



Pathfinder Society Scenario #6-03: The Technic Siege

Character Chronicle #

22

Scal

A.K.A.

Tesla

Character Name

14034 - 23

Pathfinder Society #

The Exchange

Faction

This Chronicle sheet grants access to the following:

A Friend Indeed (Grand Lodge): You have rescued Arvellos Rand, a Pathfinder who has operated in the Mwangi Expanse for several years. In gratitude for your timely assistance, he offers to accompany you on future ventures and lend what help he can. You can use this boon when purchasing a follower vanity (Pathfinder Campaign Setting: Pathfinder Society Field Guide 60) to reduce the cost of that vanity by 2 Prestige Points (minimum 0). The follower must be Arvellos to gain this benefit. When you use this boon, cross it off your Chronicle sheet.

Local Connection (The Exchange): You know several friendly suppliers in western Garund. When purchasing any single-use item worth 100 gp or less while in the Mwangi Expanse, Rahadoum, Sargava, the Shackles, or the Sudden Lands, you reduce those items' cost by 10%. You must spend at least part of the adventure in one of these countries to use this boon; it does not apply between adventures, and the discount does not stack with other effects that reduce an item's price.

Reading the Threads: You have had additional time in which to study *A Thread of Silver*, an incomplete guide to crash sites near Starfall in Numeria. When using the book as a dungeon guide, you increase its accuracy bonus by 1 and gain a +2 competence bonus on optional skill checks made to increase its accuracy further.

CUREALLPRICE
1,400 GP

A dose of cureall allows the target to attempt an additional saving throw against a single disease or poison effect currently afflicting him. This additional saving throw counts for the total number of successful saves needed to recover from the disease or poison. If the target is suffering from multiple afflictions, a single dose of cureall works against only the effect with the highest save DC currently afflicting him. Cureall also restores 1d4 points of ability damage or 1 point of ability drain that has been inflicted by a disease or poison, even if the user doesn't succeed at the save. A dose cures any ability drain before curing ability damage. If the target is suffering from drain or damage to multiple ability scores, the cureall cures the score with the most damage or drain (or randomly selects one if multiple scores have equal drain or damage).

HYPEPRICE
250 GP

A synthetic adrenaline derivative once used by soldiers, hype boosts perception and reaction time but comes with some nasty side effects. This pharmaceutical has an onset time of 1 round and its effects last for 1 hour. It provides a +5 competence bonus on Perception checks and increases the user's base land speed by 10 feet, but the user takes a -4 penalty on concentration checks and on all Intelligence-, Wisdom-, and Charisma-based skill checks (with the exception of Perception).

amulet of natural armor +1 (2,000 gp)
malyass root paste (250 gp, limit 2)
mark I dermal plating (acts as an amulet of natural armor +1 but instead occupies the cybertech body slot; 4,000 gp)
potion of shield of faith (CL 12th; 600 gp, limit 1)
purple worm poison (700 gp, limit 1)
wand of detect secret doors (14 charges, 210 gp, limit 1)
wand of stone shape (5 charges, 1,125 gp, limit 1)

belt of giant strength +2 (4,000 gp)
belt of mighty constitution +2 (4,000 gp)
wand of remove fear (7 charges; 105 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

5-6 1,275 2,550

SUBTIER ☐ Slow ☒ Normal

Out of Subtier 1,988 3,975

SUBTIER ☐ Slow ☐ Normal

8-9 2,700 5,400

SUBTIER ☐ Slow ☐ Normal

- - -

SUBTIER ☐ Slow ☐ Normal

- - -

MAX GOLD

EXPERIENCE

FAME

GOLD

20

Starting XP

+ 1 300

XP Gained (GM ONLY)

= 21

Final XP Total

36 7

Initial Prestige Initial Fame

+ 2 100

Prestige Gained (GM ONLY)

-

Prestige Spent

38 9

Current Prestige Final Fame

4713

Starting GP

+ 3975 100

GP Gained (GM ONLY)

+ 100 100

Day Job (GM ONLY)

- 150

Gold Spent

= 8638

Total

For GM Only

Pandy

EVENT

49961

EVENT CODE

9/14/14

DATE

D. J. [Signature]

Game Master's Signature

120937

GM Pathfinder Society #