

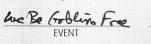
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Pathfinder Module: We Be Goblins Free!

Character Chronicle #

SUBTIER Slow Normal SID 1,600 3-5 800 Fage Faction SUBTIER Plaver Name Pathfinder Society # Slow Normal Ь This Chronicle sheet grants access to the following: GOLD SUBTIER Slow Normal You Be Goblin Chief: You have spent so much time studying goblins that you fancy you could be their chief if you set your mind to it. Of course, all great goblins chiefs are masters of the goblin games. As a free action, you can gain one of the benefits below for 3 rounds. When you use this boon, cross it off your Chronicle sheet. SUBTIER Slow Normal The Great Goblin King: One violent turn deserves another. Before you make an attack against a creature that damaged you since the end of your last turn, you can attempt a DC 15 Perform (act, comedy, oratory, or sing) check as a free action. If you succeed, you gain a +2 morale bonus on attack rolls and weapon SUBTIER Slow Normal damage rolls against that creature until the beginning of your next turn. Goblin Dog Sprint: You're an adept runner of obstacle courses. You gain a +2 bonus on all checks made to overcome obstacles during a chase (Pathfinder RPG Gamemastery Guide 232) as though your speed were 10 feet faster. 2 Burn the Dogs! Burn the Horses!: Nothing burns hotter than the fires you start. When you set a creature Starting XP on fire with a spell, alchemical weapon, or other effect, the ongoing fire damage dealt if the creature catches on fire is increased by 1d6 during the first round it burns. SR Killgull: You are especially adept at knocking flying creatures out of the air. Your first attack each round XP Gained (GM ONLY) deals an additional 1d6 damage against an airborne target, and the creature suffers a -5 penalty on Fly checks until the beginning of your next turn. = Kaboom! Kablam!: You're constantly finding new and deadly way to employ fireworks. You can cross **Final XP Total** this boon off your Chronicle sheet when lighting a non-magical firework in order to double the damage it deals and increase the DC of any saving throws made against its effects by 2. 2 4 Prestigious Goblin: Few adventurers who study goblin culture can stomach further exposure, and Initial Prestige Initial Fame through your perseverance you have earned the grudging respect of your peers. If you have the You Be Goblin boon, the You Really Be Goblin boon, are a goblin (requiring a special Chronicle sheet), or completed 2 51 + this module during the Free RPG Day 2015 event, you gain 1 additional Prestige Point when you receive this Prestige Gained (GM ONLY) Chronicle sheet. If you do not meet these conditions, cross this boon off the Chronicle sheet. FAM Squealy Mnarrrr!: The power of the Birdcruncher tribe empowers its unofficial totem beasts: the owlbear _ and the pig. If you possess a class feature that permits you to take a boar as an animal companion, that boar **Prestige Spent** can channel Squealy Nord's ferocity; the boar's starting Charisma score is 10, and it deals an additional 1d6 damage when it makes a charge attack. If you are instead able to gain an owlbear as an animal companion, 4 6 the penalty on Handle Animal checks made to handle the owlbear companion decreases by 2 (minimum o), Current Prestige Final Fame and the owlbeak gains a +1 bonus on combat maneuver checks made to grapple. 9 3 +1 animal bane arrow (166 gp, limit 6) +1 flaming arrow (166 gp, limit 6) Starting GP +1 flaming bolt (166 qp, limit 3) 500 5L defoliant polish (800 gp; Pathfinder RPG Advanced Player's Guide 304) GP Gained (GM ONLY) elixir of fire breath (1,100 gp) elixir of hiding (250 qp) SR 9 + *lesser strand of prayer beads* (only a *bead of blessing* remains; 600 gp, limit 1) 9 pearl of power (1st level; 1,000 gp) Day Job (GM ONLY) restorative ointment (4,000 gp) scroll of dimension door (700 gp) steadfast gut-stone (800 gp; Pathfinder RPG Ultimate Equipment 320) Gold Spent wand of fireball (3 charges; 675 gp, limit 1) = wand of shatter (12 charges; 1,080 gp, limit 1) Total 6

For GM Only



Game Master's Signature

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