



Pathfinder Society Special #6-97: Siege of Serpents

Character Chronicle #

007

☐ Core Campaign

Scal

Player Name

A.K.A.

Kerigan

Character Name

14034 50

Pathfinder Society #

The Exchange

Faction

This Chronicle sheet grants access to the following:

Depending on the final outcome of the adventure, you gain up to two of the following boons. Cross off any other boons on your Chronicle sheet.

☐ **Pathfinder's Excellence (Combat):** Before making an attack, you may check one of the boxes preceding this boon in order to roll the attack twice and take the better result. If the attack is against a member of the Aspis Consortium or someone directly in the Consortium's employ, the critical threat range of the attack doubles; this benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the Improved Critical feat). Once you check the last box, cross this entire boon off your Chronicle sheet.

☐ **Pathfinder's Excellence (Magic):** Before casting a spell or using a spell-like ability, you can check one of the boxes preceding this boon in order to roll twice for any caster level check to overcome spell resistance and on caster level or concentration checks made to cast a spell in an impeded area (such as a fire spell underwater or a plane with the impeded magic trait). Any members of the Aspis Consortium or foes directly in the Consortium's employ suffer a -2 penalty on any saving throw against the spell.

As a standard action, you can instead check two boxes in order to recall a spell that you have already cast that day. The spell is then prepared again, just as if it had not been cast. Once you check the last box, cross this entire boon off your Chronicle sheet.

☐ **Pathfinder's Excellence (Resilience):** As a swift action, you can check one of the boxes preceding this boon to gain a number of temporary hit points equal to 1d8 plus twice your character level. These temporary hit points last for 10 minutes and do not stack with any other temporary hit points. So long as you have at least 1 of these temporary hit points remaining, you also have DR 2/— against attacks made by members of the Aspis Consortium and anyone in their direct employ. Alternatively, as a standard action you can check a box in order to heal 1d2 points of ability damage to one ability score. Once you check the last box, cross this entire boon off your Chronicle sheet.

☐ **Pathfinder's Excellence (Skill):** Before attempting a skill check, you can check one of the boxes preceding this boon in order to roll the check twice and take the better result. If the skill check is one attempted during an encounter in which you are directly opposing a member of the Aspis Consortium or someone in their employ, you gain a bonus to the check equal to half your character level (minimum +1). Once you check the last box, cross this entire boon off your Chronicle sheet.

SUBTIER ☐ Slow ☐ Normal

1-2 250 500

SUBTIER ☐ Slow ☐ Normal

3-4 625 1,250

SUBTIER ☐ Slow ☐ Normal

5-6 1,250 2,500

SUBTIER ☐ Slow ☐ Normal

7-8 2,667 5,334

SUBTIER ☐ Slow ☐ Normal

10-11 3,833 7,667

MAX GOLD

EXPERIENCE

FAME

GOLD

10

Starting XP

+

1

GM's Initials

XP Gained (GM ONLY)

=

11

Final XP Total

Initial Prestige

Initial Fame

+

2

GM's Initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

18

18

2655

Starting GP

+

1250

GM's Initials

GP Gained (GM ONLY)

+

10

GM's Initials

Day Job (GM ONLY)

-

Gold Spent

=

3915

Total

For GM Only

Total Con

EVENT

70574

EVENT CODE

2/19/16

DATE

Y. D. W.

Game Master's Signature

24554

GM Pathfinder Society #