



# Pathfinder Society Scenario #7-26: All for Immortality, Part 2: All the Gods Beyond

Character Chronicle #

038

☐ Core Campaign

Score

Player Name

A.K.A.

Tesla

Character Name

14034

Pathfinder Society #

23

The Exchange

Faction

This Chronicle sheet grants access to the following:

**Field Commander:** You directed three teams of Pathfinders during the Wingless Rock operation. This boon tracks how many of each team survived the orders you gave them.

Axe-Fixers ☐ ☐ ☐Kernaug Group ☐ ☐ ☐Scroll-Seekers ☒ ☐ ☐

**Alchemical Breakthrough:** Using Professor Kramolag's notes, you have managed to recreate an advanced alchemical tonic that augments your natural abilities. You can cross this boon off your Chronicle sheet and drink this at the beginning of an adventure in order to select a 1-point evolution from the list available to an unchained summoner's biped eidolon (*Pathfinder Unchained* 35); you gain that evolution for the duration of one adventure. You cannot select the mount, pull, or push evolutions in this way.

**Enhanced Breakthrough:** Professor Kramolag personally mixed a transformative tonic for you. When you use the alchemical breakthrough boon above, you can instead spend 3 evolution points to gain any combination of 1-, 2-, and 3-point evolutions available to an unchained summoner's biped eidolon. You cannot select the limbs, mount, pull, or push evolutions in this way.

**Shadow Touched:** Something from the Shadow Plane or beyond offered you power, and you accepted. You gain the shadowbound corruption, the eerie perception manifestation, and a manifestation level of 1. At the beginning of each adventure—or any time you purposefully destroy an object of beauty, light, or joy—you can choose to increase your manifestation level by 1 (maximum 3, plus 1 for every two levels you gain beyond 14th), gaining a new manifestation in the process.

You must have a copy of *Pathfinder RPG Horror Adventures* to use this boon. If you do not possess a copy, you instead gain darkvision to a range of 60 feet (or increase your existing darkvision range by 30 feet) and gain light sensitivity. This also causes your eyes to fade to a dull gray, and over time your hair and skin gradually lose their color.

ring of alchemy II (40,000 gp; functions as a ring of wizardry II but augments 2nd-level alchemist extract slots rather than spell slots)

orange prism ioun stone (30,000 gp)

sustaining spoon (5,400 gp)

decanter of endless water (9,000 gp)

cloak of the bat (26,000 gp)

headband of mental prowess +2 (Wis and Cha; 10,000 gp)

coat of the grand alchemist (75,000 gp; functions as a robe of the archmagi but lacks an alignment restriction, grants no bonus on caster level checks, and increases the wearer's effective level by 1 for determining the duration of his mutagen or mutagen-like class abilities [e.g. cognatogen]).

amulet of proof against detection and location (35,000 gp)

bracelet of friends (19,000 gp; one charm is permanently attuned to a barbed devil that serves the wearer for 5 minutes before teleporting away)

SUBTIER ☐ Slow ☐ Normal

12-13 5,242 10,483

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 7,929 15,858

SUBTIER ☐ Slow ☐ Normal

14-15 10,616 21,232

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

41

Starting XP

+ 1 76

XP Gained (GM ONLY)

= 42

Final XP Total

28 71

Initial Prestige Initial Fame

+ 2 76

Prestige Gained (GM ONLY)

—

Prestige Spent

30 73

Current Prestige Final Fame

3481

Starting GP

+ 21,232 76

GP Gained (GM ONLY)

+ 75 76

Day Job (GM ONLY)

—

Gold Spent

= 24789

Total

For GM Only

Gaming Etc PFs  
EVENT337534  
EVENT CODE11/19/18  
DATE

Game Master's Signature

224293  
GM Pathfinder Society #