



# Pathfinder Society Scenario #5-20: The Sealed Gate

Character Chronicle #

019

<u>Score</u>	A.K.A.	<u>Vasile</u>	<u>14034 - 57</u>	<u>Silver Crusade</u>
Player Name		Character Name	Pathfinder Society #	Faction

**This Chronicle sheet grants access to the following:**

**Light of Redemption (Silver Crusade):** You have provided a wayward cleric another chance, and for this you have been granted the ability to invoke divine redemption for a repentant soul. You gain the ability to cast *atonement* as a spell-like ability with no material component cost to anyone but yourself. When you use this boon, cross it off your Chronicle sheet.

**Purification by Sword (Silver Crusade):** You have struck down fiends and toppled the unrepentant, and you are prepared to do so again. As a free action, you can grant your weapon or a weapon you can touch the *flaming* weapon property for 1 minute. If the weapon already has the *flaming* weapon property, it instead gains the *flaming burst* weapon property. This fire damage ignores the fire resistance and fire immunity of any outsider with the evil subtype. When you use this boon, cross it off your Chronicle sheet.

**Return the Favor (Grand Lodge):** You not only recovered the arcane foci used to stabilize the *Hao Jin Tapestry*, but you also did so without the loss of any of the captured Pathfinder agents. You may use this boon to have your body and possessions recovered by a Pathfinder rescue team (*Guide to Pathfinder Society Organized Play* 26) at no cost. When you use this boon, cross it off your Chronicle sheet.

## All Subtiers

## Subtier 10-11

*Amulet of natural armor* +1 (2,000 gp)  
*Belt of giant strength* +2 (4,000 gp)  
*Belt of mighty constitution* +2 (4,000 gp)  
*Bracers of armor* +2 (4,000 gp)  
*Cloak of resistance* +2 (4,000 gp)  
*Headband of mental prowess* +2 (Wis and Cha; 10,000 gp)  
*Scroll of make whole* (CL 12th; 600 gp)  
*Wand of grease* (20 charges; 300 gp, limit 1)  
*Wand of invisibility* (21 charges; 1,890 gp, limit 1)  
*Wand of lesser restoration* (7 charges; 630 gp, limit 1)

+2 *heavy mithral shield* (5,520 gp)  
+2 *mithral full plate* (14,500 gp)  
*Amulet of natural armor* +2 (8,000 gp)  
*Belt of physical might* +4 (Dex and Con; 40,000 gp)  
*Cloak of resistance* +4 (16,000 gp)  
*Headband of alluring charisma* +2 (4,000 gp)  
*Headband of mental prowess* (Wis and Cha; 40,000 gp)  
*Reach metamagic rod* (11,000 gp; *Pathfinder RPG Ultimate Equipment* 190)  
*Ring of protection* +2 (8,000 gp)  
*Ring of protection* +4 (16,000 gp)  
*Scroll of forbiddance* (3,150 gp)  
*Wand of freedom of movement* (4 charges; 1,680 gp, limit 1)

## Notes

Upgrade *Paradise* to  
*Transcendence* (11013 - 21013 = 10000)  
Wand 4 charges from minor (1680)  
Upgrade *Cloak resistance* to +2  
(1000 - 4000 = 3000)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,191	4,382

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of subtier	3,036	6,092

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,901	7,803

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD

EXPERIENCE

FAME

GOLD

27	
Starting XP	
+ 1	GM's Initials
XP Gained (GM ONLY)	
= 28	
Final XP Total	

43	43
Initial Prestige	Initial Fame

+ 2	GM's Initials
Prestige Gained (GM ONLY)	

-	
Prestige Spent	

49	49
Current Prestige	Final Fame

7270	
Starting GP	

+ 783	GM's Initials
GP Gained (GM ONLY)	

+ 20	GM's Initials
Day Job (GM ONLY)	

- 14680	
Gold Spent	

= 413	
Total	

## For GM Only

<u>Pandy</u>	<u>12/31/17</u>	<u>ADJ</u>	<u>755</u>
EVENT	EVENT CODE	DATE	Game Master's Signature

GM Pathfinder Society #

15093