



Pathfinder Module: Daughters of Fury (4)

Character Chronicle #

012

Score

A.K.A.

Ran/r

14034-61

The Exchange

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Hero of Arwyll Stead: When you earn this Chronicle sheet, you may choose whether or not to receive XP, Prestige Point, and gold rewards; you may instead choose to gain no XP and gold, but you instead earn 2 Prestige Points and still qualify for all of the boons and items on this sheet. If you elect to earn the full rewards, you gain 3 XP, 6 Prestige Points, and 8,712 gp (4,356 gp for characters use the slow track method of advancement).

☐ ☐ ☐ **Vegazi's Ally:** The half-orc ranger Vegazi spent most of her life as an outcast, but after you helped her defeat the devil determined to take her soul, she counts you as a trusted friend. You may call in a favor when performing one of the skills below to use Vegazi's skill modifier instead of your own as she assists you. Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off a box each time you ask for help. When you check the last box, Vegazi's debt has been repaid; cross this boon off your Chronicle sheet.

- Handle Animal +11
- Heal +11
- Survival +10
- Vegazi casts *animal messenger* (CL 6th, concentration +8)
- Vegazi assists the PC in combat for one round, making a full attack on the PC's initiative against a target of the PC's choice with her +1 *composite longbow*; +10/+5 (1d8+2/x3). She has the feats Deadly Aim (-2 to hit, +4 damage), Point-Blank Shot, and Precise Shot, and she gains a +2 bonus on attack and damage rolls against orcs.

ANGELFALL BOWPRICE
26,900 GP

SLOT none

CL 7th

WEIGHT 3 lbs.

AURA strong evocation

CONSTRUCTION REQUIREMENTS

COST 4,500 GP

Craft Magic Arms and Armor, *dust of twilight*^{APG}, *thundering drums*^{APG}

Black feathers adorn the tips of this ebony +1 *composite longbow* (+5 Strength bonus). The bow gives off the faint scent of brimstone when the string is drawn back.

Three times per day as a swift action, the wielder of an *angelfall bow* can imbue the next arrow she fires that round with the bow's inherent raging energy. On a hit, the attack deals damage as normal and acts as a trip combat maneuver to knock the target prone, treating the result of the wielder's attack roll as the wielder's combat maneuver check result. If the target is flying, it must immediately succeed at a DC 25 Fly check to stay aloft or plummet to the ground.

One per day when the wielder of an *angelfall bow* would be affected by a spell or spell-like ability with the light descriptor, she can attempt an immediate dispel check (using the caster level of the bow) to counter the effect. This manifests as a pulsating darkness emerging from the bow and swallowing the light.

angelfall bow (26,900 gp)*belt of physical might* +2 (Dex and Str, 10,000 gp)*deep red sphere ioun stone* (8,000 gp)*incandescent blue sphere ioun stone* (8,000 gp)*pale blue rhomboid ioun stone* (8,000 gp)*pink and green sphere ioun stone* (8,000 gp)*pink rhomboid ioun stone* (8,000 gp)*scarlet and blue sphere ioun stone* (8,000 gp)*staff of minor arcana* (8,000 gp, *Pathfinder RPG Ultimate Equipment* 198)

Upgrade *claymores* → +2 (3000)
armor shot → +2 (3000)
belt con +2 (4000)
breathm air +2 (4000)

SUBTIER ☐ Slow ☒ Normal

5-7

SPECIAL

SPECIAL

SUBTIER ☐ Slow ☐ Normal

For GM Only

Tabletop
EVENT153769
EVENT CODE6/14/18
DATERth M Wly
Game Master's Signature185677
GM Pathfinder Society #