



PATHFINDER SOCIETY ORGANIZED PLAY

ARCHERFEAST 4712 AR BOON

Scenario Chronicle #

15

☐ Slow ☐ Normal

SUBTIER			
SUBTIER			

MAX GOLD

This Chronicle Certifies That

5004 Gray A.K.A. Bug 14034-13 520mi

Player Name Character Name Pathfinder Society # Faction

Has Completed This Scenario.

EXPERIENCE

14

Starting XP

+ - GM's Initial

XP Gained (GM ONLY)

14

Final XP Total

FAME

27 5

Initial Fame Initial Prestige

+ 0 GM's Initial

Prestige Gained (GM ONLY)

- 0

Prestige Spent

27 5

Final Fame Current Prestige

GOLD

10129

Start GP

+ 0 GM's Initial

GP Gained (GM ONLY)

+ - GM's Initial

Day Job (GM ONLY)

+ 1260

Items Sold

= 11389

Subtotal

- 11370

Items Bought

= 19

Total

SUBTIER

All

This Chronicle sheet may only be assigned to a Pathfinder Society character between July 2, 2012, and July 23, 2012. Once assigned, the effects may be used at any time thereafter.

Crown of Spring and Summer: Expertly whittled from a single branch of yew, this circlet resembles a fully-drawn bow wreathed in early summer flowers. Earned for your exemplary performance in the many contests and festivities of Archerfeast, the crown allows you to relive the glories of Erastil's annual festival of skill and fertility. As a swift action, you may compliment a single ally, granting both the ally and yourself a +1 morale bonus on skill checks, ability checks, and saving throws for 1d4+1 rounds. If either you or your ally rolls a natural 20 on a skill check, ability check, or saving throw while this bonus is in effect, extend the duration of the effect by 1 round. After the crown has been used once, the magic fades and it becomes a mundane keepsake of Archerfeast 4712 AR.

Choose one of the following boons and cross the other off your Chronicle sheet:

Debauchery: While the faithful of Erastil slept, you indulged in private parties, drinking, and trysting, and nothing can ruin your mood. Until the end of the scenario, you suffer a -1 penalty on saving throws against sleep effects that would make you fatigued or exhausted. You also gain a +2 bonus on saving throws against spells with the emotion descriptor, and on spells and effects that would make you shaken, frightened, or panicked. When this boon is used, cross it off your Chronicle sheet.

Diligence: You retired before midnight in order to be alert and awake for work the next day. Until the end of the scenario, you gain a +2 competence bonus on all saving throws against sleep effects or effects that would make you fatigued or exhausted. When this boon is used, cross it off the Chronicle sheet.

Items Sold / Conditions Gained

+1 Breastplate 585
+1 Heavy steel shield 675

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

1260

Items Bought / Conditions Cleared

Heavy steel shield 20
Masterwork breastplate 350
Phylactery poison channel 11000

TOTAL COST OF ITEMS BOUGHT

11370

For GM Only

CONNECTION 112
EVENT

7196
EVENT CODE

7/13/12
DATE

[Signature]
Game Master's Signature

5
GM Pathfinder Society #