



Pathfinder Society Scenario #6-99: True Dragons of Absalom

Character Chronicle #

10

☐ Core Campaign

Soul

Player Name

A.K.A.

Purnama

Character Name

14034-33

Pathfinder Society #

Dark
Archie

Faction

This Chronicle sheet grants access to the following:

Field-Commissioned Kobold: When you could play a 4th-level pregenerated character in a Pathfinder Society scenario, you can cross this boon off the Chronicle sheet to play your kobold PC from this scenario.

Trapmaker: A kobold from the Sewer Dragon tribe taught you a few trap-making tricks and provided you with a few specialized supplies. You can use these supplies, together with materials that you have collected in your adventures, to assemble the swinging axe trap below with a successful Craft (traps) check. You can attempt to make the trap more deadly, at the cost of making it more difficult to craft. Before attempting the check, you may increase the DC of the Craft (traps) check by up to +1 per character level. For each point by which you increase the Craft DC, increase the trap's Perception and Disable Device DCs by 1, its attack bonus by 1, and the damage it deals to each target by 2. Assembling the trap takes 5 minutes. If you fail the Craft (traps) check, you do not create a functioning trap, but you still expend the materials. Once you use this boon, cross it off your Chronicle Sheet.

SWINGING AXE TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20**Craft** DC 17; **Size** 5 ft. by 10 ft.

EFFECTS

Trigger location; **Reset** none**Effect** Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10-ft. line)

All Subtiers

aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)dust of emulation (800 gp; *Ultimate Equipment* 294)

dust of tracelessness (250 gp)

oil of darkness (300 gp)

potion of bull's strength (300 gp)

potion of cure moderate wounds (300 gp)

potion of enlarge person (CL 3rd, 150 gp, limit 1)

potion of invisibility (300 gp)

traveler's any-tool (250 gp, *Ultimate Equipment* 323)

wand of magic missile (11 charges; 165 gp, limit 1) x

wand of shocking grasp (11 charges; 165 gp, limit 1) x

wand of sleep (11 charges; 165 gp, limit 1) x

Summon monster II
in 600h
Summon monster II
in 600h
495

* All 3 wands 495

Thank you for spending Halloween playing this PFS scenario with the Boston Lodge! :-)

For GM Only

The Garage

EVENT

68808

EVENT CODE

October 31, 2015

DATE

R. Diaz
Game Master's Signature

60243

GM Pathfinder Society #

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
3-5	817	1,634

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

EXPERIENCE

9
Starting XP

+	1	GM's Initials
		RD
XP Gained (GM ONLY)		

=	10
Final XP Total	

FAME

16	20
Initial Prestige	Initial Fame

+	2	GM's Initials
		RD
Prestige Gained (GM ONLY)		

-
Prestige Spent

16	22
Current Prestige	Final Fame

215
Starting GP

+	1,634	GM's Initials
		RD
GP Gained (GM ONLY)		

GOLD

+	75	GM's Initials
		RD
Day Job (GM ONLY)		

-	1429
Gold Spent	

=	1429
Total	