



# PATHFINDER SOCIETY SPECIAL BLOOD UNDER ABSALOM

GM Sheet

Scenario Chronicle #

11

☐ Slow ☐ Normal

SUBTIER	250	500
1-2		
SUBTIER	625	1,250
3-4		
SUBTIER	1,250	2,500
5-6		
SUBTIER	2,667	5,334
8-9		
SUBTIER	3,833	7,667
10-11		

MAX GOLD

## EXPERIENCE

8

Starting XP

+ 1 GM's Initial

XP Gained (GM ONLY)

9

Final XP Total

## FAME

16 16 Initial Fame Initial Prestige

+ 2 GM's Initial  
Prestige Gained (GM ONLY)

- 0 Prestige Spent

18 18 Final Fame Current Prestige

## GOLD

5242 2 Start GP

+ 1290 GM's Initial  
GP Gained (GM ONLY)

+ 0 GM's Initial  
Day Job (GM ONLY)

+ 0 Items Sold

= 6492 Subtotal

- 6066 Items Bought

= 1192 Total

5242

6492

6066

426

This Chronicle Certifies That

GM Sheet

Score Gray

A.K.A.

Runihura

14034-12

Ogimion

Player Name

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

## Items Found During This Scenario

### SUBTIERS

1-2  
&  
3-4

Select one boon—line through the others.

- ☐ **Combat Boon:** As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability once. On using this ability, check the box and line through this boon.
- ☐ **Magic Boon:** As a standard action, you may recall one spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability once. On using this ability, check the box and line through this boon.
- ☐ **Skill Boon:** As an immediate action, you may reroll a skill check before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability once. On using this ability, check the box and line through this boon.

### SUBTIERS

5-6  
&  
8-9

Select one boon—line through the others.

- ☐ **Combat Boon:** As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.
- ☐ **Magic Boon:** As a standard action, you may recall a spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.
- ☐ **Skill Boon:** As an immediate action, you may reroll a skill check before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.

### SUBTIER

10-11

Select one boon—line through the others.

- ☐ **Combat Boon:** As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon.
- ☐ **Magic Boon:** As a standard action, you may recall a spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon.
- ☐ **Skill Boon:** As an immediate action, you may reroll a skill check before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon.

## Items Sold / Conditions Gained


TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

0

## Items Bought / Conditions Cleared

Howard's Hamrsach	2000
Pepperbox	3000
Upgrade Leather +1	1000
6x powder + bullets	66

TOTAL COST OF ITEMS BOUGHT

6066

For GM Only

Carnage

EVENT

11/6

EVENT CODE

DATE

[Signature]

Game Master's Signature

14034

GM Pathfinder Society #