



# Pathfinder Society Scenario #10-07: Mysteries Under Moonlight Part 2: The Howling Dance

Character Chronicle #

016

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Werewolf's Resilience:** Ashava has granted you the ability to call upon a lesser form of her blessing again in the future. You can check the box that precedes this boon to gain DR 5/silver for a number of rounds equal to your character level. If you also have the Celestial Lycanthropy boon, checking the box that precedes this boon also grants the benefits of Celestial Lycanthropy.

**Dancer's starknife** (Aura moderate transmutation; CL 7th; Slot —; Price 16,324 gp): A dancer's starknife is a +1 returning starknife that allows its wielder to cast *dispel magic* (CL 7th) as a standard action once per day. If the dispel attempt succeeds, the magic surges into the starknife. At any time in the next 24 hours, the wielder can unleash this energy to make a ranged touch attack as a standard action that deals 1d6 points of force damage for every spell level of the dispelled effect (minimum 1d6) with a range of 100 feet. A dancer's starknife can be augmented with further enhancements—treat it as a +2 weapon with a price of 8,000 gp when determining the additional cost.

Spells in spellbook:

3i: clarandance/daroyace, Command  
Darkvision, Dispel Magic, Flame Arrow,  
Force Punch, Gaseous Form, Haste,  
Heroism, Invisibility Sphere, Magic  
Circle Anne evil, Pellet Blast,  
Proccom from angry, Rest energy command,  
Shrink Item, Fly Half Tannis,  
Veritate weapon, water breathing (1700)

3<sup>rd</sup> spellbook

(15)

Subtier 3-4

Subtier 6-7

+1 returning starknife (8,324 gp; can be enhanced into a dancer's starknife by paying an additional 8,000 gp)  
dust of emulation (800 gp; Pathfinder RPG Advanced Player's Guide 304)  
ring of protection +1 (2,000 gp)  
wand of cure moderate wounds (CL 5th; 5 charges; 450 gp; limit 1)

dancer's starknife (16,324 gp)  
dust of emulation (800 gp; Pathfinder RPG Advanced Player's Guide 304)  
ring of delayed doom (1 stone; 5,000 gp; Advanced Player's Guide 292)  
ring of protection +1 (2,000 gp)  
tangle ammunition (as tangle bolt; limit 4; Advanced Player's Guide 291)  
wand of cure moderate wounds (CL 5th; 9 charges; 810 gp; limit 1)

SUBTIER ☐ Slow ☐ Normal

3-4 652 1,303

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 1,147 2,294

SUBTIER ☐ Slow ☒ Normal

6-7 1,642 3,284

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

17

Starting XP

1

XP Gained (GM ONLY)

14

Final XP Total

32/32

Initial Prestige Initial Fame

2

Prestige Gained (GM ONLY)

Prestige Spent

34 34

Current Prestige Final Fame

1830

Starting GP

2278

GP Gained (GM ONLY)

225

Day Job (GM ONLY)

1745

Gold Spent

2618

Total

For GM Only

Gaming Etc  
EVENT

337534  
EVENT CODE

12/16/18  
DATE

P. M. G. H.  
Game Master's Signature

185677  
GM Pathfinder Society #