

Pathfinder Society Scenario #5-21: The Merchant's Wake

Character Chronicle #

	1116211 73	<u> </u>		257	F14
Scott A.K.A. Tesla	14034 - 23	Sczani	1-2	257	514
Player Name Character Nam	me Pathfinder Society #	Faction	SUBTIER	Slow	□Normal
This Chronicle sheet gra	ants access to the following:		Out of subtier	594	1,188
	. 177 1/	ne ambition and	SUBTIER	Slow	Normal
lishite Patron (Qadira Faction): Trade Prince Aa ill that earned him the title of trade prince, an	d he both endorses you for promotion	and contributes		931	1,863
ld to help you start your own business. You tre	eat the Trade Prince vanity (Pathfinder C	ampaign Settling: 📉	4-5	731	1,803
othfinder Society Field Guide 19) as though it had no point cost of business vanities (Pathfinder Society	Field Guide 60, Pathfinder Player Compo	eat the Prestige inion: Pathfinder	SUBTIER	Slow	Normal
ciety Primer 29) as though they were 1 less (mini	imum cost 2).		_	_	-
			2	n	- to 12
			_ @	Starting	XP 15
light fortification light steel shield (4,159 gp) ack adder poison (90 gp, limit 2)	+1 keen scimitar (8,315 gp) +2 light fortification light steel shield (9,159 gp)			1	(FA)
ing of protection +1 (2,000 gp) croll of animate dead (1,050 gp)	Bladed belt (2,000 gp; Pathfinder RP	G Ultimate	AP Gained (GM ONLY)		
	Equipment 211) Burnt othur oil (2,100 gp, limit 1; as b			400	14
	with the injury type)		= /	inal XP 1	/ (
	Ring of protection +2 (8,000 gp) Scroll of animate dead (CL 12th; 1,80	00 ap. limit 2)		3	, _
	Science of animate acces (at 12my 1/es	3F,	2	1	15
			Initial P	1 course	Initial Fame
			+ Procti	d-	d (GM ONLY)
		FAME	riesti	ge dame	G (GM ONLI)
				restige S	ipent
			7	4	17
			Curr	ent	Final
			Ples	uge	Fame
				70	
				Starting	(F)
				863	
			GP	Gained (GM ONLY)
			+	50	
			, D	ay Job (G	M ONLY)
			_	A. 23 A	A
				Gold Sp	ent
			=	26	19

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R. Din Game Master's Signature

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GM Pathfinder Society #