Thanos: 002s

Pathfinder Society Scenario #7-29: All for Immortality, Part 3: Serpents Fall

Character Chronicle # 039

☐ Core Campaign

Player Name	A.K.A. Character Name	Pathfinder Society #	Faction
Scat D Grat	Tesla	14034-23	The Exchang

This Chronicle sheet grants access to the following:

Aspis Armory: During your exploration of the Aspis Building, you seized unique magic items.

Badge of the Charlatan: (*Discounted price* 35,000 gp; *CL* 5th, *aura* none) This gold Aspis badge simultaneously provides all benefits of a *ring of invisibility* and a *hat of disguise*. As a standard action, the wielder can transform it into any other badge of authority with which she is familiar. The badge is under a constant *greater magic aura*[UI] effect to appear nonmagical.

Belt of Many Forms (*Discounted price* 40,000 gp; *CL* 8th; *aura* moderate transmutation) This flexible belt provides a +6 enhancement bonus to your choice of Strength, Dexterity, or Constitution. You may change the bonus granted to another ability score once per day as a standard action, treating it as a temporary bonus for the first 24 hours afterword. The belt also grants additional benefits depending upon the ability score selected, granting all of the benefits of the one of the following items: *belt of the weasel*[UE] (Dex), *elemental earth belt*[UE] (Con), or *minotaur belt*[UE] (Str).

Headband of Mental Adaptability (*Discounted price* 40,000 gp; *CL* 8th; *aura* moderate transmutation) This headband functions as a the *belt of many forms* above, except it grants its +6 enhancement bonus to Intelligence, Wisdom, or Charisma, and it grants the benefits of one of the following items: *headband of ponderous recollection*[UE] (Int), *headband of unshakable resolve*[UE] (Wis), or *rod of splendor* (Cha). The skills granted by the Intelligence option are fixed at the time of creation (one of which must be a Knowledge skill).

Beheading the Serpent: You struck a terrible blow to the Aspis Consortium. You can include a copy of this Chronicle sheet among the records of as many of your PCs as you like, though those PCs gain no access to the other boons, equipment, or wealth from this Chronicle sheet. This boon imposes a –1 penalty on the attack rolls, damage rolls, skill checks, and saving throws of all Aspis Consortium agents and hirelings she encounters (this penalty is not cumulative with other copies of the boon).

Incredible Protege: Choose one of your PCs and include a copy of this Chronicle sheet among her records. That PC chooses any one skill. She gains that skill as a class skill and receives 1 free rank in that skill for each character level. If she already had ranks in that skill before you applied this Chronicle sheet, she can freely retrain those skill ranks.

Innovative Blade: You recovered a powerful weapon from the Hall of Blades. You can purchase one of the following weapons for the listed cost, but you can apply the weapon's unique enchantment to any weapon of your choice from the axes, heavy blades, or light blades weapon categories (*Core Rulebook* 56): *dagger of deadly venom* (as *dagger of venom* whose poison save DC is 20; 18,300 gp), *flame tongue* (20,700 gp), *holy avenger* (120,600 gp), or *luck blade* (1 wish; 62,300 gp).

Patron's Debt: You saved the Aspis Patrons from Suliji's assault. You gain a large pool of Prestige Points that can be used to help any of your characters, or the other characters at their tables, recover from hardships caused by Aspis agents (such as to escape imprisonment, remove conditions, and even *raise dead*); the Aspis release your character, pay to remove the condition, or else the Aspis held back during the fight, resulting in a condition less severe than it initially seemed. Check one of the boxes below this boon for each of these Prestige Points you spend. Once you expend the pool, the Patrons consider their debt fulfilled and any further attack on the Society fair game; cross this boon off your sheet.

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

All Subtiers

+5 *adamantine falcata* (53,018 gp; *Pathfinder RPG Ultimate Equipment* 27)
+5 *mithral breastplate of speed* (44,350 gp; can grant wearer *haste* as *mithral full plate of speed*)
amulet of mighty fists +2 (16,000 gp)
boots of speed (12,000 gp)
ring of friend shield (50,000 gp)
ring of spell turning (100,000 gp)
rod of splendor (25,000 gp)
steelhand circle (12,000 gp; *Ultimate Equipment* 177)
vampiric gloves (18,000 gp; *Ultimate Equipment* 239)

Subtier 14–15

+4 *spiteful mithral chain shirt* (24,100 gp; *Pathfinder RPG Advanced Class Guide* 210)
ring of delayed doom (45,000 gp; *Ultimate Equipment* 169)
coat of energy resistance (85,000 gp; occupies the body slot and grants the wearer resistance 10 to acid, cold, electricity, fire, and sonic damage)

1500
Sell lesser silver mummy rod
Sell ~~mental~~ Mithral Club ~~675~~
~~Sell~~ 2175
upgrade Headband to +3

MAX GOLD

	Slow	Normal
SUBTIER 12–13	7,500	15,000
SUBTIER Out of Subtier	9,625	19,250
SUBTIER 14–15	11,750	23,500
SUBTIER —	—	—

EXPERIENCE

Starting XP	42
+ XP Gained (GM ONLY)	1 (GM's Initials: TZ)
= Final XP Total	43

FAME

	Initial Prestige: 30	Initial Fame: 73
+ Prestige Gained (GM ONLY)	2 (GM's Initials: TZ)	
– Prestige Spent		
	Current Prestige: 32	Final Fame: 75

GOLD

Starting GP	24798
+ GP Gained (GM ONLY)	23,500 (GM's Initials: TZ)
+ Day Job (GM ONLY)	112.5 (GM's Initials: TZ)
– Gold Spent	50 000
= Total	0.5

48498.5

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
Gaming Etc PFS	337534	12/17/18		224293

Sell Scroll Sleep
4 Scroll Cure Spg
4 x Gold wand
lesser silver mummy rod 1500
Amulet = 100
Ironjaw
up