



# Pathfinder Module:

## Ire of the Storm (Bonus Chronicle Sheet)

Character Chronicle #

004

### GM Sheet

Scott

Jasper Steropes

14034 - 54

The Concordance

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

#### This Chronicle sheet grants access to the following:

**Savior of Pridon's Hearth:** When you earn this Chronicle sheet, you may choose whether or not to receive XP, Prestige Point, and gold rewards; you may instead choose to gain no XP and gold; you instead earn 2 Prestige Points and still qualify for all of the boons and items on this sheet. If you elect to earn the full rewards, you gain 3 XP, 6 Prestige Points, and 6,756 gp (3,378 gp for characters use the slow track method of advancement).

**Frontier Landowner:** You own several square miles of land outside of Pridon's Hearth. You can pay Prestige Points to hire employees to develop and maintain the land for you while you embark on your adventures. Choose one of the following locations and cross the other two off your Chronicle sheet.

**Jungle Retreat (5 PP):** You own a home on the borders of the Laughing Jungle itself. Though the location is dangerous, it provides ample food and privacy. You may use Survival for your Day Job checks. Additionally, you gain a +3 circumstance bonus on Knowledge checks to identify animals, plants, and vermin native to jungles.

**Riverside Property (4 PP):** You have a small but sturdy property along the Lower Korir River. You gain a +2 circumstance bonus on Profession (sailor) and Profession (fisherman) checks. These skills are class skills for you, and you can use them for Day Job checks untrained. You also gain a +1 circumstance bonus on Swim checks.

**Tar Pit Excavation (2 PP):** You build a camp on the solid ground near a patch of tar pits, where you can uncover bones from creatures that lived in the region long ago. As your Downtime action, you may attempt a DC 19 Appraise, Knowledge (nature), or Survival check. If you succeed, check off one of the boxes below this boon. As long as you have checked at least 1 box, you may line through the five boxes to purchase an armor or weapon made of bone (*Pathfinder RPG Ultimate Equipment* 52) or dragonhide with a discount of 150 gp per checked box. If you use this discount with the Dinosaur's Protection boon from Beyond the Colony's Chronicle sheet, apply Dinosaur's Protection first. You may spend 2 PP to begin a new excavation and reuse this boon. If you do so, draw additional checkboxes below this boon; otherwise cross the entire boon off the Chronicle sheet.

CHIME OF STORM CALLING		PRICE 6,750 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint conjuration and evocation		

This copper chime can be struck as a standard action, producing a cloud of mist around the user equivalent to an *obscuring mist* spell. If struck again before the mist disperses, the user can call down the fury of the storm on a single target in the clouded area, either striking it with a bolt of lightning (3d6 electricity damage, Reflex DC 15 half) or buffeting it with a gust of wind for 1 round, equivalent to the spell *gust of wind*. Either use immediately disperses the cloud of mist and renders the *chime of storm calling* inert for 24 hours. If the *chime of storm calling* is not struck again, the mist dissipates after 5 minutes, after which it may be used again to create a new bank of mist.

A *chime of storm calling* cannot summon lightning or wind underground, indoors, or an arid climate.

CONSTRUCTION REQUIREMENTS	COST 3,375 GP
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Craft Wondrous Item, *call lightning*, *gust of wind*, *obscuring mist*

**Water Affinity:** Your connection to elemental water 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.

+1 Mithral Mountain Pattern Armor.....	5250
2x +1 Kukri.....	4616
Ring of Protection +1.....	2000
Cloak of Resistance +1.....	1000
Wand Cure Light Wounds.....	750
Wand Endure Elements.....	750
Wand Shield.....	750
Wand Prestidigitation.....	375
Traveler's any-tool.....	250
2x Jutte.....	16
Total.....	15757

*belt of giant's strength* +2 (4,000 gp)  
*chime of storm calling* (6,750 gp)  
*headband of alluring charisma* +2 (4,000 gp)  
*necklace of resistance* +2 (6,000 gp; as a *cloak of resistance* +2, except it occupies the neck slot)  
*pearl of power* (3rd level, 9,000 gp)  
*trident of stability* (9,815 gp; *Ultimate Equipment* 163)  
royal jelly (100 gp; *Pathfinder RPG Bestiary* 2 43; limit 3)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4-6	SPECIAL SPECIAL
	—	— —
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	— —
	—	— —
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	— —
	—	— —
MAX GOLD	9	
	Starting XP	
	+ 3	GM'S Initials
	XP Gained (GM ONLY)	
	= 12	Final XP Total
EXPERIENCE	12	12
	Initial Prestige	Initial Fame
	+ 6	GM'S Initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
FAME	18	18
	Current Prestige	Final Fame
	9709	
	Starting GP	
	+ 6756	GM'S Initials
GP Gained (GM ONLY)		
GOLD	+ NA	GM'S Initials
	Day Job (GM ONLY)	
	- 15757	Gold Spent
	= 708	Total
	Total	

#### For GM Only

FS Marlborough

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EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #