	000000

Chronicle Code: N3WV

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club

Source: Paizo, The Second Confirmation, Chronicle. Printed story summary contains spoilers.

1. Character identity

Copy the character name and complete ID from the roster. Here the fictitious ID is 000000-2001; this form already prints the initial 2.

2. Rewards and balances

This example assumes a level 1 character, standard advancement, all 10 Treasure Bundles, and both objectives: 4 XP and 14 gp. Starting with 5 gp and spending none gives 19 gp. Purchases and Downtime income would change the balance.

3. Reputation

Enter the represented faction and Reputation earned: Horizon Hunters, 4 in this example. Do not assume every player has the same faction or advancement speed.

4. Boons and summary

Read the printed instructions. A boon may unlock a later purchase with Achievement Points; the text does not automatically grant free equipment.

5. Item access

List access is not an award of the item itself. Cross off unavailable items as instructed. Players can complete purchases, balances, and Downtime records separately.

6. Event and GM

Use the real event name/code from the VA, completion date, and your GM Organized Play ID. Current guidance does not require a signature or initials.

This scenario uses Treasure Bundles. Use each adventure's reward rules and the current campaign guide; do not reuse these amounts for another scenario. This standard-advancement example allows 8 Downtime days, with no income entered yet.