



Pathfinder Society Scenario #7-23: Abducted in Aether

Character Chronicle #

15

☐ Core Campaign

Score

Player Name

A.K.A.

Kersian

Character Name

14034 - 50

Pathfinder Society #

Exchange

Faction

This Chronicle sheet grants access to the following:

Acquainted with 322: You have reached out to the troubled elf 322, helping her begin to overcome her mistrust of the world she abandoned. Perhaps you or a fellow agent can help her further in future adventures, at which point this boon may have other applications.

Apparatus of the Mantis: You have recovered a unique *apparatus of the crab* in the shape of a giant mantis shrimp. You can purchase this unique *apparatus of the mantis* for 60,000 gp rather than its normal cost. Instead of claws, it has two slam attacks that gain a +2 circumstance bonus on attack rolls underwater but otherwise behave as an *apparatus of the crab's* pincer attacks. You can enchant this pair of slam attacks as if they were a single masterwork weapon, and you can enchant the apparatus's body as though it were a suit of masterwork full plate; this does not increase the device's hardness. For the purpose of using Fame to qualify for enhancements, treat both the slams and body as though their base cost were each 10,000 gp.

The Lantern's Secrets (Grand Lodge faction): The lantern used to trap Aram Zey echoes with the lore of the dozens of souls it has trapped over many years. You have heard their secrets and can listen for their wisdom. Once per adventure you can use this boon before rolling an Intelligence-based skill check to add 1d4 to the result. If you have 10 or more ranks in that skill, you can choose to add 1d8 instead, but doing so deals 1d2 points of Wisdom damage to you.

Zey's Gratitude: You have earned the grudging respect of former Master of Spells Aram Zey in return for saving his life. In addition to treating you less derisively than he does most other Pathfinders, he offers you a future spellcasting favor, allowing you to use one of the following spells as a spell-like ability. Use your character level as your caster level, and use your own Intelligence or Charisma score or 20 (whichever is higher) when determining spell DCs. Check the box that precedes this boon when you use the spell-like ability.

Subtier 7-8: You may cast *dispel magic*, *fireball*, *greater invisibility*, or *stoneskin*.

Subtier 10-11: You may cast *chain lightning*, *fireball*, *greater dispel magic*, *greater heroism*, *greater invisibility*, or *stoneskin*.

All Subtiers

Subtier 10-11

apparatus of the crab (90,000 gp)
rod of thunderous force (5,400 gp; *Pathfinder RPG Ultimate Equipment* 185)
unfettered shirt (10,000 gp; *Ultimate Equipment* 223)
wand of inflict moderate wounds (4,500 gp)

+1 *mithral spell resistance* (13) *chainmail* (13,150 gp)
+1 *keen cold iron rapier* (10,340 gp)
cloak of the diplomat (20,000 gp; *Ultimate Equipment* 264)
rod of ice (8,500 gp; *Ultimate Equipment* 182)

SUBTIER ☐ Slow ☐ Normal

7-8 2,244 4,487

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 3,083 6,165

SUBTIER ☐ Slow ☐ Normal

10-11 3,922 7,843

SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ 1 SK
XP Gained (GM ONLY)= 19
Final XP Total30 30
Initial Prestige Initial Fame+ 2 SK
Prestige Gained (GM ONLY)-
Prestige Spent32 32
Current Prestige Final Fame755.5
Starting GP+ 665 SK
GP Gained (GM ONLY)+ 75 SK
Day Job (GM ONLY)-
Gold Spent= 6995.5
Total

For GM Only

PFS at OGC 2016
EVENT73520
EVENT CODE22 July 16
DATE

Game Master's Signature

74406
GM Pathfinder Society #