



# Pathfinder Society Scenario #7-99: Through Maelstrom Rift

Character Chronicle #

016

☐ Core Campaign

Gaal

Player Name

A.K.A.

Gorgo

Character Name

14034 - 40

Pathfinder Society #

Gael Lodge

Faction

## This Chronicle sheet grants access to the following:

**Air Affinity:** Your connection to elemental air has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

**Elemental Awakening:** The Society has cast its gaze upon the Elemental Planes, and as you and your colleagues explore these wondrous realms, you develop a nuanced command of elemental forces and the ability to withstand a fraction of the local hazards. Whenever any of your characters earns a Chronicle sheet that grants the Air Affinity, Earth Affinity, Fire Affinity, or Water Affinity boon, you can include a copy of that sheet with this character's records and check a box below corresponding to that boon's element; Chronicle sheets applied to a different character do not grant you any benefit or rewards beyond serving as a record for this boon. So long as you have checked at least one box associated with an element, you gain an ongoing benefit and can cross the entire element's entry off the Chronicle sheet in order to cast a spell-like ability, treating your caster level as 3 times the number of checked boxes.

☒ ☐ ☐ ☐ **Air:** You gain electricity resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the air subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *feather fall* as a spell-like ability. If you have two or more boxes checked, you can instead cast *fly*. If you have all four boxes checked, you can cast *mass fly* (Pathfinder RPG Advanced Player's Guide 223).

☐ ☐ ☐ ☐ **Earth:** You gain acid resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the earth subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *stone shield* (Pathfinder RPG Advanced Race Guide 149) as a spell-like ability. If you have two or more boxes checked, you can instead cast *stone shape*. If you have all four boxes checked, you can instead cast either *stone to flesh* or *stoneskin*.

☒ ☒ ☐ ☐ **Fire:** You gain fire resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the fire subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *burning hands* (DC 16) as a spell-like ability. If you have two or more boxes checked, you can instead cast *fireball* (DC 18). If you have all four boxes checked, you can instead cast either *fire shield* or *fire snake* (Pathfinder RPG Advanced Player's Guide 222, DC 20).

☐ ☐ ☐ ☐ **Water:** You gain cold resistance equal to the number of boxes checked. You also gain a bonus on Charisma-based skill checks made to influence creatures with the water subtype equal to the number of boxes checked. You can cross this entry off your Chronicle sheet to cast *touch of the sea* (Pathfinder RPG Advanced Player's Guide 250) as a spell-like ability. If you have two or more boxes checked, you can instead cast *quench* (DC 18) or *water breathing*. If you have all four boxes checked, you can instead cast either *cone of cold* (DC 20) or *solid fog*.

## Subtier

*liquid chaos* (functions as a liquid blade [Pathfinder RPG Ultimate Equipment 108] but creates a +1 anarchic short sword with the fragile quality; 400 gp, limit 5)  
*stormlure* (5,400 gp; Pathfinder RPG Ultimate Equipment 260)  
*vambraces of the genie* (18,900 gp; Pathfinder RPG Ultimate Equipment 275)

## For GM Only

Tutellon

EVENT

90569

EVENT CODE

2/26/17

DATE

Jen M. Teyma

Game Master's Signature

760

GM Pathfinder Society #

SUBTIER ☐ Slow ☒ Normal

5-7 1,455 2,910

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

19

Starting XP

+ 1 75  
XP Gained (GM ONLY)

= 20

Final XP Total

30 32  
Initial Prestige Initial Fame+ 2 75  
Prestige Gained (GM ONLY)—  
Prestige Spent32 34  
Current Prestige Final Fame368  
Starting GP+ 2910 75  
GP Gained (GM ONLY)+ —  
Day Job (GM ONLY)—  
Gold Spent= 3278  
Total

3278