



Pathfinder Society Scenario #7-12: The Twisted Circle

Character Chronicle #

006

☐ Core Campaign

Scal

Player Name

A.K.A.

Gorgo

Character Name

14034-40

Pathfinder Society #

Grand Lodge

Faction

This Chronicle sheet grants access to the following:

Mercy's Blessing: You survived the transformative power of Verdant Spark, and you now have a measure of protection against other conditions that would attempt to harm your body. You can cross this boon off your Chronicle sheet to reroll a saving throw against a poison or disease and take the better result.

Nira's Gratitude: Thanks to your assistance in solving Mercy's mysteries, Nira has slowly started to regain her sense of self and memories as Amenira. After receiving some repairs at the Grand Lodge, she is eager to continue to learn and explore alongside of people who helped her. A spellcaster of at least 7th level can take Nira as a familiar with the Improved Familiar feat. Use the statistics for a neutral aligned soulbound doll (*Pathfinder RPG Bestiary* 2 255). If you make this bond with Nira, you must provide a copy of *Bestiary* 2 as if the improved familiar appeared on the Additional Resources page. This boon also bypasses the restriction that soulbound dolls are not normally available as familiars.

If you do not take Nira as a familiar, you can still ask her to follow you. If you do so, you can coax her to remember some of her former abilities at great effort. After you roll a Knowledge check, Perception check, or Sense Motive check but before the results are revealed, you can cross this boon off of your Chronicle sheet to roll a second time using Nira's bonus instead (6 + your character level), representing Nira's insights. This act is mentally taxing, and Nira cannot provide this assistance more than once.

All Subtiers

- +1 seeking ammunition (166 gp, limit 3; you can buy any projectile priced as ammunition with this enhancement)
 - +2 cold iron fey-bane ammunition (406 gp, limit 1; you can buy any projectile priced as ammunition with this enhancement)
 - dowsing syrup (1,000 gp; *Pathfinder RPG Ultimate Equipment* 292)
 - oil of silence (250 gp; *Ultimate Equipment* 313)
 - potion of desperate escape* (functions as both a *potion of cure light wounds* and a *potion of vanish*; CL 2nd, 250 gp, limit 1; *Pathfinder RPG Advanced Player's Guide* 253)
 - potion of protection from alignments* (functions as a *potion of all of the protection from chaos/evil/good/law* spells simultaneously; 350 gp, limit 1)
 - scroll of mount (CL 5th; 125 gp, limit 1)
 - scroll of scorching ray (150 gp)
 - tracer bullet (100 gp; *Ultimate Equipment* 162)
 - wand of bless (20 charges; 300 gp, limit 1)
- * You can use the potion only once, even if you use a spell or effect that would normally allow you to benefit from a potion multiple times or recreate an expended potion.

Subtier 4-5

- +4 fey-bane ammunition (1,006 gp, limit 2; you can buy any projectile priced as ammunition with this enhancement)
 - defoliant polish (800 gp; *Pathfinder RPG Ultimate Equipment* 291)
 - lesser burrowing bullet (1,722 gp; *Ultimate Equipment* 153)
 - potion of greater desperate escape* (functions as both a *potion of cure moderate wounds* and a *potion of invisibility*; 750 gp, limit 1)
 - potion of resilience* (functions as both a *potion of bear's endurance* and a *potion of barkskin*; 750 gp, limit 1)
 - scroll of make whole (CL 12th; 600 gp, limit 1)
 - verdant vine (6,000 gp; *Ultimate Equipment* 275)
- * You can use the potion only once, even if you use a spell or effect that would normally allow you to benefit from a potion multiple times or recreate an expended potion.

Use 3 charges Clw wand

-1 Goat
-200 doll repair
-30 in spell book
Burn my Hand
Floarmy Disk
Fly drake push

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
1-2	254	507

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	587	1,174

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	920	1,840

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD

EXPERIENCE

FAME

GOLD

5	
Starting XP	
+ 1	
XP Gained (GM ONLY)	
= 6	
Final XP Total	
6	8
Initial Prestige	Initial Fame
+ 2	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
8	10
Current Prestige	Final Fame
173	
Starting GP	
+ 507	
GP Gained (GM ONLY)	
+ 0	
Day Job (GM ONLY)	
- 449.231	
Gold Spent	
= 449	
Total	

For GM Only

Party

EVENT

71236

EVENT CODE

1/10/15

DATE

Game Master's Signature

120937

GM Pathfinder Society #