



# Pathfinder Society Scenario #1-06: Lost on the Spirit Road

Character Chronicle #

011

Herolab Code

R2M5

<u>Scal</u>	A.K.A.	<u>Brother</u>	<u>14034</u>	<u>2001</u>	Faction <u>VS</u>	Reputation <u>4</u>
Player Name		Character Name	Organized Play #	Character #	Faction	Reputation
					Faction	Reputation

### Adventure Summary

The twisting, turning pathways along the Spirit Road offer many surprising revelations, some good, some bad. Only you are likely to remember which path you took, where it led you, and what adventures you had along the way. Well, perhaps you and a certain kitsune.

### Boons

**Traveler of the Spirit Road (General):** You have traveled the pathways near the Forest of Spirits and not only managed to avoid losing your way, but even befriended some of the local kami. The kami's blessing follows you now and protects you from bad luck. Whenever you would critically fail a check to Hide, Sneak, Sense Direction, or Track while in a forested area, you may check a box next to this boon as a free action to treat that check as a failure instead.

Items	Purchases
katana <sup>u</sup> (2 gp)	<b>Items Sold / Conditions Gained</b>
	<u>Medic's Cur</u> <u>5</u>
	<b>TOTAL VALUE OF ITEMS SOLD</b>
	Add 1/2 this value to the "Items Sold" Box <u>5</u>
	<b>Items Bought / Conditions Cleared</b>
	<u>Expanded Medic's Cur</u> <u>50</u>
	<b>TOTAL COST OF ITEMS BOUGHT</b>

SUBTIER 1-2

SUBTIER 3-4

REWARDS

<u>31</u>
Starting XP
<u>4</u>
XP Gained
<u>35</u>
Final XP
<u>128.5</u>
Starting GP
<u>34.2</u>
GP Gained
<u>1.6 gp</u>
Earn Income
<u>2.5</u>
Items Sold
<u>50</u>
GP Spent
<u>116.1</u>
Total GP
<u>25</u>
Starting Fame
<u>4</u>
Fame Earned
<u>29</u>
Total Fame

164.6

Notes	Downtime
	<u>8 dy level 1, 2cs</u>

<u>Motor Bash</u>	<u>2691205</u>	<u>11/9/19</u>	<u>CMM</u>	<u>109361</u>
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #