



# Pathfinder Society Special: Siege of the Diamond City

Character Chronicle #

14

Score

Player Name

A.K.A.

Paulo

Character Name

14034-22

Pathfinder Society #

Andoran

Faction

## Items Found During This Scenario

All subtiers

**Siege-Hardened:** You survived the Siege of Nerosyan, and you have learned some impressive tricks for fighting demons. You gain a +1 bonus on weapon damage rolls against creatures with the demon subtype. Before rolling a caster level check to overcome a demon's spell resistance, you may cross this boon off your Chronicle sheet to gain a +3 bonus on the roll.

You earn one of the following boons, depending upon the result of the siege. Cross out the rest.

**Defender of Nerosyan (Near Defeat):** The city of Nerosyan still stands in part because of your actions, but all of its resources will be dedicated to rebuilding and preparing for the next offensive. You gain no additional benefit.

**Defender of Nerosyan (Admirable Defense):** The city of Nerosyan stands in part because of your actions, and Queen Galfrey herself has taken note. While in Mendev or the Worldwound, reduce the cost of purchasing a Prestige Award while outside of a settlement of 5,000 residents or more by 2.

**Defender of Nerosyan (Impressive Defense):** The city of Nerosyan stands in part because of your actions, and Queen Galfrey herself has taken note. While in Mendev or the Worldwound, reduce the cost of purchasing a Prestige Award while outside of a settlement of 5,000 residents or more by 3. You gain a 5% discount on any magical items that require a spell with the Good descriptor as a spell prerequisite. This discount does not stack with other discounts.

**Defender of Nerosyan (Overwhelming Victory):** The city of Nerosyan stands in part because of your actions, and Queen Galfrey herself has taken note. While in Mendev or the Worldwound, reduce the cost of purchasing a Prestige Award while outside of a settlement of 5,000 residents or more by 4. You gain a 10% discount on any magical items that require a spell with the Good descriptor as a spell prerequisite. This discount does not stack with other discounts.

Notes

Upgrade +1 Adamantine Bardiche  
Transform Adamantine Bardiche  
= 10000

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	250	500
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
3-4	625	1,250
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,250	2,500
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,667	5,334
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,833	7,667
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
12+	7,500	15,000

MAX GOLD

EXPERIENCE

FAME

GOLD

21	
Starting XP	
+ 1	GM'S CHOICE
XP Gained (GM ONLY)	
= 22	
Final XP Total	
33	33
Initial Fame	Initial Prestige
+ 2	GM'S CHOICE
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
35	35
Final Fame	Current Prestige
8998	
Starting GP	
+ 5334	GM'S CHOICE
GP Gained (GM ONLY)	
+ 50	GM'S CHOICE
Day Job (GM ONLY)	
-	
Gold Spent	
= 14382	
Total	

For GM Only

Total Con 2014

EVENT

38655

EVENT CODE

2/28/2014

DATE

R. Din

Game Master's Signature

60243

GM Pathfinder Society #