



Pathfinder Module: We B4 Goblins!

Character/Chronicle #

003

Core Campaign

Player Name: Scott A.K.A.: Amenophouse Pathfinder Society #: 14034 48 Faction: Scarab Sa78

This Chronicle sheet grants access to the following:

You Be Goblin Whelp: Long days spent walking too far, sleeping under bushes, eating bad food, and fearing for your life—some may call that adventuring, but you've realized that it's also frightfully similar to a Licktoad goblin's childhood. At least they get badges for it, and now you do, too! Choose one of the badges below, and cross the other off your Chronicle sheet. You can use each badge a limited number of times, after which its power is lost. Furthermore, the badges' rudimentary magic only lasts for a limited time; once you reach 6th level or higher, check any remaining boxes on the badge.

- Animal Friendship:** When you hit a creature with the animal type, you can check one of this badge's boxes to deal an additional 1d6 damage to the animal. This damage is not multiplied on a critical hit.
- Happy Beat:** When you are hit by an attack, you can check one of this badge's boxes to gain DR 5—against that attack.
- Hurtful Words:** When attempting an Intimidate check to demoralize a target, you can check one of this badge's boxes to gain a +5 bonus on the Intimidate check.
- Squirmtongue:** Before attempting a saving throw, you can check this badge's box to roll the saving throw twice and take the better result.

Great Goblin Relics: To a goblin, even the most repugnant and mundane trinkets can become valuable treasure. As if empowered by the goblins' superstitions, several of the mementos of the wedding raid have manifested minor enchantments. Choose one of the objects below, and cross the others off your Chronicle sheet. If you are a Small creature, you can instead choose two. If you are a goblin (requiring a special Chronicle sheet), you can choose three. When you use the item, you must check the box that precedes it; afterward the object is a mundane keepsake with no further powers.

Kettlehelm of Glory: Wearing this absurd helmet made from a kettle provides you an unlikely defensive advantage. You can use the kettlehelm as an immediate action to gain the benefits of the *light fortification* armor enchantment against a single attack. If this fails to prevent a critical hit or sneak attack, the helm's power is not expended and can be used again.

Handful of Wedding Cake: You can eat this heaping handful of wedding cake as a full-round action. At the beginning of your next turn, the sugary treat grants you the benefits of *haste* for 1d4+2 rounds, after which you are fatigued for 1 minute.

Eye Patch of Selective Blindness: This grim, black eye patch helps you avoid seeing what should not be seen. When you would be subject to a gaze ability, you can use this eye patch to immediately avert your gaze until the beginning of your next turn. If you are already averting your gaze, using the eye patch reduces the chance to be affected by the gaze to 25%.

Jester's Cap of Medicine Mixing: You can use this bright, five-pointed jester's cap to drink two identical alchemist extracts or potions as a standard action. The second potion has no effect, but you increase the effective caster level of the first potion by 5. Even if the effect would be permanent, the caster level returns to normal after 24 hours.

- potions of spider climb* (330 gp)
- wand of cure light wounds* (15 charges; 225 gp, limit 1)
- elixir of fire breath* (1,100 gp)

Sell leather armor -5
 Mehral Chun Sha 1100
 Sell Thugs Tools -15
 New Thugs Tools 100
 1180

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	252	504
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Starting XP	4	
	XP Gained (GM ONLY)	+ 1	Mar
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Final XP Total	= 5	
	Initial Prestige	6	6
GOLD	Prestige Gained (GM ONLY)	+ 1	Mar
	Prestige Spent	-	
	Current Prestige	7	7
GOLD	Starting GP	1042	
	GP Gained (GM ONLY)	+ 504	Mar
	Day Job (GM ONLY)	+ X	Mar
GOLD	Gold Spent	- 1180	
	Total	= 366	

For GM Only

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 EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #