Pathfinder Society Scenario #5-01: The Glass River Rescue

Character Chronicle # 5

Scott — Player Name
A.K.A. Kuba — Character Name
14034-31 — Pathfinder Society #
Sovereign Court — Faction

MAX GOLD	Slow	Normal
1–2	258	516
Out of Subtier	592	1,184
4–5	926	1,851
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This Chronicle sheet grants access to the following:

Crisis Averted: You rescued the dwarven emissaries and helped to mitigate a developing crisis. When the Pathfinders' expedition pays off, certainly the society will remember your contribution.

Expanding Trade Network: You befriended either Temel Passad or Metella Raugar, and in doing so you began to develop a stronger trade network with the Kalistocrats or the Five Kings Mountains, respectively. If you are a member of the Qadira faction, you are able to leverage this connection to your advantage, gaining a +2 bonus on all Day Job checks.

News of the Diamond Sage: You learned of a figure known as the Diamond Sage, a mystic who has some connection to Amenopheus, the Sapphire Sage. If you are a member of the Osirion faction, Amenopheus encourages you to continue to Azir, where the Diamond Sage was last seen; the next time you travel to Rahadoum for a Pathfinder Society mission, Amenopheus gives you a single item worth 250 gp. You do not have to choose the item until the mission begins.

Potion of invisibility (300 gp)
Scroll of scare (150 gp)
Wand of cure light wounds (25 charges; 375 gp)

Aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
Cloak of resistance +1 (1,000 gp)
Potion of cure moderate wounds (300 gp)
Scroll of bear's endurance (150 gp)
Scroll of levitate (150 gp)
Wand of cure moderate wounds (12 charges; 1,080 gp)

EXPERIENCE		
Starting XP	4	
XP Gained (GM ONLY)	+ 1	2
Final XP Total	= 5	

FAME		
Initial Prestige / Initial Fame	6	8
Prestige Gained (GM ONLY)	+ 1	2
Prestige Spent	–	
Current Prestige / Final Fame	7	9

GOLD		
Starting GP	533	
GP Gained (GM ONLY)	+ 516	2
Day Job (GM ONLY)	+ 75	2
Gold Spent	–	
Total	= 1124	

For GM Only

Peffume — EVENT
EVENT CODE
5/2/15 — DATE
[signature] — Game Master's Signature
9810 — GM Pathfinder Society #