



Pathfinder Society Scenario #9-25: Betrayal in the Bones

Character Chronicle #

040

☐ Core Campaign

Score

A.K.A.

Tesla

14034 - 23

Brahma

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Al-Jakri's Debt (Grand Lodge faction):** You came to an understanding with Muhlia al-Jakri, and in addition to agreeing not to antagonize the Society further, she is ready to come to remove one of your problems behind the scenes. You can check the box that precedes this boon to cancel the effects of any one other boon that appears on one of your Chronicle sheets as Muhlia removes those harming your reputation, "convinces" old foes to give up on vengeance, or secures an esoteric medicine to undo effects that left you mentally or physically weaker.

☐ **Blessing of Chasard:** As a reward for protecting one of the dwarven god Magrim's holy sites, you have earned a moment of the Taskmaster's intercession when you are at the greatest risk. You can check the box that precedes this boon to negate any one effect that would destroy or trap your soul when you are targeted. This does not prevent any additional effects associated with that effect. Alternatively, you can check the box to gain the assistance of one of Magrim's divine servants in escorting your soul back to your body, reducing the cost of any one spellcasting service that returns you to life by 8 Prestige Points.

☐ **Dalsine Inheritance (Grand Lodge faction):** Thanks to you, Muhlia al-Jakri is dead. The Dalsine family is overjoyed that you have avenged their heir's death, they praise your name for months to come, and they send you one of the late Baron Jacquo Dalsine's dearest possessions: an ivory cameo of himself. You immediately regain 5 previously spent Prestige Points, if your Prestige Point total is greater than your Fame, you must immediately expend them or lose the excess points. In addition, while wearing the cameo, you can use the following as spell-like abilities (CL 12th) by expending the listed number of Prestige Points: *charm monster* (3 PP, DC 22), *major image* (2 PP, DC 21), or *true seeing* (6 PP).

☐ **Maze Breaker:** You have overcome a fragment of the Ivory Labyrinth itself, in the process learning how to defeat other mazes. You can check the box that precedes this boon to use *walk through space* (Pathfinder RPG Ultimate Combat 248) as a spell-like ability (CL 15th). Alternatively, you can check the box when attempting an Intelligence check to escape a *maze* spell to automatically succeed at the check.

Subtier 12-13

Subtier 14-15

+3 agile adamantine kukri (35,008 gp; an agile weapon allows a character with Weapon Finesse to apply her Dexterity modifier on damage rolls in place of her Strength modifier. This modifier is reduced for off-hand weapons)

+3 human-bane kukri (32,308 gp)

amulet of spell cunning (10,000 gp; Pathfinder RPG Ultimate Equipment 256)

belt of incredible dexterity +4 (16,000 gp)

boots of teleportation (49,000 gp)

bracers of armor +4 (16,000 gp)

carpet of flying (5 feet by 5 feet; 20,000 gp)

cloak of resistance +4 (16,000 gp)

dwarfbond hammer (25,312 gp; Ultimate Equipment 154)

potion of barkskin +5 (1,200 gp; limit 1)

purple worm poison (700 gp; limit 4)

ricochet hammer (20,301 gp; Ultimate Equipment 159)

Ring of Bravery Pathing 2200

Lesser Maximize Neatness Rod Moo

+3 agile adamantine kukri (35,008 gp; an agile weapon allows a character with Weapon Finesse to apply her Dexterity modifier on damage rolls in place of her Strength modifier. This modifier is reduced for off-hand weapons)

+3 human-bane kukri (32,308 gp)

amulet of spell cunning (10,000 gp; Pathfinder RPG Ultimate Equipment 256)

belt of incredible dexterity +4 (16,000 gp)

boots of teleportation (49,000 gp)

bracers of armor +4 (16,000 gp)

carpet of flying (5 feet by 10 feet; 35,000 gp)

cloak of resistance +4 (16,000 gp)

dwarfbond hammer (25,312 gp; Ultimate Equipment 154)

greater ricochet hammer (55,301 gp; functions as a ricochet hammer but gains the speed special weapon property when thrown; Ultimate Equipment 159)

minotaur belt (11,000 gp; can be upgraded to grant a +4 Strength bonus for an additional 12,000 gp or a +6 bonus for an additional 32,000 gp; Ultimate Equipment 212)

potion of barkskin +5 (1,200 gp; limit 1)

purple worm poison (700 gp; limit 4)

void pennant (14,000 gp; Ultimate Equipment 159)

SUBTIER ☐ Slow ☐ Normal

12-13 6,495 12,989

SUBTIER ☐ Slow ☐ Normal

Out of Subtier 8,603 17,205

SUBTIER ☐ Slow ☐ Normal

14-15 10,710 21,420

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

43

Starting XP

1

XP Gained (GM ONLY)

44

Final XP Total

32

75

Initial Prestige Initial Fame

2

Prestige Gained (GM ONLY)

Prestige Spent

34

77

Current Prestige

Final Fame

0.5

Starting GP

21420

GP Gained (GM ONLY)

75

Day Job (GM ONLY)

16200

Gold Spent

5295.5

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #