



# Pathfinder Society Scenario #9-10: Signs in Senghor

Character Chronicle #

007

Core Campaign

Gcoe A.K.A. Boem 14034 59 Doh Archne  
 Player Name Character Name Organized Play # Character # Faction

**This Chronicle sheet grants access to the following:**

**Connections in Senghor (Exchange Faction):** You have made a name for yourself and represented the Exchange well in the markets of Senghor. You may purchase the following vanity, which originally appeared in *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, even if you do not own that book. As long as your business is in Senghor, you can start your store for 3 PP instead of 5 PP. If you do so, you become a member of Senghor's Merchant Compact, which grants you a +2 bonus on Bluff, Diplomacy, and Intimidate checks while in Senghor in addition to the vanity's normal benefits.

**Mercantile Store (5 PP):** When it comes to commerce, you dabble in wares of all sorts, selling the works of others as a general merchant. If you use ranks in Profession (merchant) to calculate your bonus on Day Job checks, your business provides you with a +1 circumstance bonus on all such checks. In the city where you have your store, you can treat the gold limit for buying items as 5% greater than normal because of the many inside connections you have within the region's markets and trade organizations.

**Student of the Twelve Rites:** You have recovered several of the tablets of the Twelve Rites from the monk Shinri and her agents. The blasphemous knowledge contained within these ever-shifting tablets is dangerous to ponder for too long, but you can tap into it briefly to learn Shinri's abilities.

You can use this knowledge to replace some of your own abilities with Shinri's. You can check a box before this boon to retrain one of your feats into one of Shinri's feats using the retraining rules from *Pathfinder RPG Ultimate Campaign* at a reduced cost. Retraining into one of the following feats takes 2 days, rather than 5: Combat Reflexes, Dodge, Eschew Materials, Improved Unarmed Strike, Mantis Style<sup>UC</sup>, Mantis Wisdom<sup>UC</sup>, Sorcerous Strike<sup>UC</sup>, Stunning Fist, or Weapon Focus. Feats with the superscript "UC" are from *Pathfinder RPG Ultimate Combat*. If you are a spontaneous spellcaster, you can check a box before this boon to retrain one of your spells known into one of Shinri's spells using the retraining rules from *Pathfinder RPG Ultimate Campaign* at a reduced cost. Retraining into one of the following spells takes 1 day per spell level rather than 2: *dispel magic*, *feather fall*, *levitate*, *mirror image*, or *spider climb*.

Alternatively, you can check a box before this boon to use *feather fall* as a spell-like ability, using your character level as your caster level. If you are at least 3rd level, you can check two boxes to cast *levitate*, *mirror image*, or *spider climb*. If you are at least 5th level, you may check all three boxes to cast *dispel magic*.

**Gloves of Swimming (aura faint transmutation; CL 5th; 2,500 gp):** These gloves grant their wearer a +5 competence bonus on Swim checks. Both gloves must be worn for the magic to function. A PC can pay 3,750 gp to upgrade these gloves to *gloves of swimming and climbing* (*Pathfinder RPG Ultimate Equipment* 237).

**Muleback Cords of Resistance +1 or +2 (aura faint abjuration and transmutation; CL 5th; 2,500 gp or 5,500 gp):** These sturdy leather straps combine the benefits of *muleback cords* (*Ultimate Equipment* 267) with the benefits of a *cloak of resistance +1* or *cloak of resistance +2*, respectively. A PC who buys the +1 version of the cords can later upgrade into the +2 version by paying 3,000 gp, and a PC who finds the +2 version can purchase the +1 version instead.

4x Alchemist's Fire (40)

muleback cords of resistance +1 (2,500 gp)  
 phylactery of faithfulness (1,000 gp)  
 potion of barkskin (CL 6th; 600 gp, limit 1)  
 wand of summon monster II (12 charges; 1,080 gp, limit 1)

Used 1 charge CLW  
used 1 charge shield

bodywrap of mighty strikes +1 (3,000 gp; *Ultimate Equipment* 214)  
 gloves of swimming (2,500 gp)  
 muleback cords of resistance +2 (5,500 gp)  
 potion of barkskin (CL 9th; 900 gp, limit 1)  
 wand of summon monster IV (3 charges; 1,260 gp, limit 1)

Rayscotte Pool III

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	251
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	603
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	955
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	8	
	Starting XP	
	1	GM's initials
	XP Gained (GM ONLY)	
FAME	9	
	Final XP Total	
	16	16
	Initial Prestige	Initial Fame
GOLD	2	GM's initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	18	18
GOLD	Current Prestige	Final Fame
	1190	
	Starting GP	
	1206	GM's initials
GP Gained (GM ONLY)		
GOLD	150	GM's initials
	Day Job (GM ONLY)	
	2040	
	Gold Spent	
506		
Total		

For GM Only

PANDY  
EVENT

248517  
EVENT CODE

1/7/2018  
DATE

PETER SHAH  
Game Masters Signature

52068  
GM Pathfinder Society #

*ASL*