



Pathfinder Society Scenario #10-17: On Sevenfingers's Sails

Character Chronicle #

018

Core Campaign

Scott Gray A.K.A. Boem 14034-59 Dark Archon
 Player Name Character Name Organized Play # Character # Faction

This Chronicle sheet grants access to the following:

All Aboard the Voracious! Now that you've defeated the legendary pirate Sempet Sevenfingers, his ship, the *Voracious*, is in need of a new captain. For now, the ship is in the Pathfinder Society's possession, but you could make it yours by spending 8 Prestige Points (or less, if you've proved yourself in the Gloomspires before). Reduce the cost by 2 Prestige points for each of the following Pathfinder Society scenarios for which this character has earned a Chronicle Sheet: #6-06: *Hall of the Flesh Eaters*, #7-19: *The Labyrinth of Hungry Ghosts*, and #8-15: *Hrethnar's Throne*.

If you become captain of the *Voracious*, you can use it whenever you require passage at sea. Additionally, you gain a +2 circumstance bonus on Profession (sailor) checks, and Profession (sailor) becomes a class skill for you. You can use Profession (sailor) to make Day Job rolls. You can extract several rubies from the vessel's engine to use if you run into trouble when traveling on a faraway plane. You can check a box that precedes this boon to use one of these rubies to *plane shift* to the Material Plane—a process that takes 1 minute—with a caster level equal to your character level.

| SEVENFINGERS'S SEA COAT | | PRICE VARIES |
|---------------------------|--------|---------------|
| SLOT body | CL 9th | WEIGHT 5 lbs. |
| AURA moderate conjuration | | |

Sevenfingers's sea coat is a long black coat sealed shut by bronze clasps. The coat is fully waterproof. Its two large pockets provide additional protection for and easy access to treasure, acting as the side pouches of a *handy haversack*. When in a place with cardinal directions, such as Golarion, the wearer of the coat always knows which way is north, as the *know direction* spell. Once per day, the coat's wearer can cast *dream*.

The *greater Sevenfingers's sea coat* from Subtier 10-11 allows the wearer to cast *dream council* 1/day (*Pathfinder RPG Occult Adventures* 165) instead of *dream*.

| | | | |
|------------|----------------|-------------------------------|--|
| MAX GOLD | SUBTIER | <input type="checkbox"/> Slow | <input checked="" type="checkbox"/> Normal |
| | 7-8 | 2,262 | 4,524 |
| EXPERIENCE | SUBTIER | <input type="checkbox"/> Slow | <input checked="" type="checkbox"/> Normal |
| | Out of Subtier | 3,134 | 6,268 |
| FAME | SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| | 10-11 | 4,006 | 8,011 |
| GOLD | SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| | — | — | — |
| 21 | | Starting XP | |
| 1 | | XP Gained (GM ONLY) | |
| 22 | | Final XP Total | |
| 38 | | Initial Prestige | |
| 38 | | Initial Fame | |
| 2 | | Prestige Gained (GM ONLY) | |
| 40 | | Prestige Spent | |
| 40 | | Current Prestige | |
| 40 | | Final Fame | |
| 2205 | | Starting GP | |
| 4524 | | GP Gained (GM ONLY) | |
| 150 | | Day Job (GM ONLY) | |
| 4000 | | Gold Spent | |
| 2879 | | Total | |

| Subtier 7-8 | Subtier 10-11 |
|--|---|
| +1 frost ammunition (167 gp; limit 8) +1 human-bane ammunition (167 gp; limit 12) alchemist's lab (200 gp; <i>Pathfinder RPG Ultimate Equipment</i> 76) bracelet of second chances (4 beads remaining, 9,000 gp; <i>Ultimate Equipment</i> 270, limit 1) ring of maniacal devices (5,000 gp; <i>Ultimate Equipment</i> 172) Sevenfingers's sea coat (Discounted price 9,000 gp) | alchemist's lab (200 gp; <i>Pathfinder RPG Ultimate Equipment</i> 76) bracelet of second chances (4 beads remaining, 9,000 gp; <i>Ultimate Equipment</i> 270, limit 1) longarm bracers (7,200 gp; <i>Ultimate Equipment</i> 274) ring of maniacal devices (5,000 gp; <i>Ultimate Equipment</i> 172) ring of the sea strider (14,000 gp; <i>Ultimate Equipment</i> 176) Sevenfingers's sea coat (greater, Discounted price 23,000 gp) Belor Dier Dex +2 (4000) |

For GM Only
 Gaming Etc 337534 4/8/19 P. J. M. 185677
 EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #