

Pathfinder Society Scenario #10-23: Passing the Torch Part 2:

Who Speaks for the Ten

Scott

Character Chronicle #

SUBTIER Slow

12-13

SUBTIER

Out of

Subtier

SUBTIER

14-15

SUBTIER

Out of

Subtier

SUBTIER

5,500

Slow

7,750

Slow

Slow

Slow

17-18 20,000 40,000

Starting XP

XP Gained (GM ONLY)

Final XP Total

Prestige Gained (GM ONLY)

Prestige Spent

Starting GP.

GP Gained (GM ONLY)

Day Job (GM-ONLY)

Gold Spent

110000

Final

Initial Prestige

Current Prestige

30,000

225

Core Campaign

Normal

11,000

Normal

15,500

Normal

Normal

Normal

10,000 20,000

15.000 30.000

Organized Play #

Faction

This Chronicle sheet grants access to the following:

If you would like to discuss any of the decisions you made in this scenario, visit the thread #10-23: Passing the Torch Part 2: Who Speaks for the Ten [SPOILERS] in the Pathfinder Society section of the forums on paizo.com.

Advisor to the Ten: While you did not choose to join the Decemvirate, you are still a respected associate of the Ten who knows the identity of at least one of its hidden members. You immediately gain 10 bonus Prestige on this Chronicle sheet. This does not raise your Fame score. If it would increase your Prestige Point total to higher then your Fame, you may immediately spend the excess on this Chronicle sheet.

One of the Ten: When the dust settled after Vahlo's destruction, Eliza Petulengro revealed herself as a member of the Decemvirate and invited you to join the ranks of the society's secretive leaders. What you do with this power and influence is yours to decide. You can retire your character from regular adventuring to focus on enacting your agenda from the top, or you can continue to participate in Pathfinder missions outside of your secret role. You immediately gain 10 bonus Prestige on this Chronicle sheet. This does not raise your Fame score. If it would increase your Prestige Point total to higher then your Fame, you may immediately spend the excess on this Chronicle sheet. Additionally, you possess an official seal of the Decemvirate, which you can use to send communications to any NPC. This does not allow you to force people to act in a certain way (for example, a letter demanding that a venture-captain surrender all of their valuables to you is likely to be discounted), but it can confer circumstance bonuses and other advantages at the GM's discretion.

 \square \square \square Torch's Bag of Contingencies: You cornered Grandmaster Torch. Whether you killed him or chose to spare his life, you've acquired his handy haversack stuffed to the brim with backup plans. You gain a free handy haversack. In addition, you can check a box that precedes this boon to declare that an item with a weight of up to 5 lbs. and a value of up to 500 gp is present in the bag, adding it for free to the items you own. You can check multiple boxes to increase the value and weight allowed; for example, you could acquire an item worth up to 1,000 gp that weighs up to 10 lbs if you check two boxes.

- +4 improved shadow leather armor (31,360 qp)
- +5 conductive wounding short sword (128,310 qp; Pathfinder RPG Ultimate Equipment 127, 149) belt of physical perfection +4 (64,000 gp) greater ring of energy resistance (40,000 gp) potion of barkskin (CL 6th; 600 gp, limit 1) scarab of protection (38,000 qp) scroll of dimension door (CL 18th; 1,800 gp, limit 1) scroll of true resurrection (28,285 gp) sniper goggles (20,000 qp; Ultimate Equipment 227) winged boots (16,000 gp; Ultimate Equipment 233)

+5 conductive wounding short sword (128,310 qp; Pathfinder RPG Ultimate Equipment 127, 149) belt of physical perfection +4 (64,000 gp) greater ring of energy resistance (40,000 gp) potion of barkskin (CL 6th; 600 gp, limit 1) scarab of protection (38,000 gp) scroll of dimension door (CL 18th; 1,800 gp, limit 1) scroll of true resurrection (28,285 qp) sniper goggles (20,000 gp; Ultimate Equipment 227) winged boots (16,000 qp; Ultimate Equipment 233)

+5 conductive wounding short sword (128,310 qp; Pathfinder RPG Ultimate Equipment 127, 149) +5 moderate fortification mithral breastplate (68,200 gp) belt of physical perfection +4 (64,000 gp) bracers of the avenging knight (11,500 qp; Ultimate Equipment 272)

gloves of dueling (15,000 gp; Ultimate Equipment 236) potion of barkskin (CL 6th; 600 gp, limit 1) seroll of dimension door (CL 18th; 1,800 gp, limit 1) scroll of true resurrection (28,285 gp) sniper goggles (20,000 qp; Ultimate Equipment 227) winged boots (16,000 gp; Ultimate Equipment 233)

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