

Pathfinder Society Scenario #6-17: Fires of Karamoss

Character Chronicle #		
16		
Core Campaign		

Н	Scoll	
_	Diavor Namo	

This Chronicle sheet grants access to the following:

Outstanding Bounty: You have an outstanding bounty document issued by the City of Brass on the Plane of Fire, and you have also secured proof that you have fulfilled the bounty's conditions. While adventuring in the City of Brass, you can turn in the bounty document in order to restore 4 previously spent Prestige Points. Alternatively, you can give the bounty document to a native of the Plane of Fire with an Intelligence score of at least 8 in order to gain a +10 bonus on any Diplomacy checks made to influence it. You must cross the boon off your Chronicle sheet in order to use either of this boon's benefits.

Redoubt's Repairs: Your discoveries in the Red Redoubt of Karamoss have expanded the Pathfinder Society's understanding of the advanced technology of Numeria, and you can use these findings and tools to extend the lifespan of a broken piece of equipment. You can forgo your Day Job check and cross this boon off your Chronicle sheet in order to restore 1d4+1 charges to a timeworn weapon, timeworn armor, or another timeworn device. If you have the Technologist feat, you instead restore 1d4+5 charges to the item. Any charges that exceed the item's maximum capacity are lost.

flash grenade (750 gp, limit 1; Pathfinder Campaign Setting: Technology Guide 46)

hemochem I (250 gp, limit 1; Technology Guide 34) timeworn brown force field (10 charges; 2,000 gp, limit 1;

Technology Guide 55, 45)

timeworn chainsaw (5 charges; 675 gp, limit 1; Technology Guide 55, 22)

timeworn filter mask (10 charges; 2,250 gp, limit 1; Technology Guide 55, 44)

timeworn flashlight (10 charges; 15 gp, limit 1; Technology Guide 55, 45)

timeworn gravity clip (10 charges; 1,000 gp, limit 1; Technology Guide 55, 46)

timeworn inertial dampening belt (20 charges; 5,000 gp, limit 1; Technology Guide 55, 48)

timeworn jetpack (100 charges; 9,000 gp, limit 1; Technology Guide 55, 48)

timeworn magboots (10 charges; 2,500 gp, limit 1; Technology Guide 55, 49)

timeworn veemod goggles (10 charges; 500 gp, limit 1; Technology Guide 55, 53)

timeworn zero pistol (10 charges; 5,000 gp, limit 1; Technology Guide 55, 28)

zero grenade (750 gp, limit 2; Technology Guide 46)

cureall (1,400/gp, limit 3; Technology Guide 33) green veemod (10,000 gp, limit 1; Technology Gylde 53) hemothem III (750 gp, limit 2; Technology Guide 34) inssuit (19,250 gp, limit 1; Technology Guide 31)

Purchase Chanson

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For GM Only

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