



# Pathfinder Module: Ire of the Storm (The Deluge)

Character Chronicle #

001

## GM Sheet

Scott

Player Name

Jasper Steropes

A.K.A.

Character Name

14034 - 54

Pathfinder Society #

The  
Concordance

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐ **Ready for Disaster:** You helped avert disaster at Pridon's Hearth. After this ordeal, you take extra effort to be prepared in case of sudden disaster in the future. Once per adventure, you can check a box next to this boon to add a nonmagical item with a value of 10 gp per character level or less to your character's equipment, paying the standard price of the item as if you had purchased it before the adventure. This item must be something you can easily carry without being encumbered or other impediments. If you have access to less than 100 gp per character level worth of gear—for example, if your character has temporarily lost her equipment—you can instead add a nonmagical item whose value is at most 25 gp per character level. If you earned 19 or fewer Preparation Points during this chapter, check the first box when you gain this boon. If you earn 12 or fewer, check the first two boxes.

**Steady in a Storm:** Your experiences in Pridon's Hearth have taught you how to handle strong winds. Treat your size category as one larger for the purposes of whether powerful winds would cause you to be checked or blown away. You may cross this boon off your Chronicle sheet to reduce the effects of wind on your character and on her ranged attacks by two categories for 1 round (for example, to treat a hurricane as severe wind).

+1 *animal-bane ammunition* (166 gp; limit 3; may be any kind of ammunition)

*antiplague* (50 gp; *Pathfinder RPG Ultimate Equipment* 100)

*bloodblock* (25 gp; *Ultimate Equipment* 102)

*brooch of shielding* (1,500 gp)

*defoliant* (30 gp; *Ultimate Equipment* 103)

*handy haversack* (2,000 gp)

*mwk terbutje* (305 gp; *Ultimate Equipment* 38)

*pearl of power* (1st level; 1,000 gp)

*potion of lesser restoration* (300 gp)

*potion of cure moderate wounds* (300 gp)

*scroll of water breathing* (375 gp)

*wand of cure moderate wounds* (8 charges; 720 gp, limit 1)

*wand of touch of the sea* (CL 3rd, 15 charges; 675 gp, limit 1; *Pathfinder RPG Advanced Player's Guide* 250)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	1-2	699	1,398
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	—	—	—
GOLD	0	Starting XP	
	+ 3	GM's Initials	
	XP Gained (GM ONLY)		
GOLD	= 3	Final XP Total	
	0	0	Initial Prestige
	Initial Fame		
GOLD	+ 4	GM's Initials	
	Prestige Gained (GM ONLY)		
	—	Prestige Spent	
GOLD	4	4	Current Prestige
	Final Fame		
	0	Starting GP	
GOLD	+ 1398	GM's Initials	
	GP Gained (GM ONLY)		
	+ NA	GM's Initials	
GOLD	Day Job (GM ONLY)		
	—	Gold Spent	
	= 1398	Total	

For GM Only

FS Marlborough

EVENT

92765

EVENT CODE

01/13/2018

DATE

Game Master's Signature

14034-54

GM Pathfinder Society #