



Pathfinder Society Scenario #8-01: Portent's Peril

Character Chronicle #

007

Core Campaign

<u>Score</u> Player Name	A.K.A. <u>Amerophus</u>	<u>14034 - 48</u> Pathfinder Society #	<u>Scwab Sages</u> Faction
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This Chronicle sheet grants access to the following:

Draconic Sidekick: You returned several stolen pseudodragon eggs to their clutch. Now, the pseudodragons of the Frisky Unicorn have selected you as the traveling companion and mentor for one of their hatchlings. The young pseudodragon has not yet chosen her name, and she allows you to help her decide. As long as you do not mistreat your new ally and your alignment does not become evil at any time, she agrees to travel with you. You may use this boon in one of two ways. First, you may take a pseudodragon (*Pathfinder RPG Bestiary* 229) as a familiar with the Improved Familiar feat as long as you are a spellcaster of at least 5th level (rather than 7th). This pseudodragon's sting counts as silver for the purposes of bypassing damage reduction.

Alternatively, you may cross this boon off your chronicle sheet to gain a pseudodragon that follows you loyally for one adventure. Its sting also bypasses DR/silver, as the pseudodragon familiar. This pseudodragon allows you to bypass the normal limit of one combat creature per player per scenario.

Fortune's Return: Despite the ill omens of the Yellow Prophet, you saved Lady Qualstair from assassination and prevented unfortunate accidents from carrying deadly consequences. You gain up to four of the six abilities below (your GM will tell you if you did not earn all four). Cross off the ones you do not choose.

You may activate an ability that you did not cross off by checking off the box next to it. Doing so grants you a +1 luck bonus on an attack roll, saving throw, skill check, or ability check associated with the corresponding ability score. Apply the bonus before you roll. The bonus increases to +2 if you use it for the specific use listed below.

- ~~The Suit of Hammers (Strength): Sundering or otherwise breaking an object~~
- The Suit of Keys (Dexterity): Picking a lock ✓
- The Suit of Shields (Constitution): Fortitude saves or Constitution checks against fatigue or exhaustion ✓
- The Suit of Books (Intelligence): Performing research ✓
- The Suit of Stars (Wisdom): Avoiding getting lost or otherwise navigating ✓
- ~~The Suit of Crowns (Charisma): Speaking to a person in a position of authority~~

All Subtiers	Subtier 4-5
<i>blackfingers paste</i> (50 gp; <i>Pathfinder Campaign Setting: Rival Guide</i> 53) <i>dust of illusion</i> (1,200 gp) flame fountain firework (100 gp; <i>Pathfinder RPG Ultimate Equipment</i> 106) giant wasp poison (210 gp, limit 1) Harrow deck (100 gp; <i>Pathfinder RPG Ultimate Equipment</i> 66) <i>potion of delay poison</i> (300 gp) <i>potion of undetectable alignment</i> (300 gp) shadow essence (250 gp, limit 3)	<i>coin of the untrodden road</i> (6,000 gp; <i>Pathfinder RPG Ultimate Equipment</i> 289) <i>potion of cure moderate wounds</i> (300 gp) <i>scroll of neutralize poison</i> (CL 9th; 900 gp, limit 1) Sell sleeves -100 many Granth - Buy hat & Disguise +1800 Buy Handy Hammers +2000 Sell Buy Haws Backpack -1

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	1-2	255	509
	Out of Subtier	597	1,194
MAX GOLD	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	4-5	940	1,879
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	-	-	-
	10		
	Starting XP		
FAME	+ 1		GM's Initials SR
	XP Gained (GM ONLY)		
	= 11		
Final XP Total			
GOLD	11	15	
	Initial Prestige	Initial Fame	
	+ 2		GM's Initials SR
Prestige Gained (GM ONLY)			
Prestige Spent			
13		17	
Current Prestige	Final Fame		
1759			
Starting GP			
+ 1879		GM's Initials SR	
GP Gained (GM ONLY)			
+ 100		GM's Initials SR	
Day Job (GM ONLY)			
Gold Spent			
= 39		Total	

For GM Only

Gaming Etc. Monday PFS	82882	15 August 2016		74406
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #