



Pathfinder Module: Plunder & Peril (Rum Punch)

Character Chronicle #

010

Scott David G. A.K.A. Thomas 14034 - 5 D.A.
Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Burgeoning Notoriety: Your actions have earned you a modicum of respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned over your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Avast Ye! (1+ Disrepute): Before attempting a Diplomacy or a Perform (oratory) check when addressing a pirate or a creature with the aquatic or water subtype, you may spend 1 point of Disrepute to gain a +1 bonus on the check. For each additional point of Disrepute you spend, increase the bonus by 1 (maximum +5).

Ply Them With Rum (Pathfinder Society Adventure Card Guild): At the beginning of a Pathfinder Society Adventure Card Guild scenario, you can cross this boon off your Chronicle sheet to stash an additional 1d4+1 plunder cards.

Rum Punch Champion: You participated in the festival games honoring Cayden Cailean, breaking several records and earning you more than a few awards. Choose one of the following three boons, and cross the others off your Chronicle sheet. Using the boon is a free action and requires you check the accompanying check box. If you have already used the boon, you may activate it again by spending 2 Disrepute.

Drunk's Fortitude: You can use this boon before rolling a saving throw against a spell or effect that would sicken or nauseate you to gain a +2 bonus on the save.

Parade Dasher: You can use this boon to gain a +2 bonus on all checks made as part of a chase to overcome an obstacle for 1 round.

Pit Challenger: You can use this boon to gain the benefits of the Improved Unarmed Strike feat for 1d4+1 rounds. If you already have the Improved Unarmed Strike feat, you instead gain a +1 bonus on attack and damage rolls with unarmed strikes for 1d4+1 rounds. If you are in an urban setting, double these bonuses.

+1 keen rapier (8,320 gp)

bag of holding (type I) (2,500 gp)

cloak of resistance +1 (1,000 gp)

ring of protection +1 (2,000 gp)

seaweed leshy bulb (functions as a potion of waterbreathing with a 10-minute duration; 50 gp, limit 1)

+1 Adamantine Glor (5000)
+1 Cloak of Resistance (1000)

SUBTIER ☐ Slow ☐ Normal

3-5 2,400 4,800

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

7

Starting XP

+ 3

XP Gained (GM ONLY)

= 10

Final XP Total

4 12

Initial Prestige Initial Fame

+ 4

Prestige Gained (GM ONLY)

—

Prestige Spent

8 16

Current Prestige Final Fame

1624

Starting GP

+ 400

GP Gained (GM ONLY)

+ 0

Day Job (GM ONLY)

- 6008

Gold Spent

= 416

Total

For GM Only

06C 2019

EVENT

2692580

EVENT CODE

7/10/19

DATE

[Signature]

Game Master's Signature

59724

GM Pathfinder Society #