



Pathfinder Society Scenario #7-99: Through Maelstrom Rift

Character Chronicle #

016

Core Campaign

Player Name: Goal A.K.A.: Gorgo Pathfinder Society #: 14034 - 40 Faction: Grand Lodge

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)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	5-7	1,455	2,910
	—	—	—
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	—	—	—
GOLD	Starting XP		
	19		
	XP Gained (GM ONLY)		
	+ 1		
	= 20		
	Final XP Total		
	30		
	Initial Prestige		
	32		
	Initial Fame		
+ 2			
Prestige Gained (GM ONLY)			
—			
Prestige Spent			
32			
Current Prestige			
34			
Final Fame			
368			
Starting GP			
+ 2910			
GP Gained (GM ONLY)			
+ 2910			
Day Job (GM ONLY)			
—			
Gold Spent			
= 3278			
Total			

3278

Jen M. Tegme

For GM Only

EVENT: Totellan EVENT CODE: 90569 DATE: 2/26/17 Game Master's Signature: [Signature] GM Pathfinder Society #: 760