



Pathfinder Society Scenario #10-04: Reaver's Roar

Character Chronicle #

012

☐ Core Campaign

Gwal

A.K.A.

Jasper/8423089

14034

54

Concurrence

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

Argent Allies of the Burning Sun (Silver Crusade): Mahja Firehair's Burning Sun tribe consists primarily of orcs seeking to abandon the evil traditions common to the orcs of Belkzen, and many of its members are worshippers of Sarenrae like their chieftain. By sparing and healing the orc Uirch, you have created a bond that could lead to future alliances between the Silver Crusade and the Burning Suns. You can purchase or craft war spirit pouches (*Pathfinder RPG Advanced Race Guide* 141) as though they were approved items on the Additional Resources list. You must bring a copy of the *Advanced Race Guide* to all sessions in which this boon is used (including any session wherein you intend to use a previously purchased war spirit pouch.)

In addition, you gain a +2 circumstance bonus on all Diplomacy checks made when interacting with orcs from the Burning Sun tribe and a +1 circumstance bonus on all Intimidate checks made against all other orcs.

Lost Limb (☐ Arm; ☐ Leg): You did not escape your encounter with the reaver of Roslar's Coffin unscathed. Check the box next to this boon corresponding with the limb that was mutilated by the red reaver. If you lost an arm, you cannot perform actions requiring two arms or two hands and suffer a 20% spell failure chance when casting any spell with a material component. If you lost a leg you must use a crutch or prosthetic; if you use a crutch you suffer the same restrictions as though you had lost an arm, and if you use a prosthetic your movement speed is reduced by 10 feet. When you are the target of a *regeneration* spell, cross this boon off this Chronicle sheet. This boon supercedes the normal requirements for resolving negative conditions at the end of a scenario.

Preservationist: Even while being stalked by a red reaver in its lair, you were able to keep calm and protect the valuable historical and religious relics contained within the Bastion of Light. You gain a +1 bonus to your CMD against disarm and sunder attempts, and spells you cast that would damage unattended objects in their area, such as *fireball*, do so only when you want them to.

Reaver of Reavers: Successfully slaying the fearsome red reaver of Roslar's Coffin was no mean feat, and word of your victory has spread throughout all of Lastwall and beyond. When staying at an inn, you can almost always secure common quality lodging, meals, and stable services for free.

Upgrade +1 initial movement
parade armor → +2

Subtier 7-8

Subtier 10-11

+1 coat pistol (2,750 gp, limit 1; *Pathfinder RPG*
Ultimate Combat 138)

+1 coat pistol (2,750 gp, limit 1; *Ultimate Combat* 138)
collapsible tower (8,170 gp; *Pathfinder RPG Ultimate*
Equipment 131)
scholar's ring (8,700 gp; *Ultimate Equipment* 177)

SUBTIER ☐ Slow ☐ Normal

7-8

2,213

4,425

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

3,030

6,060

MAX GOLD

SUBTIER ☐ Slow ☐ Normal

10-11

3,848

7,695

SUBTIER ☐ Slow ☐ Normal

-

-

-

EXPERIENCE

23

Starting XP

1

GM's Initials

XP Gained (GM ONLY)

24

Final XP Total

FAME

36

36

Initial Prestige

Initial Fame

2

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

38

36

Current Prestige

Final Fame

2778

Starting GP

4425

GM's Initials

GP Gained (GM ONLY)

50

GM's Initials

Day Job (GM ONLY)

3000

Gold Spent

4253

Total

For GM Only

Gaming Etc PFS
EVENT337534
EVENT CODE10/15/18
DATE

Game Master's Signature

224293
GM Pathfinder Society #