



Pathfinder Society Scenario #9-11: The Jarlsblood Witch Saga

Character Chronicle #

017

☐ Core Campaign

Scott

A.K.A.

Kalkira

14034-48

Grand
Lodge

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Linnormhide Armor:** You can check the box that precedes this boon to purchase a suit of dragonhide armor or dragonhide shield made out of crag linnorm scales, reducing its price by up to 500 gp (minimum cost 0 gp). Crag linnormhide armor is immune to fire damage. Alternatively, you can check the box to convert any dragonhide armor you have into crag linnormhide armor at no cost. Any discounted energy resistance abilities the armor may grant change to grant fire resistance instead of their original type.

☒ **Personal Guard (Sovereign Court Faction):** You have earned the service of a loyal Ulfen bodyguard who accompanies you on your adventures. This character functions as a follower vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 60), not taking any space on the battlefield or otherwise serving as a combatant. The bodyguard grants you a constant +1 bonus to your AC against attack rolls to confirm critical hits. If you would take damage from a critical hit or sneak attack, you can choose for your bodyguard to absorb 20 points of damage from the attack, though this kills the follower. You can spend 4 Prestige Points between adventures to recruit a new bodyguard.

Rare Weapons: You have recovered several exotic weapons, both of which appear in the available items below. These appear on page 8 of *Pathfinder Player Companion: Adventurer's Armory* 2, and their abilities are provided below. You can spend 2 Prestige Points to replace one of your feats with Exotic Weapon Proficiency (butchering axe) or Exotic Weapon Proficiency (orc hornbow). When you do so, you may change the weapon or weapon group selected for any other feat or class feature you have (e.g. Weapon Focus or a fighter's weapon training) for 2 Prestige Points each.

Butchering Axe: This axe has an oversized head bristling with spikes. If your Strength is less than 19 (or 17 for a Small or smaller butchering axe), you take a -2 penalty on attacks with it. A butchering axe deals 3d6 slashing damage, deals $\times 3$ damage on a critical hit, and weighs 25 pounds.

Orc Hornbow: This bow is made of the horns of great beasts. Any effect that applies to longbows or shortbows also applies to orc hornbows. An orc hornbow deals 2d6 piercing damage, deals $\times 3$ damage on a critical hit, weighs 7 pounds, and has a range increment of 80 feet. Orc hornbows are composite bows and can be modified to benefit from high Strength scores in the same way as other composite bows; when you purchase the orc hornbow below, you can increase its Strength modifier by paying an additional 100 gp for each point of Strength bonus.

Subtier 5-6

- +1 dragon bane butchering axe (8,365 gp)
- +1 thundering orc hornbow (8,430 gp)
- +1 wrathful chainmail (if the wearer has the rage, bloodrage, or raging song class feature, she can use it an additional number of rounds per day equal to twice the armor's enhancement bonus; 4,300 gp, can be upgraded as though wrathful were a +1 bonus base price modifier)
- boots of the winterland (2,500 gp)
- cloak of resistance +1 (1,000 gp)
- horn of the huntmaster (5,000 gp; *Pathfinder RPG Advanced Player's Guide* 306)
- lesser talisman of beneficial winds (50 gp; *Pathfinder RPG Occult Adventures* 263)
- lesser talisman of freedom (900 gp; *Occult Adventures* 263)
- lesser talisman of good fortune (1,680 gp; *Occult Adventures* 263)
- lesser talisman of life's breath (3,500 gp; *Occult Adventures* 263)
- ring of minimal fire resistance (4,000 gp, grants fire resistance 5 and can be upgraded to a ring of minor fire resistance for 8,000 gp)

Subtier 8-9

- +1 dragon bane butchering axe (8,365 gp)
- +1 thundering orc hornbow (8,430 gp)
- +1 wrathful chainmail (if the wearer has the rage, bloodrage, or raging song class feature, she can use it an additional number of rounds per day equal to twice the armor's enhancement bonus; 4,300 gp, can be upgraded as though wrathful were a +1 bonus base price modifier)
- boots of the winterland (2,500 gp)
- cloak of resistance +1 (1,000 gp)
- greater talisman of warrior's courage (4,500 gp; *Occult Adventures* 263)
- horn of the huntmaster (5,000 gp; *Advanced Player's Guide* 306)
- lesser talisman of beneficial winds (50 gp; *Occult Adventures* 263)
- lesser talisman of freedom (900 gp; *Occult Adventures* 263)
- lesser talisman of good fortune (1,680 gp; *Occult Adventures* 263)
- lesser talisman of life's breath (3,500 gp; *Occult Adventures* 263)
- ring of minor fire resistance (12,000 gp)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,277	2,554

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	2,001	4,002

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,725	5,449

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD

EXPERIENCE

FAME

GOLD

20

Starting XP

1

XP Gained (GM ONLY)

21

Final XP Total

31

Initial Prestige

36

Initial Fame

2/13

Prestige Gained (GM ONLY)

Prestige Spent

34

Current Prestige

38

Final Fame

781

Starting GP

4,002

GP Gained (GM ONLY)

—

Day Job (GM ONLY)

4000

Gold Spent

782

Total

For
Final
Key

WD

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #