



# Pathfinder Society Scenario #8-08: Tyranny of Winds, Part 1: The Sandstorm Prophecy

Character Chronicle #

007

Core Campaign

Scott A.K.A. Joran 14034 - 51 Sovereign  
 Player Name Character Name Pathfinder Society # Faction  
Cowr

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.

**Strength of the Scorpion Coast (Scarab Sages):** Your studies at the Sandflow Source have taught you how to draw upon the powers of air and earth to strengthen yourself. You may check a box that precedes this boon to add a bonus equal to twice the number of Air Affinity boons you have earned with this PC on a combat maneuver check. Alternatively, you may check a box to add a bonus equal to twice the number of Earth Affinity boons you have earned with this PC to your CMD until the beginning of your next turn as an immediate action.

**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.

**Elemental Transformation:** After defeating the oread researcher Qiarah, you took her research notes and deciphered the complex rituals she was using to transform her body. You may check a box next to this boon before attempting a saving throw against bleed, paralysis, poison, sleep effects, or stunning to gain a +2 bonus on the save.

**Genie Heritage:** Your ifrit, oread, sylph, and undead characters have a stronger connection to their genie forbears. Characters only gain access to these options if they do not trade out the air, earth, fire, or water affinity racial traits. If you use the benefits of this boon on a different character than the one who receives this Chronicle sheet, include a copy of this Chronicle sheet with that character's records.

**Ifrit:** Ifrit bloodragers<sup>ACG</sup> with the elemental (fire) bloodline and ifrit sorcerers with the efreeti<sup>UM</sup> bloodline treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Oread:** Oread bloodragers<sup>ACG</sup> with the elemental (earth) bloodline and oread sorcerers with the deep earth<sup>APG</sup> or shaitan<sup>UM</sup> bloodlines treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Sylph:** Sylph bloodragers<sup>ACG</sup> with the elemental (air) bloodline and sylph sorcerers with the djinni<sup>UM</sup> or stormborn<sup>APG</sup> bloodlines treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Undine:** Undine bloodragers<sup>ACG</sup> with the elemental (water) bloodline and undine sorcerers with the aquatic<sup>APG</sup> or marid<sup>UM</sup> bloodlines treat their Charisma score as 2 points higher for all sorcerer and bloodrager spells and class abilities.

**Oread's Favor:** You have earned the respect of the oread researcher Qiarah. This boon may be used in conjunction with other boons to grant one or more of your characters access to oread-related options.

All Subtiers	Subtier 4-5
cloak of resistance +1 (1,000 gp) feather token (fan; 200 gp) potion of cure moderate wounds (300 gp) potion of levitate (300 gp) ring of feather falling (2,200 gp) ring of sustenance (2,500 gp) scroll of invisibility (150 gp) wand of glitterdust (4 charges; 360 gp, limit 1) wand of magic missile (8 charges; 120 gp, limit 1)	bracers of armor +2 (4,000 gp) dusty rose prism ioun stone (5,000 gp) immovable rod (5,000 gp) potion of barkskin (300 gp) sandals of the lightest step (5,000 gp; Pathfinder RPG Ultimate Equipment 232) stone of alliance (5,000 gp; Ultimate Equipment 321) wand of cure moderate wounds (10 charges; 900 gp, limit 1) wand of magic missile (CL 5th; 8 charges; 600 gp, limit 1) wind fan (5,500 gp)

10 charge wand CMW 900  
 Enchan charm gear +1 1000

For GM Only  
 Gaming @ PPS 89176 5 Dec 16 Scott Romanoski 74406  
 EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	254	508
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	Out of Subtier	596	1,192
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-5	938	1,875
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
	10	Starting XP	
GOLD	1	GM's Initials SK	
	XP Gained (GM ONLY)		
	11	Final XP Total	
GOLD	12	16	Initial Prestige Initial Fame
	2	GM's Initials SK	
	Prestige Gained (GM ONLY)		
GOLD	Prestige Spent		
	14	18	Current Prestige Final Fame
	160 Starting GP		
GOLD	1875	GM's Initials SK	
	GP Gained (GM ONLY)		
	150	GM's Initials SK	
GOLD	Day Job (GM ONLY)		
	1900 Gold Spent		
	285 Total		