



Pathfinder Society Scenario #6-01: Trial by Machine

Character Chronicle #

11

Score

A.K.A.

Gremlin

14034-25

Dark Archmage

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Envoy of Peace (Silver Crusade): Redeeming a few wayward souls makes the task easier in the future. You gain a +1 bonus on Diplomacy checks made against creatures with a hostile starting attitude toward you, and you reduce the penalty to use a weapon to deal nonlethal damage by 1. You can cross this boon off your Chronicle sheet to reroll such a Diplomacy check or nonlethal attack roll and use the higher result.

BROWN E-PICK

Capacity 10; Usage 1 charge

Slot none; Price 30 gp; Weight 1 lb.

DESCRIPTION

An e-pick (short for "electronic lock pick") is a small device that can be used to unlock and disable electronic locks and devices, much in the same way that thieves' tools can be used to dismantle mechanical locks and devices. A brown e-pick is the lowest quality type, and allows a user to make Disable Device checks against electronic devices without penalty. A brown e-pick can be used 10 times before losing power.

MEDLANCE

Capacity 10 uses; Usage disposable

Slot none; Price 500 gp; Weight —

DESCRIPTION

This wand-like device contains a reservoir at one end and a small pad at the other. A medlance can be filled with a single dose of liquid, such as a pharmaceutical, a potion, or a poison. It can then be used to administer the liquid to a creature—if the target does not wish to be injected with the medlance's contents, the wielder must succeed at a touch attack to dispense it as a standard action. Otherwise, administering liquid via a medlance is a move action. A medlance doesn't use charges, but after being used to administer 10 injections, its internal sterilization mechanisms are depleted and the device becomes useless.

TRAUMA PACK

Capacity 5; Usage 1 charge (disposable)

Slot none; Price 1,500 gp; Weight 5 lbs.

DESCRIPTION

This small box of emergency medical gear can be used to augment a creature's Heal skill to allow for enhanced healing. A full trauma pack has enough supplies to be used 5 times before it is depleted. A character using a trauma pack to provide healing can attempt a DC 15 Heal check as a standard action. If the check succeeds, the pack provides 1d8+1 points of healing. For every 5 points by which the Heal check's result exceeds the DC, it provides an additional 1d8+1 points of healing.

brown e-pick (30 gp, limit 2)

~~subsonic vermin manipulator (300 gp, limit 1; this is a set of pipes of the sewers that uses Perform [keyboard], though it only functions for 60 rounds before permanently running out of power)~~

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linear gravity buffer (500 gp, limit 1; this is a rope of climbing that instead creates a violet beam that can be climbed, though it only functions for 10 minutes [in 1-minute intervals] before permanently running out of power)

potion of cure moderate wounds (300 gp)

trauma pack (1,500 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

1-2 256 511

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 589 1,178

SUBTIER ☐ Slow ☐ Normal

4-5 923 1,845

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

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Starting XP

+ 1 AD

XP Gained (GM ONLY)

= 14

Final XP Total

20 18

Initial Prestige Initial Fame

+ 2 AD

Prestige Gained (GM ONLY)

—

Prestige Spent

22 20

Current Prestige Final Fame

291

Starting GP

+ 1845 AD

GP Gained (GM ONLY)

+ 50 AD

Day Job (GM ONLY)

— 80

Gold Spent

= 2126

Total

For GM Only

Pandig

EVENT

48499

EVENT CODE

8/17/2014

DATE

R. Ding

Game Master's Signature

60243

GM Pathfinder Society #