



# Pathfinder Society Scenario #5-13: Weapon in the Rift

Character Chronicle #

16

Score

Player Name

A.K.A.

Tesla

Character Name

14037-23

Pathfinder Society #

Sczerni

Faction

## This Chronicle sheet grants access to the following:

**Champion of Ghalcor's Legacy:** Over the course of a short battle, you laid to rest a fallen cleric's restless spirit, battled a powerful demon, and reclaimed a weapon that routed the hordes of the Abyss. Needless to say, Ollysta Zadrian was impressed by your valor. Halve the cost of Silver Crusade faction vanities you purchase with Prestige Points (maximum discount 4 PP). In addition, reduce the Fame requirement for qualifying for the Silver Crusader vanity (*Pathfinder Society Field Guide* 22) to 30.

**Ghalcor's Spellcraft:** Following the battle at Ghalcor's Tower, you were able to study the dead cleric's notes and discovered that he also developed a handful of powerful spells. Now the Pathfinder Society and the Mendevian Crusade can wield these in the fight against the Worldwound. So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to the following spells from *Pathfinder Player Companion: Demon Hunter's Handbook* as if they appeared on the Additional Resources page: *burst with light*, *detect demon*, and *righteous blood*.

**Mendevian Commendation:** You have received a medal for your service to Mendev and the Fifth Crusade. For every Mendevian Commendation you have, you gain a cumulative +1 bonus on Charisma-based skill and ability checks made to influence crusaders of Mendev (maximum +3).

### FAITH ORB

Aura moderate evocation; CL 9th

Slot none; Price 2,250 gp; Weight —

#### DESCRIPTION

This brass orb is a bit larger than a human fist. It's covered with symbols of goodness and law and thick studs. If used as an improvised weapon, it deals 1d6 points of bludgeoning damage and serves as a good weapon for the purpose of overcoming damage reduction.

The *faith orb* is activated when a special stud is depressed, usually marked by a different color metal. Activating the orb is a standard action, though the orb may be thrown as a ranged touch attack (10-foot range increment) as part of the same action used to activate it. At the end of the action or when it hits its target, it triggers a *flame strike* centered on the orb. Creatures caught in the blast area suffer 9d6 damage as the spell (Reflex DC 17 half). The *faith orb* is consumed in the process.

#### CONSTRUCTION

Requirements Craft Wondrous Item, *flame strike*

#### All Subtiers

- +1 axiomatic bolt (267 gp, limit 3)
- +1 planar arrow (267 gp, limit 1; *Pathfinder RPG Ultimate Equipment* 146)
- +2 seeking sling stone (267 gp, limit 4)
- cassock of the clergy (4,600 gp; *Pathfinder RPG Ultimate Equipment* 214)
- faith orb (2,250 gp, limit 1)
- potion of shield of faith (CL 12th; 600 gp, limit 1)

#### Subtier 8-9

- celestial shield (13,170 gp; *Pathfinder RPG Ultimate Equipment* 131)
- pauldrons of the bull (10,000 gp; *Pathfinder RPG Ultimate Equipment* 267)
- preserving flask (2nd-level extract; 4,000 gp; *Pathfinder RPG Ultimate Equipment* 316)

Purchase:  
Headband Alluring Cha +2

#### For GM Only

POP calculator

EVENT

EVENT CODE

6/24/14

DATE

Michael

Game Master's Signature

2326

GM Pathfinder Society #

SUBTIER ☐ Slow ☒ Normal

5-6 1,264 2,528

SUBTIER ☐ Slow ☒ Normal

Out of subtier 2,002 4,004

SUBTIER ☐ Slow ☒ Normal

8-9 2,740 5,481

SUBTIER ☐ Slow ☒ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

14

Starting XP

+ 2528 MA

XP Gained (GM ONLY)

= 15

Final XP Total

24 17

Initial Prestige Initial Fame

+ 2 MA

Prestige Gained (GM ONLY)

Prestige Spent

26 19

Current Prestige Final Fame

26 19

Starting GP

+ 2528 MA

GP Gained (GM ONLY)

+ 75 MA

Day Job (GM ONLY)

- 4000

Gold Spent

= 1222

Total