

Pathfinder Society Scenario #9-03: On the Border of War

Character Chronicle #						
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Core Campaign						

Normal

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Player Name 7		Character Name	Organized Play #	Character #	Faction
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his Chronicle sheet grants access to the followin

House Orlovsky Steeds: Your character gains access to the Brevic Warmblood trait, which allows her to acquire a Brevic Warmblood as a mount. Brevic Warmbloods are a special breed of horses that has been influenced by Brevoy's latent draconic magic; they function as standard horse mounts for all purposes except that they have fire resistance 5. This benefit applies to both class-granted mounts and purchased horses. Brevic Warmbloods cost the same amount as standard horses for you. Brevic Warmblood is a mount trait, a category of trait introduced in Pathfinder Player Companion: Knights of the Inner Sea.

Your character may freely retrain one of her existing traits into Brevic Warmblood or select it with the Additional Traits feat. In addition, your other Roleplaying Guild characters may take this trait if you have a copy of this Chronicle sheet with you, representing House Orlovsky's favor with the Pathfinders.

Surtovan Dragonscale: Your connection to House Surtova makes it easier to acquire red dragonhide. You may cross this boom off your Chronicle sheet to purchase a suit of armor or shield made of red dragonhide at a 400 gp discount (minimum o gp).

Peacemaker of Brevoy: Your diplomacy and hard work have made you famous, and the Pathfinders are welcomed guests in Brevoy. All your characters have access to the trait Noble Born from the Kingmaker Player's Guide, treating it as a regional trait rather than a campaign trait. In addition, you may purchase the Country Estate vanity for 10 PP in the nation of Brevoy. This vanity originally appeared in Pathfinder Campaign Setting: Pathfinder Society Field Guide.

Country Estate: Life in the city allows only so much space to roam, and a limited amount of privacy. A country estate affords you a much larger, rural home, located in a nation of your choice. When in that nation, you gain a +2 bonus on Knowledge (geography) and Survival checks.

belt of giant strength +2 (4,000 gp) cloak of resistance +1 (1,000 qp) ring of delayed doom (1 garnet remaining; 5,000 gp, limit 1; Pathfinder RPG Advanced Player's Guide 292) sporedream poison (500 gp, Poison—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1 Wis and confused for 1 round; cure 1 save; limit 2) wand of restful sleep (6 charges; 90 qp, limit 1; Advanced Player's Guide 239)

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belt of giant strength +2 (4,000 gp)

cloak of resistance +1 (1,000 gp) headband of alluring charisma +2 (4,000 gp) periapt of health (7,500 gp) ring of delayed doom (1 garnet remaining; 5,000 gp, limit 1; Advanced Player's Guide 292) soothsayer's travel raiment (10,300 gp; this +1 chain shirt has the properties of soothsayer's raiment [Advanced Player's Suide 286]. Earning this item unlocks access to it on all of your characters of at least 5th level, as long as you include copy of this Chronicle sheet with the character's records) sporedream poison (500 gp, Poison—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1 Wis and confused for 1 round; cure 1 save; limit 2) wand of restful sleep (6 charges; 90 gp, limit 1; Advanced Player's Guide 239)

For GM Only

Gaming Etc. PFS&SFS **EVENT**

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Game Master's Signature

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GM Pathfinder Society #

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