



Pathfinder Society Scenario #8-04: Wardens of Sulfur Gulch

Character Chronicle #

021

☐ Core CampaignScore
Player Name

A.K.A.

Kevin

Character Name

14034 50

Pathfinder Society #

The
Exchanger
Faction

This Chronicle sheet grants access to the following:

Custom Skillchip: While in the ruins at Sulfur Gulch, you recovered several skillchips (*Pathfinder Campaign Setting: Technology Guide* 52), tiny technological devices that store vast amounts of practical knowledge and insight. With the help of Isirah Tana, you have repaired one of these skillchips, configuring it for your use only. You may purchase a single Mark III skillchip for 2,700 gp for one of the following skills: Acrobatics, Climb, Craft (mechanical), Diplomacy, Knowledge (engineering), Knowledge (geography), Knowledge (nature), Perception, Sense Motive, Stealth, Survival, or Swim. Note that to benefit from a skillchip, you must first purchase and implant a skillslot (see below).

Portable Technologist: The explorer Isirah Tana may be constrained to the compact AI core into which she's imprinted, yet she remains as eager to explore as ever. Even though Society scholars jostle for the opportunity to learn from Isirah directly, you can borrow her for the duration of one adventure. During this time, you can perform skill checks and other tasks as though you possessed the Technologist feat (*Technology Guide* 7), and at the end of the adventure, you can freely retrain one feat into the Technologist feat. Alternatively, you can collaborate with Isirah before an adventure in order to restore 1d4+1 charges to one timeworn weapon, armor, or item. After you use either of these benefits, cross this boon off your Chronicle sheet.

SYNTHESIS ROD

PRICE
25,000 GP

SLOT none

CAPACITY 3 charges

WEIGHT 8 lbs.

USAGE special

Nanites inside this synthesis rod gradually convert air into rare chemical gases. A fully charged synthesis rod contains 3 charges and regains 1 charge every 24 hours. By spending 1 charge as a standard action, the wielder can release a blast of caustic poison in an adjacent 5-foot square. By spending 2 charges, the area increases to a 15-

foot cone. Creatures in the affected area take 3d6 points of acid damage (Reflex DC 16 half). Any creature harmed this way is also exposed to caustic creep poison.

Caustic Creep—inhaled; save Fort DC 15; frequency 1/round for 4 rounds; effect 1d2 Con; cure 2 consecutive saves.

Kineticists are especially equipped to channel this rod's abilities. Either by expending 1 additional charge or accepting 1 point of burn that cannot be reduced, the blast's acid deals 3d6 damage or an amount equivalent to the kineticist's energy blast, whichever is higher. When doing so, the kineticist can also use her substance infusion save DC in place of the poison's save DC. Once per day, a kineticist able to channel air can activate this enhanced effect without expending an additional charge or accepting burn.

CONSTRUCTION

CRAFT DC 30

COST 12,500 GP

Craft Technological Item, nanotech lab

All Subtiers

cyberart (100 gp, limit 1; *Technology Guide* 36)
scroll of technomancy (25 gp, limit 4; *Technology Guide* 11)
skillslot (2,000 gp, limit 1; *Technology Guide* 38)
synthesis rod (25,000 gp, limit 1)
timeworn camera (8 charges; 600 gp, limit 1;
Technology Guide 40)
timeworn chameleon suit (40 charges; 6,000 gp, limit 1;
Technology Guide 29)
timeworn emergency raft (3 charges; 540 gp, limit 1;
Technology Guide 44)
timeworn filter mask (4 charges; 900 gp, limit 1;
Technology Guide 44)
timeworn flashlight (15 gp, limit 1; *Technology Guide* 45)
timeworn sonic pistol (6,500 gp, limit 1; *Technology Guide* 27)
wand of fog cloud (25 charges; 2,250 gp, limit 1)

Subtier 10-11

+1 adamantite construct-bane ammunition (226 gp, limit 5)
timeworn emergency shelter (30 charges; 4,500 gp, limit 1;
Technology Guide 44)
timeworn inertial dampening belt (15 charges; 3,750 gp, limit 1;
Technology Guide 48)
timeworn sonic rifle (13,000 gp, limit 1; *Technology Guide* 27)

Upgrade +2 chn helmet to
+2 Headband of mind prowess
Chn + mgs

SUBTIER ☐ Slow ☐ Normal
7-8 2,205 4,410SUBTIER ☐ Slow ☒ Normal
Out of Subtier 3,049 6,097SUBTIER ☐ Slow ☐ Normal
10-11 3,892 7,784SUBTIER ☐ Slow ☐ Normal
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MAX GOLD

EXPERIENCE

FAME

GOLD

26

Starting XP

+ 1 XP Gained (GM ONLY)

= 27 Final XP Total

46 46 Initial Prestige Initial Fame

+ 2 Prestige Gained (GM ONLY)

Prestige Spent

48 48 Current Prestige Final Fame

2 Starting GP

+ 6097 GP Gained (GM ONLY)

+ 75 Day Job (GM ONLY)

- 6000 Gold Spent

= 174 Total

For GM Only

Pandy
EVENT85061
EVENT CODE10/19/16
DATEPandy
Game Master's Signature8120937
GM Pathfinder Society #

6174