



Pathfinder Society Scenario #8-05: Ungrounded but Unbroken

Character Chronicle #

005

Core Campaign

SCOD Intan 14034-51 Sovereign Court
Player Name A.K.A. Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Earth Affinity: Your connection to elemental earth 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.

Ungrounded Veteran: While your time in the Ungrounded was not easy, you rose to face the challenges that Captain Othis threw in your way. You may check a box before this boon to call upon the skills you reinforced through your training, granting you a +2 circumstance bonus on one of the following skill checks: an Acrobatics check to balance on a narrow or slippery surface, any Climb check, a Knowledge (planes) check to identify creatures or their weaknesses, or any Profession (soldier) check. If you are not trained in the skill, you may instead check a box to treat yourself as if you were trained in the skill. You must choose to apply this bonus before rolling. When you check the last box, cross this boon off your Chronicle sheet.

Wish Exposure (Sovereign Court): The Sovereign Court is setting plans in motion to call upon the wishcraft of their genie allies. The first of these wishes has already impacted your life in subtle ways. If you gain the benefits of a wish spell again, it provides greater benefits that it normally would. Cross this boon off your Chronicle sheet when you would benefit from a wish whose details appear in an adventure (e.g., increasing the amount of gold you earn on a Chronicle sheet). When you do so, increase the benefits earned by 50%.

DUSK AGATE EXTRACT		PRICE
		75 GP
SAVE Fortitude DC 13	TYPE poison (contact)	
EFFECT unconsciousness for 1 minute		
SECONDARY EFFECT 1 Wisdom damage		
CURE 1 save		

- concealable thieves' tools (190 gp; *Pathfinder RPG Ultimate Intrigue* 233)
- dusk agate extract (75 gp; limit 4)
- invisible ink (simple, 2 gp; *Pathfinder RPG Ultimate Equipment* 103)
- ion torch (75 gp; *Ultimate Equipment* 305)
- scroll of lesser restoration (150 gp)
- superior loaded dice (50 gp; *Ultimate Equipment* 92)
- traveler's any-tool (250 gp; *Ultimate Equipment* 323)

- +1 glameled scimitar (6,315 gp; *Pathfinder RPG Ultimate Equipment* 142)
- bracers of armor +1 (1,000 gp)
- cloak of resistance +1 (1,000 gp)
- concealing pocket (1,000 gp; *Ultimate Equipment* 289)
- potion of cure moderate wounds (300 gp)
- ring of protection +1 (2,000 gp)

1100 metal chain slier
~~100 armor each 100 tools~~

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	253	506
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	606	1,211
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	958	1,916
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
EXPERIENCE	8 Starting XP		
	+	1	GM's Initials W
	XP Gained (GM ONLY)		
EXPERIENCE	= 9 Final XP Total		
	12 12 Initial Prestige Initial Fame		
	+	2	GM's Initials W
FAME	Prestige Gained (GM ONLY)		
	- Prestige Spent		
	14 14 Current Prestige Final Fame		
GOLD	11 Starting GP		
	+	1211	GM's Initials W
	GP Gained (GM ONLY)		
GOLD	+	10	GM's Initials W
	Day Job (GM ONLY)		
	-	1100	
GOLD	Gold Spent		
	=	132	
Total			

For GM Only

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EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #