



Pathfinder Module: Ire of the Storm (The Sky Tempest Temple)

Character Chronicle #

003

Scott

Player Name

A.K.A.

Jasper Steropes

Character Name

14034 - 54

Pathfinder Society #

The
Concordance

Faction

This Chronicle sheet grants access to the following:

☐ **Bane of the Lizardfolk:** You defeated the lizardfolk chief Shathva in combat, proving your combat prowess. While in combat, you may check the box that precedes this boon to gain a +1 morale bonus on your next attack roll. The attack roll bonus increases to +2 against lizardfolk. If your opponent is a lizardfolk or another humanoid with the reptilian subtype, you may apply this bonus once per round without checking the box.

Blessed Spell: You prayed at the shrine of the Green Faith in the Sky Tempest Temple. If you are a druid, a shaman, or a divine spellcaster who worships Erastil, Gozreh, or the Green Faith or has the Air, Animal, Earth, Fire, Plant, Water, or Weather domain, you gain the following benefit. You may apply one of the following metamagic feats to one of your spells when you prepare it: Empower Spell, Extended Spell, Silent Spell, or Still Spell. If you are a spontaneous caster, you may select one spell that you know after resting for 8 hours and apply your chosen metamagic feat the next time you cast that spell. The feat increases the spell's effective levels as normal. When you use this boon, cross it off your Chronicle sheet.

☐ ☐ ☐ **Shathva's Aid:** You allied with the lizardfolk chief Shathva and helped her eliminate a major threat to her tribe. In thanks for your efforts, she offers to help you in your future adventures. You may call in a favor when performing one of the skills below to use Shathva's skill modifier instead of your own as she assists you. Using any of the skill-based favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off a box each time you ask for help. When you check the last box, Shathva considers her debt to you repaid; cross this boon off your Chronicle sheet.

- Intimidate +10
- Perception +8
- You can direct Shathva to rescue an unconscious, drowning PC within 30 feet of you, using her 15-foot swim speed and her Swim bonus of +15. It takes her one round to reach and grab the PC. Once she has a hold of the PC, she drags them to the nearest pocket of air or solid surface.
- You can spend a move action to direct Shavtha to use her intimidating glare rage power (Intimidate +10)
- Shathva assists you in combat for one round, entering rage and making an attack on your initiative against an adjacent target of your choice with her +1 *ghost touch greatclub* +11 (1d10+8). She has the Power Attack feat, which she uses at your request.

RING OF INUREMENT

PRICE
1,000 GP

SLOT ring

CL 1st

WEIGHT —

AURA faint abjuration

CONSTRUCTION REQUIREMENTS

COST 500 GP

Forge Ring, *endure elements*, *prestidigitation*

+1 *ghost touch greatclub* (8,305 gp)
+1 *spell-storing breastplate* (4,350 gp)
amulet of natural armor +1 (2,000 gp)
boots of elvenkind (2,500 gp)
bracers of armor +2 (4,000 gp)
cloak of resistance +1 (1,000 gp)
elemental gem (air, 2,250 gp)
preserving flask (1st level; 1,000 gp; *Pathfinder RPG Ultimate Equipment* 316)

This humble ring is crafted from smooth red and blue porcelain and wrapped with threads of copper. Each morning, the ring's wearer must select either hot or cold, and for the next 24 hours, the *ring of inurement* affords basic protection from the selected condition as if she were using endure elements and superficially alters the wearer's clothing to better accommodate her, growing fur linings and extra layers in frigid environs or lightening fabric in response to high temperatures. The ring protects only the wearer who determined its properties for the day, and its protection immediately ends for the day if it is removed.

ring of inurement (1,000 gp)
ring of swimming (2,500 gp)
salve of slipperiness (1,000 gp)
scroll of air walk (700 gp)
scroll of restoration (1,700 gp)
twitch tonic (50 gp; *Ultimate Equipment* 101)
wand of cure moderate wounds (10 charges; 900 gp, limit 1)
wand of flaming sphere (10 charges; 900 gp, limit 1)

SUBTIER ☐ Slow ☒ Normal

3-5

2,400

4,800

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

6

Starting XP

+ 3

GM's Initials

EXPERIENCE

XP Gained (GM ONLY)

= 9

Final XP Total

8

8

Initial Prestige

Initial Fame

+ 4

GM's Initials

FAME

Prestige Gained (GM ONLY)

—

Prestige Spent

12

12

Current Prestige

Final Fame

4909

Starting GP

+ 4800

GM's Initials

GOLD

GP Gained (GM ONLY)

+ NA

GM's Initials

Day Job (GM ONLY)

—

Gold Spent

= 9709

Total

For GM Only

FS Marlborough

EVENT

92765

EVENT CODE

01/15/2018

DATE

Game Master's Signature

14034-54

GM Pathfinder Society #