



PATHFINDER MODULE: WE BE GOBLINS TOO!

This Chronicle Certifies That

Score

Thamos

14034-05

DM
Achor

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Completed This Scenario.

Items Found During This Scenario

TIERS

ALL

You Really Be Goblin: You have spent considerable time—almost certainly too much time—studying goblins, and some of their worst habits have rubbed off on you. As a free action, gain the benefits of one of the following race traits for 1 round. When you use the trait, you may also permanently replace one of your existing traits with the new race trait, following all of the normal rules for selecting traits. When you use this boon, cross it off your Chronicle sheet.

Advantageous Distraction: You are easily distracted, often at just the right time. Once per day as a swift action, you can be momentarily distracted in combat, such as by ducking an axe swing to inspect a toadstool. When you activate this ability, you gain a +2 dodge bonus to AC for 1 round.

Bouncy (Pathfinder Module: We Be Goblins Too 15)

Goblin Bravery (Pathfinder Module: We Be Goblins Too 15)

Owlbear Companion: You recovered a clutch of owlbear eggs and may raise one of the hatchlings as a pet. If you possess a class feature that permits you to take a bear as an animal companion or mount that progresses as an animal companion, you may instead gain the service of an owlbear. The owlbear companion uses the stats of a bear companion with the following modifications: all Handle Animal checks made to train or handle the owlbear suffer a -4 penalty; the bonus granted by the devotion ability increases to +5; the creature's starting Charisma score is 10; and the animal companion looks like an owlbear instead of a normal bear. This owlbear is considered an animal for all purposes.

+1 flaming dogslicer (8,308 gp)

+1 flaming spear (8,302 gp)

+1 shadow studded leather armor (4,925 gp)

amulet of natural armor +1 (2,000 gp)

bead of force (3,000 gp)

cloak of elvenkind (2,500 gp)

gourd of fire burping (250 gp; this functions as an elixir of fire breath, but the imbiber may only breathe fire once in a 15 ft. cone that deals 2d6 fire damage [DC 12 Reflex save for half])

necklace of fireballs (type I) (1,650 gp)

potion of blur (300 gp)

potion of cure moderate wounds (300 gp)

potion of fire resistance (300 gp)

scroll of flaming sphere (150 gp)

sovereign glue (2,400 gp)

wand of cure moderate wounds (11 charges; 990 gp, limit 1)

wand of lesser restoration (9 charges; 810 gp, limit 1)

Items Sold / Conditions Gained

4-armor armor

62

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

62

Items Bought / Conditions Cleared

hellwyrk plan

200

TOTAL COST OF ITEMS BOUGHT

200

Scenario Chronicle #

007

☐ Slow ☐ Normal

LEVEL 2-4 618 1,237

EXPERIENCE

4

Starting XP

+ 1

XP Gained (GM ONLY)

5

Final XP Total

FAME

7

Initial Fame

7

Initial Prestige

+ 1

Prestige Gained (GM ONLY)

-

Prestige Spent

6 8

Final Fame Current Prestige

GOLD

1536

Start GP

+ 1237

GP Gained (GM ONLY)

+ -

Day Job (GM ONLY)

+ 62

= 2835

Subtotal

- 2000

Items Bought

= 835

Total

For GM Only

Gaming Etc

EVENT

337534

EVENT CODE

4/1/19

DATE

Putnam Wh

Game Master's Signature

185677

GM Pathfinder Society #