



Pathfinder Society Scenario #1-23: Star-Crossed Court

Character Chronicle #

11

Herolab Code

J2L6

Scott Gray A.K.A. Mad Eye Travis 14034 2033

Player Name

Character Name

Organized Play #

Character #

Faction H. Hunt Reputation 4 48

Faction Reputation

Faction Reputation

Adventure Summary

Your journey to Ekkeshikaar was one of diplomacy and intrigue. You (☐ followed the advice of Eras the Needle / ☒ listened to the words of Calisro Benarry / ☒ forged your own path through the negotiations), and as a result the iruxi of Ekkeshikaar are very likely to become essential allies to the nation of Vidrian and the Pathfinder Society in the years to come.

Boons

☐ **Seasoned Diplomat** (Advanced) You have navigated the courts of Ekkeshikaar, honing your skills as a diplomat and researcher. You may check the box next to this boon at the beginning of an adventure to become trained in Diplomacy and Society for the duration of that adventure. If you are already trained in one of these skills, you instead become an expert. If your proficiency level is higher than expert in either of these skills, you treat any critical failure rolled with that skill as a failure and any failure as a success for the duration of the adventure.

Items

lifting belt (Level 4; 80 gp)
ventriloquist's ring (Level 3; 60 gp)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

+1 potency run for armor 160

TOTAL COST OF ITEMS BOUGHT

160

Notes

Downtime

8 days earn income level 4
8e + 11 = 19 = success =
0.8 x 8 = 6.4

44

Starting XP

4

XP Gained

48

Final XP

90.2

Starting GP

64 gold

GP Gained

6.4

Earn Income

Items Sold

160

GP Spent

0.6

Total GP

Starting Fame

Fame Earned

Total Fame

Carnage 2022

EVENT

2709050

EVENT CODE

4 NOV 2022

DATE

Game Master's Signature

327936

GM Organized Play #