



Pathfinder Society Scenario #8-14: To Seal the Shadow

Character Chronicle #

004

☐ Core Campaign

Score

A.K.A.

Zapacardo

14034-53

PA

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Grace of Minatan Heroes: You've earned the attention of powerful Minatan spirits, who now watch over your travels. As a standard action, you may cross this boon off your Chronicle sheet to gain the effects of *greater magic fang* or *greater magic weapon* (CL = your total HD). Regardless of which spell is selected, this effect only lasts for 1 minute per effective caster level.

☐ **Inahiyi's Gratitude:** By participating in the ritual of Inahiyi, you've become intertwined in the wayang's connection to the Shadow Plane. You may, as an immediate action, check a box that precedes this boon to treat positive and negative energy effects as though you were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts 1 minute once activated.

If you are a wayang, your mastery over shadow is such that when you use your light and dark racial ability, you can check both boxes that precede this boon. When you do so, you allow both positive and negative energy to heal you, though this benefit lasts for only 5 rounds.

Wayang Body Modification: During your time in the wayang city of Inahiyi, you underwent some form of wayang body alteration. Be it ritual piercings, tattoos, or even skin bleaching, you've committed to keeping the modifications you received. While the alteration is noticeable, it bears real significance only when viewed by other wayangs. You gain a +2 on all Charisma-based skill checks made to influence wayangs.

Cloak of Resistance +1 1000
~~Wayfinder~~

Traveler's Bag-Jou 250
MW Thens Tools 100

All Subtiers

aegis of recovery (1,500 gp; *Pathfinder RPG Ultimate Equipment* 254)
bracers of armor +1 (1,000 gp)
haramaki (3 gp; *Ultimate Equipment* 11)
heavyload belt (2,000 gp; *Ultimate Equipment* 212)
potion of cure light wounds (50 gp)
potion of mage armor (50 gp)
potion of remove fear (50 gp)
seer's tea (550 gp; *Ultimate Equipment* 319)
wand of charm person (6 charges; 360 gp; CL 4th)

Subtier 4-5

bracers of armor +2 (4,000 gp)
circlet of persuasion (4,500 gp)
needles of fleshgraving (8,000 gp; *Ultimate Equipment* 312)
potion of bear's endurance (300 gp)
potion of cure moderate wounds (300 gp)
potion of magic fang (50 gp)
ring of protection +1 (2,000 gp)
wand of charm person (8 charges; 840 gp; CL 7th)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	262	524

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	609	1,219

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	957	1,914

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

MAX GOLD

EXPERIENCE

FAME

GOLD

5

Starting XP

1

SR

XP Gained (GM ONLY)

6

Final XP Total

7

8

Initial Prestige

Initial Fame

2

SR

Prestige Gained (GM ONLY)

Prestige Spent

9

10

Current Prestige

Final Fame

925

Starting GP

524

SR

GP Gained (GM ONLY)

5

SR

Day Job (GM ONLY)

-1350

Gold Spent

204

Total

For GM Only

Gaming Etc. PFS

94489

24 Apr 2017

74406

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #