



# Pathfinder Society Scenario #10-08: What Prestige is Worth

Character Chronicle #

020

☐ Core Campaign

Score

A.K.A.

Randr

14034 - 61

The Exchange

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

**Contracted Wish:** You secured a wish from a contract devil. Choose one of the following benefits and cross the others off your Chronicle sheet.

**Wish for Glory:** You regain 2 Prestige Points, but any points that exceed your Fame must be spent immediately or are lost.

**Wish for Power:** You can spend 16 Prestige Points once to gain a +1 inherent bonus to one ability score of your choice.

**Wish for Wealth:** You earn an extra 650 gp (Subtier 7-8) or 1,100 gp (Subtier 10-11) for completing this scenario.

**Abstained from the Inferno:** You chose not to accept the wish. You can manifest your defiance of Hell once per day as a standard action to harm evil outsiders as if you were a cleric of your character level using channel energy to harm undead. The DC for this effect is equal to 10 + your character level. If you can already use the channel energy ability to harm evil outsiders or living creatures, you can instead use this boon once per day to increase the ability's save DC for evil outsiders by 2.

**Dark Bargain:** You traded away something more precious than gold during your time in Hell. Any Dark Bargain provides an ongoing effect and can be removed by spending the listed Value in gold pieces between adventures (have your GM initial in the Cleared column). If you have multiple Dark Bargain effects, any special effect that would cross out a boon only eliminates the effects of one Dark Bargain.

Your GM will fill out the sections below.

Bargain

Gained

Cleared


**Soul (15,000 gp):** Your soul belongs to Hell. If the you die, you cannot be restored to life under any circumstances.

**Power (15,000 gp):** You surrendered part of your power, gaining one permanent negative level that cannot be removed.

**Hope (10,000 gp):** You lost your ability to hope or aspire toward unlikely outcomes. A natural 20 no longer represents an automatic success for your attack rolls, saving throws, stabilization rolls, and other such checks. You cannot use any ability to reroll a natural 1 rolled on any d20 check.

**Emotions (5,000 gp):** You no longer feel strong emotions. You cannot benefit from morale bonuses or bardic performances (or similar abilities). You also gain a +3 bonus on saving throws against effects with the emotion descriptor.

**Fate (5,000 gp):** Portents of imminent doom haunt you. You take a -1 penalty on all saving throws and cannot stabilize while below 0 hit points.

**Davian Rises (Dark Archive):** You encouraged Zarta to pursue her family legacy. In case of Threne reprisals, she offers training in overcoming the agents of Hell. Once per adventure you can use this boon after failing a Knowledge (planes) check or after failing any d20 roll against a lawful evil outsider, devil worshipper, or Hellknight in order to reroll that check and take the second result.

**The Family We Choose (Dark Archive):** You encouraged Zarta to continue leading the Dark Archive. After helping stop this infernal incursion, she begins expanding the faction's training and resources with increased support from the Society's leadership. You can check up to two faction goals you fulfilled after completing a scenario. In addition, when using the Enduring Scholar reward, Dark Archive faction PCs at your table may use the bonus of the faction member with the most goals completed at the table.

## All Sides

+2 good outsider bane longsword (18,315 gp)  
featherlight compass (1,500 gp; Pathfinder RPG Planar Adventures 53)  
homebound timepiece (4,000 gp; Planar Adventures 53)  
infernal armor (52,260 gp; functions as demon armor but inflicts poison on claw attacks rather than contagion)  
lesser piercing metamagic rod (3,000 gp; Pathfinder RPG Ultimate Magic 154)

oil of magic vestment (CL 12th; 1,800 gp)  
piercing metamagic rod (11,000 gp; Ultimate Magic 154)  
potion of barkskin (CL 9th; 900 gp, limit 1)  
scroll of vision of Hell (700 gp; Ultimate Magic 154)  
soul scribe quill (4,500 gp; Planar Adventures 55)  
wand of volcanic storm (10 charges; 4,200 gp, limit 1; Ultimate Magic 248)  
wings of flying (54,000 gp)

SUBTIER ☐ Slow ☐ Normal

7-8 2,205 4,410

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 3,037 6,073

SUBTIER ☐ Slow ☒ Normal

10-11 3,868 7,736

SUBTIER ☐ Slow ☐ Normal

- - -

MAX GOLD

EXPERIENCE

FAME

GOLD

32

Starting XP

XP Gained (GM ONLY)

Final XP Total

Initial Prestige Initial Fame

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige Final Fame

Starting GP

GP Gained (GM ONLY)

Day Job (GM ONLY)

Gold Spent

Total

For GM Only

Total Con 2019

EVENT

2690827

EVENT CODE

02/21/2019

DATE

David R. Michaels

Game Master's Signature

74548

GM Pathfinder Society #