



Pathfinder Module: Plunder & Peril (Black Coral Cove)

Character Chronicle #

012

Scott Gray

Player Name

A.K.A.

Thanos

Character Name

14034 - 5

Pathfinder Society #

D.A.

Faction

This Chronicle sheet grants access to the following:

Paying the Devil His Due (Pathfinder Society Adventure Card Guild): Before you attempt a check to repair a ship you command, you may cross this boon off your Chronicle sheet to automatically succeed at the check.

Rising Notoriety: Your actions have earned you greater 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.

The Fearsome Tide (5 Disrepute): During your adventures in the Black Coral Cave, you and your companions secured a damaged yet formidable carrack named *The Fearsome Tide*. With some elbow grease and coin, you could likely restore it to its former glory to sail the seas once more. Select one of the boons below when you use this boon, and cross the other off your Chronicle sheet.

Restoring the Tide: You can spend 1,000 gp to restore *The Fearsome Tide* to working order. In doing so, you gain a +2 bonus on Craft (ships) and Profession (pirate or sailor) checks. If you have the ship vanity (Pathfinder Campaign Setting: Pathfinder Society Field Guide 62), these bonuses stack.

Selling the Tide: You may sell what remains of *The Fearsome Tide* to the highest bidder, earning an additional 1,000 gp for completing this adventure.

THREE REASONS TO LIVE

Aura faint evocation; CL 5th

Slot none; Price 9,000 gp; Weight 2 lbs.

DESCRIPTION

The horns of three disparate creatures (chimera, dire ram, and satyr) make up this magical instrument, interlocking into one shofar about 2 feet long. Once per day the horn can be blown to affect all allies within 30 feet that can hear it.

Affected creatures gain sonic resistance 10 and a +2 bonus on saves against spells and effects that deal sonic damage, are language-dependent, or must be heard to be effective. This protection lasts for 10 minutes. If a bard uses the horn to start a bardic performance, all effects of that performance are calculated as if the bard were 6 levels higher. This doesn't grant the bard access to new bardic performances; it only enhances those to which the bard already has access.

CONSTRUCTION

Requirements Craft Wondrous Item, shout; Cost 4,500 gp

belt of incredible dexterity +2 (4,000 gp)

crown of swords (6,000 gp; Pathfinder RPG Ultimate Equipment 242)

jaunt boots (7,200 gp; Pathfinder RPG Ultimate Equipment 232)

Large assassin's dagger (can be used by a Medium creature as a scimitar without any attack penalty; 10,304 gp, limit 1; Pathfinder RPG Ultimate Equipment 150)

monkey belt (9,400 gp; Pathfinder RPG Ultimate Equipment 212)

pink rhomboid ioun stone (8,000 gp)

staff of minor arcana (8,000 gp; Pathfinder RPG Ultimate Equipment 198)

three reasons to live (9,000 gp)

SUBTIER ☐ Slow ☐ Normal

5-7

4,356

8,712

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

EXPERIENCE

FAME

GOLD

13

Starting XP

+

3

14

XP Gained (GM ONLY)

=

16

Final XP Total

Initial Prestige

Initial Fame

+

4

14

Prestige Gained (GM ONLY)

Prestige Spent

16

24

Current
PrestigeFinal
Fame

1172

Starting GP

+

9712

14

GP Gained (GM ONLY)

+

0

14

Day Job (GM ONLY)

Gold Spent

= 10884

Total

For GM Only

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EVENT

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EVENT CODE

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DATE

M. B. M.

Game Master's Signature

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GM Pathfinder Society #