



Pathfinder Society Scenario #9-15: The Bloodcove Blockade

Character Chronicle #

007

☐ Core Campaign

Score

A.K.A.

Jasper

14024

59

Coh

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ **Malika's Aid:** You rescued Malika Fenn in Bloodcove. Until she settles in another area to continue her work with the Society, she's happy to coach you on tracking, wilderness medicine, and woodlore. You can check one of the boxes that precedes this boon before attempting a Heal, Knowledge (geography), Knowledge (nature), or Survival check to roll the check twice and take the better result. You are treated as trained for the purpose of that skill check, and if your modifier is lower than +5, treat it as +5 for the purpose of this check.

☐ ☐ ☐ **Saltroot Intermediary (Exchange Faction):** You have brokered a deal between the Exchange and a dangerous druid circle called the Saltroots. As a demonstration of his group's power, the leader Erwyn Harvacus has imbued you with a small amount of druidic magic. You can cast any of the following spell-like abilities below by checking the listed number of boxes that precede this boon. If you are at least 7th level, you also gain access to the second list of spell-like abilities. Once you have checked all of the boxes, one of your veins turns a deep green, signifying your ties to the Saltroots but granting no other effects.

For these spell-like abilities, use your character level as your caster level, and use your Wisdom bonus to determine saving throw DCs and your concentration bonus.

Any Level: entangle (1 box), speak with plants (2 boxes), tree shape (mangrove only, 1 box), wood shape (1 box)

Level 7+: blight (1 box), repel vermin (2 boxes), water breathing (1 box)

Wand Mage Armor 50 charges -750gp

Subtier 3-4

aegis of recovery (1,500 gp; Pathfinder RPG Ultimate Equipment 254)
alluring golden apple (400 gp; Ultimate Equipment 276)
bird feather token (300 gp)
bracers of armor +1 (1,000 gp)
hushing arrow (547 gp; Ultimate Equipment 156)
pearl of power (1st level; 1,000 gp)
wand of mage armor (20 charges; 300 gp, limit 1)

Subtier 6-7

+2 studded leather armor (4,175 gp)
aegis of recovery (1,500 gp; Pathfinder RPG Ultimate Equipment 254)
amulet of natural armor +1 (2,000 gp)
bird feather token (300 gp)
cloak of resistance +1 (1,000 gp)
ochre bag of tricks (8,500 gp; functions as a bag of tricks that produces a dire bat [1-30], crocodile [31-60], constrictor snake [61-85], or gorilla [86-100])
ring of protection +1 (2,000 gp)
sandals of quick reaction (4,000 gp; Ultimate Equipment 232)
vest of escape (5,200 gp)
wand of mage armor (20 charges; 300 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

3-4	646	1,292
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SUBTIER ☐ Slow ☐ Normal

Out of Subtier	1,150	2,299
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SUBTIER ☐ Slow ☐ Normal

6-7	1,653	3,306
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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

18

Starting XP

1

GM's Initials mb

XP Gained (GM ONLY)

19

Final XP Total

26

26

Initial Prestige

Initial Fame

2

GM's Initials mb

Prestige Gained (GM ONLY)

Prestige Spent

28

28

Current Prestige

Final Fame

5500

Starting GP

3306

GM's Initials mb

GP Gained (GM ONLY)

45

GM's Initials mb

Day Job (GM ONLY)

750

Gold Spent

8101

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

153769

3/10/2018

MB

83283