

PATHFINDER SOCIETY SPECIAL

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0	111 11	reet			•	- L	3-4	1,250
Charie		Dever	lcc	14034	71	GAN	TIER	2,500
700	A.K.A.	-#				Cooge	TIER	5,334
. Player Nar	1330	Gharacter I	vame	Pathfinder Sc	clety #	Faction	8 <u>-9</u>	
	×	———— Has Co	mpleted This	Scenario.			10-11	7,667
	nd During This S	The state of the s				<u></u>	EXPER	RIENCE
1-2 & 3-4	Combat determin use this a Magic Bo then cast use this a Skill Boo	ned. You sayst accept ability once. On usin on: As a standard ac that day. The spell i ability once. On usin on: As an immediate	ediate action the second reduced r	, you may reroll an oll, even if it's worse t, check the box and lin y recall one spell that ed again, just as if it h, sheck the box and lin ay reroll a skill check it's worse than the fi	han the first ro ne through this you have alrea and not been ca ne through thi k before succes	ll. You may only s boon. dy prepared and st. You may only is boon. s is determined.	+12	2
				he box and line through		ay only use this		KP Total
5-6 8-9	Combat determin use this a second ti Magic Be then cast only use the secon Skill Boo You must ability tw time, che	sed. You must accept ability twice. On using the check the final loon. As a standard at that day. The spell this ability twice. Odd time, check the fin. As an immediate accept the second vice. On using this ack the final box and	ediate action the second r ng this abilition, you m is then prep using this action, you roll, even if ability, check line through	ay recall a spell that a said again, just as if ability, check one of the control of the control as skill check that he fit is worse than the fit one of the boxes. Or	han the first ro oxes. On using you have alread it had not bee hoxes. On u n k before success est roll. You m	Il. You may only this ability the ly prepared and n cast. You may sing this ability is determined.	Starti Final F	ing PA GGM ONLY) PA Total DLD
10-11	determin use this a the third Magic Bo then cast only use t	ed. You must accept bility three times. C time, check the fina bon : As a standard a that day. The spell this ability three tir e third time, check	diate action the second read read this I box and lin- ction, you m is then prep nes. On using the final box	, you may reroll an oll, even if it's worse the ability, check one of the ethrough this boon, ay recall a spell that y ared again, just as if g this ability, check of and line through thi	han the first ro he boxes. On u you have alread it had not been ne of the boxes s boon.	ll. You may only sing this ability ly prepared and n cast. You may s. On using this	+ j Z GP Gaine	THE GP
	You must ability th	accept the second	roll, even if i this ability, cl	nay reroll a skill checl it's worse than the fir heck one of the boxes. this book.	st roll. You ma	av only use this	= 16	71
ems Sold / C	Conditions Gaine	ed	It	ems Bought / Condi	itions Cleared		= Cold	Bought Call total Spent
TAL VALUE OF IT			Т	OTAL COST OF ITEMS BO	UGHT		= 1 6	631

EVENT EVENT CODE

1110/17

Game Master's Signature

Scenario Chronicle #

GM Pathfinder Society #