



# Pathfinder Society Scenario #9-00: Assault on Absalom

Character Chronicle #

012

Core Campaign

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	250	500

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	625	1,250

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,250	2,500

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,667	5,334

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,833	7,667

MAX GOLD

EXPERIENCE

FAME

GOLD

14034-59

SCOU A.K.A. Kaikura 14034 56 Grand LORZ

Player Name Character Name Organized Play # Character # Faction

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

**Defender of Absalom:** You aided Absalom in its hour of need, breaking the siege of demon-flesh monstrosities, undead saboteurs, and ghastly ships. The people of Absalom witnessed your triumphs and will remember your courage for several deeds in particular. Choose one (or two, if so instructed by the Overseer GM) of the following rewards corresponding to a faction's objective that you successfully completed, and cross the others off your Chronicle sheet. You do not need to be a member of a particular faction to choose its associated reward.

*Wise Quarter Warden (Dark Archive):* Several librarians of the Forae Logos owe you their lives, and scholars across Absalom are willing to assist you. You gain a +2 bonus on all skill checks while adventuring in the Arcanamirium, Blakros Museum, and Forae Logos. While in a city of at least 5,000 people, you can check the box that precedes this boon to acquire one single-use magic item or wand worth no more than 100 gp × your level. You may acquire a partially charged wand with this boon. The item has a resale value of 0 gp.

*The Coins Custodian (The Exchange):* You ensured that greed would not lay Absalom low in its time of need. While in a city of at least 5,000 people, you can check the box that precedes this boon to borrow any one magic item worth no more than 2,500 gp × your level for the duration of the adventure. The item cannot use charges or be otherwise expendable.

*Tempest Guardian (Grand Lodge):* You led the Muckruckers to victory in reclaiming Fort Tempest, which also salvaged some of the fort's besmirched reputation. The militia makes you an honorary Muckrucker, teaching you or a protégé some of their favorite tricks. You can check the box that precedes this boon when making a new Pathfinder Society character to grant your new character one of the following as a bonus trait: fast-talker, resilient, or suspicious. Alternatively, you can gain the trait.

*Maestro of Manumission (Liberty's Edge):* You oversaw the manumission of hundreds of Absalom's slaves, which might mark the end of slavery in the city and recruit new talent to the Society. You can check this box when creating a new character to begin that character at 2nd level with 3 XP, 1,500 gp, and 6 Prestige Points.

*Eldritch Artillerist (Scarab Sages):* You revived an ancient guardian construct that was able to channel arcane energy in a previously unseen way—and you parse how to replicate it. You can check the box that precedes this boon when building a new character to grant that character access to the spellslinger archetype from *Pathfinder RPG Ultimate Combat* as if it appeared on the Additional Resources page.

*Anointed Champion (Silver Crusade):* Scion Lady Xerashir of House Shamyid has marked you a friend of the good-aligned planes, and you gain a +2 bonus on all skill checks while adventuring on such planes or when interacting with a creature with the good subtype. You can check the box that precedes this boon when expending Prestige Points for a spellcasting service to reduce the Prestige Point cost by 25% (rounding the discount up, minimum cost 1, a maximum discount of 35%).

*Noble Heir (Sovereign Court):* You rallied several of Absalom's noble houses, all of which distinguished themselves during the siege. All four are eager to recruit new talent into their hierarchy, and they have each invited you to become a lord or lady bearing their respective family name. Choose the al-Hadir, Arpador, Caperina, or Tullian family. You are a lord or lady of that family whose noble status is recognized in most realms. You also gain a signet ring and one bejeweled bauble for each character level you have. You can pry the gem out of a bauble to use in place of an expensive material component requiring gemstone dust, and each bauble's gem is worth 100 gp.

ShHW's Headband +2 wis (4500)

15	Starting XP
1	XP Gained (GM ONLY)
16	Final XP Total
17	Initial Prestige
26	Initial Fame
2	Prestige Gained (GM ONLY)
	Prestige Spent
20	Current Prestige
28	Final Fame
6024	Starting SP
5334	GP Gained (GM ONLY)
0	Day Job (GM ONLY)
4500	Gold Spent
6898	Total

For GM Only

COSN

EVENT

155760

EVENT CODE

9/30/17

DATE

MMK.ATO

Game Master's Signature

94580

GM Pathfinder Society #