



# Pathfinder Society Scenario #8-02: Ward Asunder

Character Chronicle #

008

Core Campaign

Scott

Player Name

A.K.A.

Amenophens

Character Name

1403A - 48

Pathfinder Society #

Scarab  
90765

Faction

This Chronicle sheet grants access to the following:

**Coiled Companion:** You have recovered a rare serpent's egg, reared the reptile, and trained it as a guardian. If you have hunter's bond, nature bond, or similar feature that allows you to select an animal companion, you may select either a cinder asp (using the viper snake statistics) or a razor-scale python (using the constrictor snake statistics) as your companion; you must be able to select a constrictor or viper as a companion in order to train its respective variant. If the companion is released or dies without your restoring it to life, cross this boon off your Chronicle sheet.

**Cinder Asp:** Change the snake's poison effect to 1d2 Constitution and its cure to 2 saves. In place of granting the snake a bonus trick, you can instead increase the snake's effective Hit Dice by 1 for the purpose of calculating the saving throw DC of its poison.

**Razor-Scale Python:** The snake's constrict damage is (1d4 plus 1d2 bleed). In place of granting the snake a bonus trick, you can instead increase the snake's effective druid level by 1 for the purpose of calculating its natural armor bonus according to Table 3-8 (Core Rulebook 52).

**Jiraku's Respect:** You have helped the dosojin kami Jiraku restore her faith in her stewardship of the Pilgrim's Path. She gifts you with a portion of her power as a blessing. By checking the box that precedes this boon, you may use one of the following spell-like abilities. Use your character level as the caster level, and use either your own Charisma or 17 (whichever is higher) for determining any saving throw DCs.

**Subtier 3-4:** You may cast *invisibility*, *longstrider*, *stone shape*, or *wind wall*.

**Subtier 6-7:** You may cast *dispel magic*, *invisibility*, *longstrider*, *mirage arcana*, *stone shape*, or *wind wall*.

**Kami Reunited:** Even if their ward is forever broken in two, you have brought the two kami wardens together once more and received their blessing. You may benefit from this boon only if you have both the Jiraku's Respect and Tanbaru's Respect boons, and you may not select Tanbaru as a familiar unless you choose to cross out this boon. You gain a +2 bonus on Charisma-based skill checks to influence kami and oni and on saving throws to resist their spells and other abilities. Once per adventure as a swift action, you may activate one of the following abilities.

**Jiraku's Eternal Path:** Until the beginning of your next turn, you may move through up to 10 feet of difficult terrain as if it were normal terrain; this effect stacks with the benefits of the Acrobatic Steps and Nimble Steps feats. During this time, you also gain a +3 bonus on saving throws against any effect that would directly impede your movement, such as *entangle* or *slow*. When this effect ends, you regain 1d8+5 hit points.

**Tanbaru's Insight:** For the next 10 minutes, you gain a +2 insight bonus on Perception checks and the ability to cast *detect magic* at will as a spell-like ability. When this effect ends, you receive the answer to a single question as if you had cast *augury* (CL 6th). If you are at least 5th level, you can instead ask one question as per *divination*. At 7th level, you can instead ask one question as per *commune*.

HIKORI		PRICE
		14,020 GP
SLOT none	CL 10th	WEIGHT 10 lbs.
AURA moderate evocation		

This +1 *adamantine tetsubo*<sup>DF</sup> has both the *flaming* and *frost* weapon special abilities, but only one may be active at a given time. Activating or switching between the abilities is a swift action.

CONSTRUCTION REQUIREMENTS	COST 11,865
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Craft Magic Arms and Armor, *fireball*, *ice storm*

All Subtiers

Subtier 6-7

Hikori (14,020 gp)  
oil of barkskin (CL 6th; 600 gp, limit 1)  
oil of enlarge person (CL 5th; 250 gp, limit 1)  
oil of jump (CL 5th; 250 gp, limit 1)  
scroll of expeditious retreat (CL 5th; 125 gp, limit 1)

+1 human-bane ammunition (166 gp, limit 5)  
flaming amulet of mighty fists (4,000 gp)  
quick runner's shirt (1,000 gp; Ultimate Equipment 222)

MAX GOLD	SUBTIER	
	Slow	Normal
3-4	650	1,300
Out of Subtier	1,133	2,266
MAX GOLD	SUBTIER	
	Slow	Normal
6-7	1,616	3,232
EXPERIENCE	SUBTIER	
	Slow	Normal
-	-	-
Starting XP		
+ 11		
XP Gained (GM ONLY)		
= 12		
Final XP Total		
13 17		
Initial Prestige		Initial Fame
+ 2		
Prestige Gained (GM ONLY)		
-		
Prestige Spent		
15 19		
Current Prestige		Final Fame
39		
Starting GP		
+ 15000		
GP Gained (GM ONLY)		
+ 50		
Day Job (GM ONLY)		
-		
Gold Spent		
= 1389		
Total		

For GM Only

GAMING ETC.

EVENT

83331

EVENT CODE

8-22-2016

DATE

Devon Ferrer

Game Master's Signature

115711

GM Pathfinder Society #