

Character Chronicle #

SUBTIER Slow Normal 14039 nroll 654 3-4 1,307 Plaver Name Pathfinder Society # Character Name Faction SUBTIER Slow Normal Ъ Out of This Chronicle sheet grants access to the following: 1,136 2,271 Subtier Blakros Blacklist: Though a strange creature may have been directing his movements at the time, it was your hand SUBTIER Normal Slow that slew Pendleton Blakros, young scion of the noteworthy Blakros family. The family makes deliberate efforts 6,235 6-7 1,618 to blacklist you from their business dealings and burn those who refuse to do the same. You take a permanent -2penalty on all Day Job rolls on the Isle of Kortex or on a Blakros vessel. You may buy off this penalty with enough Slow Normal SUBTIER favors: you may expend one prestige per adventure doing favors for the Blakros family and sending appropriate condolences. Once you have spent 2 Prestige Points in this manner, cross this boon off your Chronicle sheet. Friend of the Family: You have not only saved the Blakros Museum, but you have also saved Pendleton SUBTIER Slow Normal Blakros, son of the fabulously well-connected Dhrami Blakros. The family celebrates your accomplishments with a grand dinner held in your honor, introducing you Absalom's most noteworthy nobles, and granting you a permanent +1 bonus on Diplomacy and Knowledge (nobility) checks made within Absalom. You have also proven yourself clever and resourceful enough to marry or be adopted into the Blakros Family, allowing you to 6 purchase the following Vanity: Blakros Family Member (20 PP): You are a member of the well-established Blakros noble family, granting you Starting XP a comfortable townhouse in Absalom's fashionable Petal or Ivy districts and a small staff of servants to care for it. You gain a +1 bonus on Knowledge (nobility) checks and may use that skill to make Day Job rolls. In addition, while in Absalom, your family connections grant you a +2 circumstance bonus on Bluff, Diplomacy, XP Gained (GM ONLY) and Intimidate when dealing with other members of high society. 7 Library Card (Dark Archive): You have proven yourself a valuable tool to the Dark Archive and gain access = to restricted or dangerous information. You may use this boon to buy a tip or scrap of forbidden lore from the **Final XP Total** Dark Archive's sages, granting you a +5 circumstance bonus on a single Knowledge skill check, or a Diplomacy check made to gather information. This ability allows you to make a Knowledge skill check untrained. When 28 you use this boon, cross it off your Chronicle sheet Initial Prestige Initial Fame Friend of the Library (Dark Archive): Zarta Dralner, has personally taken notice of your loyalty and cruelty, and recognizes you as an irreplaceable asset. The next time you are in Cheliax, she opens up her personal 640 11 collection, offering you a single potion, scrol, or elixir worth up to 250 gp. When you use this boon, cross it Prestige Gained (GM ONLY) off your Chronicle sheet. ۷۵ **Prestige Spent** +1 shock arrow (166 gp, limit 5) timeworn laser pistol (4 charges; 2,000 gp, limit 1; bang grenade (250 gp, limit 1; Pathfinder Campaign Pathfinder Campaign Setting: Technology Guide 25) 30 Setting: Technology Guide 46) vial of djezet (200 gp each; limit 6; Pathfinder Current Prestige Final Fame Campaign Setting: Technology Guide 56; when used feather token (whip; 500 gp) masterwork noqual heavy pick (806 gp; limit 1; as an additional material component, a dose of Pathfinder Campaign Setting: Technology Guide 57; djezet increases the effective spell level by 1, which +1 enhancement bonus on damage rolls against stacks with a heightened spell. To function as an tarting GP constructs or undead created by feats or spells; +4 additional component, the spellcaster must use a MP. bonus on saving throws on saving throws against number of doses equal to the spell's original levelspells and spell-like abilities that affect the pick) additional doses have no effect) GP Gained (GM ONLY) pearl of power (2nd-level spell; 4,000 gp) wond of memory lapse (13 charges; 195 gp, limit 1) ()()MB potion of cure moderate wounds (300 gp) wand of remove disease (14 charges; 3,150 gp, limit 1) Day Job (GM ONLY) +1 shock arrow (166 gp, limit 10) potion of bear's endurance (300 gp) circlet of persuasion (4,500 gp; limit 1) **Gold Spent** ring of protection +1 (2,000 qp) cloak of resistance +1 (1,000 gp) stone salve (4,000 gp; limit 1) = Total Б For GM Only 49265 8/31/14 Pandy Game Master's Signature GM Pathfinder Society #