



# Pathfinder Society Scenario #9-08: Birthright Betrayed

Character Chronicle #

006

Core Campaign

S1014      A.K.A.      Boeth      14034      -      59      Dawn Admin  
 Player Name      Character Name      Organized Play #      Character #      Faction

This Chronicle sheet grants access to the following:

**Arnisant Museum Patron:** Thanks to your work in Ridonport, your name is on display as a patron for the General Arnisant Museum and Historical Residence. In addition to gaining a permanent +1 bonus on Knowledge (history) checks regarding Taldor, you can borrow a weapon or suit of armor from the museum. After hearing the adventure briefing for a scenario, you can check one, two, or all three boxes that precede this boon to secure a weapon, shield, or set of armor with a +1, +2, or +3 bonus, respectively, for the duration of the scenario. You can reduce the enhancement bonus of a borrowed weapon with a +2 or +3 bonus by 1 in order to give that weapon the *undead bane* special ability. Any borrowed equipment bears inscriptions or imagery from the Shining Crusade, such as Aroden's holy symbol or the heraldry of Taldor. This equipment is always made of common materials such as steel, leather, or wood.

**Rising Star (Sovereign Court Faction):** You have performed a significant service for the Sovereign Court and, by extension, for Princess Eutropia. She has granted you the title of baronet (a landless title) in recognition of your services. This grants you Knowledge (nobility) as a class skill; if it's already a class skill, you gain a +1 bonus on Knowledge (nobility) checks. In addition, you gain a free noble's outfit and several pieces of jewelry to complete the ensemble. The outfit and accessories have an effective resale price of 0 gp.

You can use your Downtime to attempt a Knowledge (nobility) check to build connections within Taldor's elaborate noble hierarchy, laying the groundwork for your own promotion later. The DC of this check is equal to 15 + 1/2 your character level (minimum +0). If you succeed, check one of the boxes below. If your check exceeds the DC by 10 or more, you can instead check two boxes. If you already have (or later gain) another boon or vanity that grants you a noble title in Taldor, you can immediately check five boxes.

Once you check all of the boxes below, you become a true landgrave (in charge of a nonwilderness region that lacks a significant settlement) or viscount (in charge of a few small settlements). You immediately gain a number of gold pieces equal to 75 × your XP total. In addition, you can now earn gold by administering your lands, allowing you to use Diplomacy or Knowledge (nobility) for Day Job checks. When doing so, a result of 40 or higher earns you 150 gp and allows you to regain 1 previously expended Prestige Point. If you already have the ability to use Diplomacy or Knowledge (nobility) for Day Job checks, you gain a +3 bonus on such checks.

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Subtier 1-2

Subtier 4-5

*all tools vest* (1,800 gp; *Pathfinder RPG Advanced Player's Guide* 300)

*boots of gusto* (2,000 gp; *Pathfinder RPG Advanced Class Guide* 227)

*brooch of shielding* (1,500 gp)

*falcata* (18 gp; *Advanced Player's Guide* 177)

*pearl of power* (1st level; 1,000 gp)

*scabbard of argent vigor* (2,000 gp; functions as a *scabbard of vigor* that can also add the *undead bane* special ability to the affected weapon by reducing the bestowed enhancement bonus by +1 [e.g., a +2 *undead bane weapon* for 3 rounds] so long as the weapon has at least a +1 enhancement bonus; *Advanced Player's Guide* 309).

*wand of daylight* (7 charges; 1,575 gp, limit 1)

Wand Guild (750)

Spellbook: Air Hunt, Combat  
Language, Creature Forms,  
Death Spell Tools, Disguise  
Self, Enhance Eyes,  
Greater Glow, Guardian  
Mist (750)

+1 *shock ammunition* (167 gp; limit 1)

*all tools vest* (1,800 gp; *Pathfinder RPG Advanced Player's Guide* 300)

*boots of gusto* (2,000 gp; *Pathfinder RPG Advanced Class Guide* 227)

*brooch of shielding* (1,500 gp)

*circlet of persuasion* (4,500 gp)

*falcata* (18 gp; *Advanced Player's Guide* 177)

*horn of freezing fog* (2,500 gp; functions as a *horn of fog* that once per day can create chilling fog that deals 1 point of cold damage to each creature that enters or starts its turn in the affected area for the first minute after activating the horn)

*lesser crown of blasting* (6,480 gp)

*marvelous pigments* (4,000 gp)

*scabbard of argent blades* (5,000 gp, limit 1; functions as a *scabbard of many blades* that contains a +3 *undead bane longsword* that you can draw from the scabbard once and use for up to 10 minutes before the sword disappears forever; *Advanced Class Guide* 235)

*scabbard of argent vigor* (2,000 gp; see Subtier 1-2)

*wand of daylight* (7 charges; 1,575 gp, limit 1)

*wand of remove curse* (4 charges, CL 12th; 2,880 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	254
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	594
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	933
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	7	
	Starting XP	
	1	SR
XP Gained (GM ONLY)		8
Final XP Total		124
Initial Prestige		124
Initial Fame		2
FAME	SR	
	Prestige Gained (GM ONLY)	
	Prestige Spent	
Current Prestige		18
Final Fame		18
GOLD	743	
	Starting GP	
	1187	SR
	GP Gained (GM ONLY)	
	100	SR
Day Job (GM ONLY)		
846		
Gold Spent		
1190		
Total		

For GM Only

Gaming Etc. PFS & SFS

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11 Dec 2017

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EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #